CONFIDENTIAL

THE EXCALIBUR PREPARATION COURSE

CHECKSHEET

7 APRIL 1993

PREREQUISITES:

1. QUALIFIED SOLO CLEARING PRACTITIONER COURSE

2. BEGINNING ENTITY CLEARING CHECKSHEET

3. CLASS IV OR ADVANCED SOLO CLEARING PRACTITIONER COURSE

4. ADVANCED ENTITY CLEARING CHECKSHEET

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. CLEAR

2. ADVANCED ABILITY III (BEGINNING ENTITY CLEARING).ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____DATE COMPLETED:_____

ATTESTATION:

The materials on the Excalibur level can sometimes be very restimulative to those doing

the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Excalibur level to anyone below this

level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: INTRODUCTION

1. READ: THE ADVANCED ABILITY CHART __pdf__*___

2. DIAGRAM: AN OVERVIEW OF EXCALIBUR _____

3. TAPE BRIEFING: AN OVERVIEW OF EXCALIBUR _____%__

4. READ: THE HISTORY AND THEORY OF... _!_____

5. READ: THE BASIC TENDENCY OF LIFE __!____

6. EXERCISE: Make a list of 10 different types of organization. _____

7. READ: THE RIGHTS OF A BEING ____!___

8. READ: THE SCALE OF EMOTIONS IN FULL _____

9. READ: EXCALIBUR - INTRODUCTION ___@____

10. CLAY DEMO: The way in which Entities and Clusters are organized. _____

SECTION TWO: BASIC PROCEDURE

1. READ: RUNNING EXCALIBUR _@_____

2. READ: STACK WORDING ___@____

3. DEMO KIT: How Excalibur is run _____.

4. READ: THE TWO LIABILITIES OF ENTITY CLEARING __@_____

5. DEMO KIT: The two liabilities of Entity Clearing _____

6. DIAGRAM: RUNNING EXCALIBUR _____

7. TAPE BRIEFING: RUNNING EXCALIBUR _____

SECTION THREE: HANDLING RESISTIVENESS

1. READ: IMPLANTERS ___@____

2. DRILL: Handling implanters _____

3. READ: PRE-INCIDENT ONE PLUGS ____@___

4. DRAWING: Make a drawing of the Time Track as you see it. _____

5. READ: PRE I FREEING PROCEDURE __@_____

6. DEMO KIT: Pre-Incident One procedure _____

7. READ: MONITORS ____@___

8. DRAWING: Make a drawing of a plug with one or more monitors. _____

9. READ: STATIC BEINGS _@_____

10. READ: MOCOS __@_____

11. READ: MEST BEINGS ____@___

12. DEMO KIT: Static Beings, Mocos and MEST Beings and the

the handling of each _____

13. TAPE BRIEFING: RESISTIVENESS IN EXCALIBUR __@_____

SECTION FOUR: FULL EXCALIBUR PROCEDURE

1. READ: THE THREE UNIVERSES ___@____

2. READ: END PHENOMENA OF EACH BEING __@_____

3. READ: TYPE OF INCIDENT __@_____

4. READ: EXCALIBUR PROCEDURE __@_____

5. READ: FINDING AND RUNNING A PLUG __@_____

6. READ: RESISTIVENESS IN EXCALIBUR ____@___.

7. DRAWING: Make a large drawing showing plugs and stacks and all

Excalibur procedures including handling various kinds of resistiveness. _____

8. LOOK OVER: EXCALIBUR - REPAIR ASSESSMENT ___@____

9. EXERCISE: See if you can find any items that should be added to this

repair assessment and write them down for the Course Supervisor. _____

SECTION FIVE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and can apply this

material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has completed the re-quirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

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CONGRATULATIONS

OT IX
OT XIII
OT XI
The Phoenix **The ability to perceive beyond one's own univ**
OT XII
OT XIII Super Power **Stability as a**
OT XVI
SS RD Super Static Rundown
Caseless
GMC Games Master Course
The ability to play or not play any game in this or any other universe at will
Grade Name of Grade End Phenomenon
THE BRIDGE TO TOTAL FREEDOM
THE OT LEVELS
OT XIV

OT XV The Grail An exterior viewpoint of games

TECH BRIEFING No 4

"EXCALIBUR"

CONFIDENTIAL - SUPER NOTS AND OT C/SING

CAPTAIN BILL ROBERTSON

22 August 1985

Hello everybody! This is the 22nd of August 1985. And this is Captain Bill Robertson, Frankfurt, RON'S ORG.

<Bravo!>

Bravo. Ah so! And we'll give this R-factor: This will be Tech Briefing # 4 - but it's a CONFIDENTIAL BRIEFING. And is just for people who are starting NOTs, or on Solo-NOTs.

And just to bring you up to date since the last Tech Briefing a little bit: In the last year we have done the things which for instance RTC or the Implanters would call "Our usual suppressive and squirrellish acts". Like bringing people to the State of Clear and straightening out their messed up DCSIs. Getting them programmed to go up the Bridge and getting them onto the Bridge, and making real OTs, where they are Cause over the data and CAN apply it.

So, we say to the other side: "Those are Suppressive Acts and we are very proud to be able to say that we have accomplished quite a few of those and have many people on the OT-levels, at least 12-15 and have produced in between 20 and 30 - maybe a couple more - Clears. Or straightened them out from their misdeclares or their invalidations, plus a lot of other grades, and so on."

Now, what the purpose of this particular meeting is - from the C/S viewpoint - to show some of the traps and tricks and problems that cases get into and that cases do not know about. Even people who are - ah - went up the Bridge in other areas, because they didn't have the benefit of Flag C/Sing, and the benefit of reading the LRH C/Ses on Advanced Levels.

And to handle some of the possible misunderstoods, possible confusions, possible things that would affect their ability to audit NOTs successfully - that is the purpose of this particular briefing.

To start off - let us assume, as we are all here OT III or above - I will talk from the OT III - NOTs-viewpoint. So, we don't have to go back and look at very simple things, but I will assume that you understand, that first of all we are dealing in the beginning with the composite case. All right. That means it's a complete mass of BTs and clusters. The guy's stuck in there somewhere and he is dramatizing whatever occurred - maybe on his OWN track - maybe on somebody ELSE's track. And he is totally the effect of all these charges, BPCs, wrong items, things, events, engrams, secondaries, locks. Everything that you can imagine in Dianetics or in regular grade charge or anything you can find on a list can be wrong with a guy. All right?

So, it is very difficult to get a guy from a "no auditing" up to the State of Clear. But basically we know that is what's done on the lower levels. All right, now we DO that. You have got a Clear.

Now, this is where the confusion starts with the most people, that I have talked to, because of the security, that was put around this area. And even in the beginning, after the people are on it, they are treated like they shouldn't know anything about it. They were just given, totally robotically, to "Run this". And, "That will be your next level".

So, first I want to straighten out the confusion of - from the OT III and above viewpoint - like "What is a Clear?". And, "Why do we therefore define this guy as a Clear and how come there are four different ways of Clear - the ways that they could BE Clear - but there is really only ONE STATE OF CLEAR?"

Well, this is interesting, because if you look back the time track, you will find that ... I'll just make a diagram here, but it can be given out with copies and so on ..., if we look at - from the OT III data we have, what LRH calls - Incident I. It occurs at start of track, right?

So, just let us take a single being now and we have start of track here as a line, and we have here Incident I. Now exactly why is that the start of the track? Because that is the first point, that he started COMPULSIVELY to make pictures. You may say: "Well, yeah. But why?", and so on. "But that implant, that's weird!". Well, this comes up again and again, but the point is that he is COMPULSIVELY making pictures FROM HIS OWN VALENCE from that point.

In other words: He, having gotten his Incident I, is now somehow making pictures. And we've run guys out from Incident I, that have discovered the reason WHY they make pictures like that - and it's because they had BTs stuck to them from EARLIER INCIDENT Is, who went into THEIR VALENCE - all right? Therefore they don't see them. Some of them do sort of feel it as a little something, they can't get a hold of around the back here. But some BTs, that were so much - shall we say - at effect, or just totally ready to be robotically inclined, that this BT you are handling started making pictures, or at LEAST he saw things and then he found out, he had MEMORIES of these. He could have RECALL after Incident I. And no matter if he looked at it, and he COULDN't as-is it. Why? Because of ownership. It's actually THESE guys, that are holding the picture, you see?

So, he looks at the picture - HIS picture would as-is of it - but then, there is still the other guy's picture, that he would have left. And since they are all SHARING THE SAME VIEWPOINT coming up the track, you don't get a blow on this guy, you don't get an as-isness.

So, however, he CAN DECIDE for himself and FOR HIS VALENCES - you see? Because he IS in CONTROL of them - that they DON'T NEED THESE PICTURES ANYMORE - all right? So this is not the only point where Clear can come. It can come there, but it doesn't have to. Because he CAN decide for himself and get the agreement of these guys NOT to make pictures. It doesn't make a STABLE Clear - but it makes a Clear, all right? Because they are not having to have pictures and they can create them and unmock them all as a team. "We all do it - because the boss says we do it - right?"

Anyway, the difference here being that this guy is NOT "out of valence" - OTHER PEOPLE ARE IN HIS VALENCE, see? And he is the boss. He says "OK, you guys, now ..." Or whatever he thinks it is. After Incident I there is a confusion. He never knows exactly, what happened in the "snaps" of Incident I, etc. WE know, that there were OTHER BEINGS PUT WITH HIM, ok?

So, if he can therefore handle these guys and control them easily enough by his more ability, he can get them to agree NOT TO MAKE PICTURES. So, we have what we call "a Clear". It would be a guy who doesn't NECESSARILY have to have run out his OWN Incident I, but somewhere up the track, right? he may have gotten (graph) - you see? - into Incident II here and let's put back here (graph) I think it's dating 1 Quadrillion - 1 and 1/2 Quadrillion was the CC Implant, (graph) Incident II is 75 Million with the 36 days and the OT II stuff, ok?

Now, so there is THAT on his track and then here we go, he is up into PT (graph). Single being, except with these guys IN HIS VALENCE. So, any point along here ... . Now we are in PT AUDITING this guy, right? Now we KNOW, that essentially he is NOT just this - he IS A COMPOSITE. He has other beings, who have done the SAME STUFF in various cause-effect points and they have all come conglomerated around him - all right? And that guy, we are auditing, is the most strongest or the leader you might say or the boss or whatever.

So, in essence, since Incident I he may have had (graph) more additions to his composite case at any point along the line because of mutual incidents or because of implants or because of whatever. But these guys have their OWN tracks down the line, all right? Have their OWN tracks, no matter HOW they come into HIM. So, when you get into this PT auditing, you have the guy somewhere in here, as a thetan, with all these other thetans around him, shaped up into his body form and everything else. Well, it's what we know as the NOTs and OT III Case, right? So, this is what we get.

Now, how does a guy go Clear? OK, he can do it in several ways: One is, he can run Dianetics. And he gets in back of an engram, which has got THAT POSTULATE in it that HE (needed pictures) - or he UNMADE the postulate, so that now "he didn't need pictures". Your see?

"I MUST remember this" or "I must HOLD onto this" comes from that Bulletin - I think some of you have seen - where "a thetan can do anything forever". He also tries to HOLD POSITION forever. So he gets in a certain incident, that he didn't want to happen. So he tries to hold on and says: "No, I'm not going to let that happen". So, he is always making an impression of it. But also, SO ARE THE GUYS IN HIS VALENCE. So, he can go UNCLEAR at that point.

Now in Dianetics, if you run to that point of that engram, he does: "WOW, Oh God! Man! No wonder I was holding on that that thing! Ahh, I didn't need to make that picture. Hey! WOW!" As soon as he doesn't need to, then he goes out of agreement of course with all of these guys in here (the composite), that HAVE to make pictures, right? HE doesn't need to make them, HIS VALENCE-GUYS (IN HIS VALENCE) don't even have to make them, right? So right away all the pictures, that are NOT his (but that he copied) and all those that ARE his and the guys in his

valence - Phffft! - disappear!

They don't need them anymore and he clears out some space. Because of course, if you are the BOSS of an org, you keep your OWN files closer to you, than other guys keep their files to you, (than other guys keep their files close to you), you know? So in YOUR office - your files - and in your office - Boom! - right away, you've got a LOT OF SPACE! No matter if some other guys may have been duplicating his files, they certainly move out of they way: "Uh, what's, what's going on here? All those - all that stuff - that was holding us - disappeared!"

So he as-ises his part of it. So he clears out a little bit here - a little space around himself. These guys (composite) are still hanging around. They're stuck in the body and still ... and everything like that. Basically the guy has cleared out a little space around him - and we say: "Ok, this guy is Clear". HE DOESN'T NEED TO COMPULSIVELY MAKE PICTURES ANYMORE. And you notice how "delicate" that the Clears are, right? If you don't hat him properly on "Nature of a Being", if you don't get them up through the non-interference-zone quickly, if you don't treat them with very - you know - handle the grade charge, that may still be left, so THEY DON'T COMPULSIVELY PULL IN BTs OR OTHER PICTURES FROM OTHER PEOPLE. If you don't cut these little lines delicately, because - realize the guy is Clear here - and you didn't HAT him yet. He's not hatted. TWO sides of the bridge, you know: You get the auditing side and the training side. He's not hatted - doesn't get the knowledge WHY he is Clear, and "What did he get out of?" or "What's in his space?".

It's VERY delicate. He may start having little comm lines back in here, back into the bank. So, you get off the grades charge by severing those possibilities of these guys - let's don't just say HIM - or charge in reflection from the environment, HITTING them and they're influencing HIM. And HIM seeing the environment and then wondering about it from something, he knows in the bank. Anyway, he's gonna get connected up again, if you don't handle him. So we try to handle the grades charge and the guy who needs anything as a "wants handled". Get his OCA stable. Get him hatted on "Nature of a Being", so he realizes, if he sees any pictures, it's NOT his. It's gonna be handled LATER. So he isn't going" "What is it? What is it? Is it mine? MUST BE MINE!". As soon as he decides that - Zap! He's got an increased ability to postulate here - that's the other thing - an increased ability to postulate as a Clear - means that HE CAN POSTULATE HIMSELF UNCLEAR. That's simple, it's simply it.

So, some point on the track he decided to HAVE TO MAKE PICTURES and later on, now he decides, he DOESN'T HAVE TO. All right? That's all a Clear is. Now he can go that way on a Dianetics cognition - getting that - pffft - at the back of one of this "must-hold-on-to-it"s.

He CAN get it from contacting a BASIC on a BASIC-CHAIN of engrams - which is like - something in Incident II, you know? Like that explosion or the big holder of ALL this engram stuff. These pictures are very much then "explained" to him and he realizes, that he's just been

mocking them up and - pffft - the whole thing goes. So he can get it through (graph) C.C., Clear through Dianetics, through hitting a large holding incident - right? - which is causing him to be connected into all the others' pictures. That's also a Dianetics type thing.

But it CAN happen on other processes as well, 3D Criss Cross - 3DXX - as we can call it, the old Criss Cross; goals processes - if you get a 'reliable item' on the guy, he goes back to a purpose line or something like that - you possibly can get it blown by prepchecking it - the postulate comes off - BOOM - and he doesn't need to make it. Anyway, there are ways to do it. Or he can get totally in P.T. with Objectives, and realize all that other stuff is pictures and he isn't making them. This is sort of - again he is not very hatted about it - he realizes:"Hey, I don't need to make pictures!" Even Power Processing can make a Clear, because it blows off the engrams he's stuck in. OK? So there's a lot of ways you can make that.

Now, what is a "Past Life Clear"? Well, that's a guy, that has had auditing since 1950 here (graph) and somehow went Clear in auditing. So he - but he did "Bunk" there and he went from one body life into another one. So you are just really dating, where he went Clear. Just like a Dianetics Clear, but :"What process?" and "When?". All right?

So you have a Clear and your "Past Life Clear" (graph). Then you have the "Clearing Course Clears". Now the Clearing Course is where it gets interesting, because the Clearing Course Clears - the ones who did the Clearing Course... It's this particular incident. It's one which forces a guy to mock up these certain items and pictures and it's done with a lot of pain and unconsciousness. And since Incident I is the FIRST time, that he can go really out of valence as being - see? - and has not recognized, he's got other people in his valence... But he can REALLY go out of valence on the CC too. There is a LOT OF FORCE in that and also, there were other beings going through that. But not all at the same time. They were done one after the other.

So, if you happen to get smashed with them later - or with people (beings) who have done it (gotten the CC-Implant) later - there is liable to be a great confusion about it. Now, because as he is ALSO going OUT OF VALENCE he can't as-is it, because it's somebody else's as well, you see? Even if they had it a second later or 3 years later or 1000 years later, he says:"Well, yeah, I cognited, 'Oh ho!' I'm not an animal!" He still has got this PICTURE of an animal. So, he runs the CC. He runs the item. And he is not only running it on himself, he's running it on ANY BT that he's got around him, that has that item.

So that's why it produces a Clear, that ... - pffft - it blows all the COPIES in his space, all the copy charge, that would have connected him up and confused him since the CC all the way to PT. And then puts him back basically to this state again, to where he's got his - you know - his Incident I charge and that's about it.

Now, it's not necessary to have Incident I charge - understand that. This is what makes him delicate. Because he can get into the unknown of "Why?" If he changes his mind, he can't quite get out of it, you know? He can't quite understand, what's happening. He still hasn't handled the Incident I. OK, but that's people IN HIS VALENCE. We're talking about now what makes him OUT OF VALENCE. The cc, Dianetics engrams, other major events on the track, Incident II especially. OK, (graph) this is another. So, in any one of these points, he can have or make a cognition, that he's "making up these pictures"' and - pffft - knocks them off.

Now, what's a Natural Clear? This is a guy, that's HAD THE COGNITION only, OR HAS MISSED THE STUFF. Either (graph) from there (Inc I) or somewhere in there (Inc II) has come along into PT and he therefore knows - essentially - or at least when he came to the planet, he knew it - (he might have forgotten since then) - that HE IS NOT HAVING TO MAKE PICTURES. That's all it is, he's not making them compulsively. He's not mocking up mental matter, energy, space and time, yeah? Now, it's no definition of a Natural Clear how FAR back from Incident I (or Inc II) he became that way, you see? He may have gone UNCLEAR at some time and then really took a look at it and blew out of it. By being clearly - you know what I mean - by being VERY observant, very, very,...

And then, other people, who were Natural Clear, have decided to do missions. For instance, to come onto THIS planet after Incident II and find out how aberrated it was and then work out experiments to try to handle it. So in case of a Natural Clear, that comes to the planet, has a job to do to get aberrated, to bring in the case and try to explain it to an auditor, so they can work out methods to handle it - you find these. I mean, several of us were in this type of experiment - you know? And I did the whole Clearing Course and went Clear after 80 hours of running the Clearing Course. Later on, on OT III, I realized, that I was Clear before I came to the planet. But I came to the planet with a purpose: To build up a case and then to use it for research, whenever that was going to be, and to bring it with me all the way to that point. And I got there too late, because the research had been done already! I didn't arrive at Saint Hill until LRH HAD the Clearing Course.

But when I ran it, I had all these data sitting in it, that I wanted to lay out for LRH. So I started writing to my C/S, writing my reports - all this data how they did it - bap bap bap. And that's when the C/S was saying: "Hey! That's not necessary. Just run the items."

I said: "No, send it to LRH, it might be important!" It is my mission, you see? Now, I WAS a bit late. And then they send it up to him. He wrote back and said:"That IS how it was done." - you know? - "He has those cogs - let him write that, all right? - that's all right." So he knew that was somebody, that was doing the mission to find out that stuff.

So, anyway, that's basically what it is. A Natural Clear has already - before he came here - he HAD that state, right? Now he MAY have gotten aberrated. We found a few Natural Clears in the last year, that have had a severe life time or something. They got very much drugs, sick, hospitalization, baby, childhood stuff, and they got MADE, or postulated themselves, essentially UNCLEAR, by their desire to keep that body or something. And they then had a hell of a lot of engrams and invalidation and then they decided, that this is really theirs, so they immediately mocked it up themselves. And they decided, they were unclear. Essentially we get them back to the beginning of that and they realized, they WERE CLEAR ALL THE TIME. And then they went into agreement with all this composite.

So, any questions now about the State of Clear? Because I wanted to clean that up: It's a guy, who is cause over mental matter, energy, space and time on the first dynamic. That means, he can knowingly mock up or unmock mental matter, energy, space and time. OK? Well, a lot of people do have confusion about that, let's say. Right?

But now we get to the interesting thing: What is OT I? Well, OT I is the getting of the guy a little more stable, you know? He goes out and he looks, spots beings, spots bodies, looks at things, this and that, notices how people operates their bodies, etc, etc. Find a place where there aren't any beings, you know what I mean? He's getting more stable and we are sort of waking him up into the spiritual universe - 7th dynamic. A lot of people think, when they are Clear on the 1st dynamic, it means their BODY is Clear. It doesn't mean that. It means HIM as a spiritual being. Clear - 1st dynamic. Huh? You have to orient him, which is OT I. Doesn't mean, that he still can't have a pain or a rash or an itch or "Do I have to smoke?", or what ever that is. He does not clear his body. There's a lot of misunderstoods and so on. It's the BEING - means he's SEPARATED OUT FROM THE COMPOSITE - it's all it means. So, OK. Any questions on OT I?

OT II. What is OT II? Well, on OT II, you're NOT running the guy. This is something they FAIL TO TELL YOU on OT II. You're not running it on a Clear. All you're doing on OT II - and by the way, if a guy hasn't done the Clearing Course, I also have him look over those platens, until he gets a persistent F/N on that - but basically, these two are the major incidents of the line-plots and Implant GPMs, that occured to most, most, most all thetans in this area. This one for the universe (CC) - and this one (OT II) for the Sector - and this one (CC) near the start of track for all. So this one (CC) is the more general, and this one (OT II) is a little less general, because it's mostly just Sector 9 and it's just this planet, where Incident II was done.

And I know you all ran BTs, that you found out bypassed that, and they came here later, after Incident II. You know? But they got associated with other people, who GOT it. You know? OK.

So, OT II takes these items, the actual line-plots - the CC, and actual line-plot of Incident II - and

there's lots of them - we don't need to go into that - that's just a lot of garbage, that the implanters put in and CONFUSED the guy and gave him WRONG VALENCES or WRONG ITEMS and keeping him being MEST or a BODY or WHATEVER, OK?

Now, these items were not "cluster-making", when they were given. Exactly WHEN they were given - they were given on a machine or an assembly line, that gave it to "SINGLE" BEINGS. It was for SINGLE BEINGS. It was NOT a composite making incident IN ITSELF, you understand? It was just like if you have a hundred people in the same picture show, that are all seeing the same picture, but at the same time they are NOT being mashed together with a big A-bomb, you see? So, it's not just a composite making incident.

What it IS however, is that EVERYBODY HAS THE SAME PICTURE AND INCIDENT. So everybody has the SAME PICTURE and he's maybe moved along a little track (machine track) to get the SAME VIEWPOINT OF EVERY PICTURE, you see? Then they ALL have an IDENTICAL PICTURE of the item and the run. And they confused that even more, because they were given it at DIFFERENT TIMES. One guy went through, then another guy a week or a bit later, and another guy over here and in another place.

So, TIME, LOCATION, DURATION, ALL that is different. But the PICTURE IS THE SAME. So, there's a confusion. And by confusion they go A=A=A, because they all have this picture, right? They think it's ALL THE SAME.

Before you can run, of course, the Incident II and I, you HAVE TO GET THIS CONFUSION OFF THE TRACK, because otherwise all the BTs think they are the same, because they all have the SAME MAJOR PICTURES OF THE IMPLANTS. And they all run at the same - TRY to run - at the same time. And you'll either end up stalling the PC or they all go through together and into a free-wheel or something, into the 36 days or they all experience the explosion at the same time and maybe blow the guy right out of the body, maybe killing the body. That's what LRH said. That can be a hell of an impact, you know. 20 000 BTs all running the explosion at the same time, you know? Be enough to stop the heart. Boom!... you know? So, you can't run the guy on OT III with these guys acting as a composite.

So, the running of OT II, and the CC Platens - to check them - to get the BPC off these, is to get this composite thing around the guy - after he's cleared out the space - it breaks it up in fragments (graph). Right? BTs and clusters, basically. It does not much touch the NOTs case, by the way. It just breaks up the BTs in his space, like this (graph). Instead of being a thing like this (graph), where it looks like "my case" - and I tell you it's EXACTLY, what they tell you, as I'm just doing it on an OT II. He really had to cog, that first of all he WASN'T RUNNING HIMSELF on the process. And then he got that. And then he couldn't understand, why there was an "earliest" run. Why do you have to intend the "earliest run" and he says: "In the materials it says, that the "entities" have these runs." You see? That EACH have ALL of this thing and he couldn't really

quite get that, until he demonstrated it and then he finally understood, that what you are doing, when you are doing this, is: You are running the "earliest" on each entity, that has it and as you go through it, other guys WILL BLOW CHARGE ON HIM TOO. Because they realize, "That's the same pictures", "Hey, hey, hey". They get interested - bap bap bap bap -and you are running them through later and later items and finally - wham! - it all breaks apart and all the guys are discharged on what's been holding them together as pictures - all these items.

So, they then break apart into this sort of thing BTs & clusters (graph). Any question on OT II? Those are the MAJOR incidents, that hold together people by pictures. Same picture, different times.

These are NOT the ONLY incidents on the track. You can also have Fac Is, and stuff like that, but they come up - they're not as universal, not as basic. And I'll say one more thing about this, before I ask for questions. One more thing or reason these are basic - more basic: It's because they affect MORE DYNAMICS. These ones, these ones, that LRH put onto the OT levels. Why didn't he put Fac I? Why didn't he put the Helatrobus Implants? Why didn't he put..., you know? Well, those were minor game implants in a large history of the universe. You also have local wars and whatever they did to each other during the "take-over-scenarios" - bababap. But THESE (CC & OTII) INVOLVE MORE DYNAMICS. They were done with an INTENTION and a SPREAD, a widespreadness to affect the 3rd, the 4th, the 5th, the 6th, the 7th dynamic. And too, with an EVIL INTENTION behind it to handle all thetans that way. Even if they didn't succeed totally, they were INTENDED to handle all thetans, not just a game of "us against them", you see? It wasn't local war. It was a 7th DYNAMIC handling for ALL.

And of course you recognize the insanity of Xenu in that. He was connected with most of this. He was connected with Incident I, Incident II, and also part of the CC. Also that was used - also that's part of track warfare and stuff. He was big backer of that kind of implant, see?

So you get DYNAMIC CONSEQUENCES with these. And what is a Clear? He is Clear on the 1ST DYNAMIC. He must be expanded now on more DYNAMICS. He's going to find these processes are handling things up through the dynamics with most at these incidents. Any questions?... Yes?

"What is the technical aspect of the repeat of the CC in Incident II?"

That was at first supposed that that WAS done. And I'm sure in my data - that I picked up from people around this planet, that have this stuff - is that it was put in a few places. We'll say it was "saved" from the old civilization a long time ago or something and the implanters had it in their files. Sort of like archives. They put it in in some places. It did get stuck in some places - shall we

say - 36-Day-Implant-Places.

What we've been finding out essentially by running these guys and getting all their stories off and so on like that through the "What happened here on Earth?", is that there was a bit of a sloppiness. You can't expect renegades to do everything perfectly, you know. And there was sloppiness. I mean, we found guys, that were dumped here to be A-bombed and they MISSED the bomb, because the guys said: "Oh shit! I'm late! Man, let's just dump'em." So they were dumped into the ocean, and they go back you know? So he dumped them into the ocean and they didn't get NEAR the bomb, you see?

"And maybe some of them were afraid to put down or land on earth. So they missed the whole planet."

They missed - maybe missed - the whole planet! We found out all kinds of weird things like that... some guys go through - and like you say - you sometimes find these funny implants, where the machine breaks down and you'll find the guy sitting there, looking at something in front of it for like days, before it starts up again - bup bup bup - and on he goes. You know?

Or we hit another guy, who had missed. Now they dump him off target or something - they didn't want to get themselves fooled around down there and they started to drop the bombs or either were late coming from another planet with a shipment, so they just threw it, just opened it up, and this guy fell down in the ocean near Africa. His interest was Natural Science, and he saw: "Jesus, look at all the shit, that's happening over that way!" And after he melted out of his ice cube with his cluster - he didn't have a FULL cluster there, except from Incident I - but he went into Africa and he tried to save all those animals, that were dying from the radiation. That was his old game and he had been down there trying to save all these animals - they were all dying from the fall-out, you see? Very, very strange stories you hear from these guys. But is IS true. They didn't really get everything exactly like it says in the things. And that is your MAJOR stuff. That is a 90%, 99% that's all that. Right?

"And what was the purpose in repeating the CC? To restim? - or what?"

Just implanting. I mean, that's - look, they got the 36-days-pictures. All these were in stock - let's put it in this way: The Incident II stuff - most of it - was in stock, in the usual stock. Files of an Implanters trade, right? Because it's not their first attempt, you know? The CC was also in stock, you know? But it took a little more finesse to set up a CC implant. They had to be really well organized. It was a real tuck-tuck-tuck, you know, and different items in sequence and all that. So it was a bit too sophisticated for some of these places, but they did set it up in a couple of

places, where they had time.

You see, they were really on a tight time schedule. So they were reporting half-dones, not-dones, you know, false compliances, and all that. So some people did get the CC again there. But their BASIC on it is really earlier, see? You WON'T find that on all the guys, that were in it. But you will find the Incident II mostly or the 36-days-pictures, and maybe some guys - we ran one guy - the machine broke down, as he came down from the electrical ribbon - electronic ribbon - it captures the thetan and tracks him down, puts him through this - sort of a tubular flow line with the implanting (Incident II) stuff - Ahh sorry - OT II and 36-days-stuff. So, he's down in there, going along the line, seeing all the pictures - and once we had a guy - the thing broke down. You know, it stopped for a while. And he exteriorized from it. He just - Whooop!... - came out and he only had a piece of it. But then they caught him again later - this is why, it wouldn't blow - you see - they were still going around with the "Hoover" - whoosh-whoosh - and the ribbons, and they caught him again - Foom! - and put him through it AGAIN. So he had sort of - like you would get that far of it and he had some more later, you know what I mean? It was just weird. So you get all of these possibilities, you see? OK.

So, if the guy's attention is fixed on that, you can always figure there's something in there, that isn't completely as-ised by the exact time, place, form and event. OK?

So, then we get this guy's case broken up like this (BTs & clusters), by the time he is on OT III.

Now, why?... now we go back to Incident I (graph) here, and Incident II here, and PT here. Now, let's ask: WHY is Incident II and I run on OT III? Anybody know that? Why don't you run other stuff? Why do you run Incident II and I on OT III? Why do you run II and I on OT III?

"It's the basic of it."

The basic of what?

"His charge."

The basic what?

"Of the dynamics."

The dynamics also. Yes, much 7th dynamic and it put a basic in in terms of implant side and technical side. What are we trying to do here, now that we got the case split up into BTs and clusters?

"One can handle it with one go, break it up. It can be done with..."

Yeah, but why? Why are these two implants VERY, VERY important?

"Because they make clusters?"

That's it! That's it! They're CLUSTER MAKING. These two - the 36 day by itself - and the CC by itself, were NOT cluster making incidents. They were the same picture, but at different times. Accidently a guy might have been put through it with another guy, but it was NOT THE INTENTION of it.

The INTENTION of THESE TWO incidents (Incident II & I) - and they WERE the major track incidents - was to MAKE CLUSTERS. As you know, there are also, so called MUTUAL INCIDENTS. They can make clusters too, but they are individualized . They are more like... for each cluster there is a different one. But these (Inc II & I) are the MAJOR ones that MAKE CLUSTERS. So, on the OT III (graph)... we have these two cluster making incidents, THE BASICS. So with running that, you're freeing up thetans. Essentially you're starting now the procedure of getting the thetan to realize, what gets him OUT OF VALENCE or what gets others IN HIS VALENCE, OK?

And that's, what is keeping him on this little continuous idea, of... only a Clear on the 1st dynamic. Because he can suddenly go UNCLEAR by another dynamic force - you know - by 3rd dynamic catching him again, throwing him through another one, or whatever dynamic, you know? Or he can go unclear because of a lot of 2nd dynamic stuff, that he gets into. He saw pictures from this (composite), or from his BTs and clusters. And he can attach all his lines of attention on

them and hold onto it and decide, that he needs all that. Once he does, forget him. He picks up all the other stuff from those guys too, so he's now going unclear. I mean, these guys (Pre-OTs) are delicate!

So, now we get the Cluster Making Incidents, II and I (graph). Now we know those ARE the two main cluster incidents, because THIS (Inc II) was a mutual incident taking place on Earth, where the guys were exploded on top of the mountains. And whenever we get a false picture of a volcanos and all that, he went through the 36 days. But the important thing is the INCIDENT ITSELF, that made the cluster - AND the EARLIER BEGINNING, which is the CAPTURE. The capture.

And that's why you have to run from the capture on, because it's like the earliest beginning of that incident. The first time he felt the EVIL INTENTION, you see? This is an intention on the 7th dynamic to destroy thetans. The first time he FELT that, is that point, he gets in the capture. You know, what I mean? "Hey, something wrong here, these guys coming after me...", and you get it. If he doesn't... if he just hits a guy and he contacts his Incident II, it MAY not blow, because he hasn't got the EARLIEST BEGINNING of it, when he felt the first hint of evil intention. Because the evil intention is always present throughout the incident, more and more intensified.Because behind everything, of course, you have in the 7th dynamic a communication of evil intention. But as soon as you start to "do thetans in", they feel it. So the incident will release, when he (BT) spots that exact time, place, form, event and gets the first indication of the evil intention.

Now the cluster, however, - part of it - will break up by spotting the mutual incident (graph). So, here we have a Cluster up in PT from the old Incident II. These guys - or say a "Cluster" - so these guys must audit THAT and let's just say, they don't have another mutual incident in here. Let's just say here is Incident II. So, they go back and they spot the explosion here as the mutual incident and they go - zupppp... - and right away they separate out. That WAS their mutual incident, right?

Now, each of them MIGHT have a different capture. They even might have a different first part of the incident, you see? So the key thing is however, that you find the MUTUAL INCIDENT, THAT'S HOLDING THEM TOGETHER.

Now we found also some of the guys, and you will probably find too - that on some of the guys - THE CAPTURE W A S THEIR MUTUAL INCIDENT. The earlier similar mutual incident of theirs. (graph). There was a whole group, that got blown away all at the same time or later. Out of existence... a Laser or something to wipe them out - fffft - collect them up as thetans within communities: non-conformists, artists, people who spoke against the government of Xenu's.

* * End of Tape 1, Side 1 * *

This is side two, 22 of August, 1985, Tech Briefing #4, CONFIDENTIAL SUPER NOTs.

We have just gone over, on the 1st side, the basic reasons for Dianetics, Grades, Clear - what Clear is - definition of OT I and OT II - what it does to the case - and then we were on OT III and we just went over the basic Clustering Incidents, why they are on OT III. It's simply because they ARE the basic clustering incidents, with the evil intentions spread across the dynamics, especially in dynamic 7, to suppress thetan. So, it is more of a generalized incident. And we're just now speaking about that in running (Incident) II on a Cluster. II could be the Cluster making incident, but ALSO the capture could be a Cluster making incident on that Cluster. If not, they may have an earlier similar, even one between Incident II and Incident I, that is a Cluster making incident, or they could have a later one.

This is something, you have to sort out with a meter and with the Cluster itself, if you can get a "spokesman" even for it or you get it talking to you as a "unit". And you can date/locate it and find out what it is, OK? But the basic thing is, that the Cluster Making Incident can occur: AFTER Incident II (closer to PT), Incident II, the CAPTURE of Incident II, BEFORE Incident II. All right? And it can also BE Incident I in some cases. All right?

"Could it be even BEFORE Incident I - as we do have earlier Incident Is?"

We have only found... -yeah, it's not a general thing though - we've only found a couple of examples about it and that's something, I want to bring up later. Why, why that can be, right?

So, Incident I IS a Cluster making incident. It didn't make as big Clusters as Incident II. Incident II you had like maybe millions of thetans put on the mountain top. Incident I you maybe only put him together with a guy in the incident plus a number of other BTs - 20, 30, 40, maybe only 5, some of them - depending how early they had their Incident I - some were only like 2 or 3 thetans put together.

The interesting thing is that it has the COMBINED CHARGE of the Cluster making incident AND the same thing we were dealing with in Clearing Course and 36 days - that it is a SIMILAR INCIDENT, THAT WAS DONE MORE THAN ONCE. You see?

We don't... haven't found anybody, that went from one volcano to another and did Incident II TWICE, because that all happened almost on the same day, you know? Most of the action took place very much in a close area of time. But, Incident I was a bit more covert and was done with a lot of PR and so on like that. So that it was something, the Thetans were very much into, but it was done essentially many, many, many, many times - as LRH says: Everyone, that has a time track, essentially in this universe, will have them, you see?

So, there you go. So, it (Incident I) is also - MADE A CLUSTER WHEN IT WAS DONE, because it IS that. It just goes - Snap! - and the "snaps" are when the beings were put together on the other guy. In the "snaps" part they (BTs) come in. They stick to the being on the "snaps". And that's why the guy didn't see them! He's immediately overwhelmed with all those pictures of a chariot, colors, waves of light and so on.

Now, the tricky part is, that it was done so OFTEN. It's just like "tax collecting", you know? It was "tax collecting" every year, and they do it all over the place, so if the guy has a mutual incident such a paying his tax - income tax - with his whole family paying tax - say that was the mutual incident - then he did it last year, and he did it...He may have done it more than once himself AND he may have been put together with the guys, who had it (Incident I) EARLIER in a different place. So you have all these complexities and that's why you ask "Earlier Incident I?"

That's what the button is, you see? You understand the "effort to stop" and "effort to withdraw"? - that's just from that incident. But the "Earlier Incident I?" is trying to BREAK UP THOSE CLUSTERS, and sometimes it goes - brrr - and they all fall apart! You see? It's even more direct, if you say to them: "Is there - are there beings with Earlier Incident Is, who have confused it with this one?" "Can they please spot their Earlier Incident I?" - bummm - and they start spotting it, see? You see, what I mean? They just go - brr - like that. Now the guy himself, that you are handling, may have an Earlier Incident I, but if that doesn't resolve it, then you can say: "Are there beings connected to you, that have Earlier Incidents Is? Please spot them." - brrrfff - they go off, you see?

"Something is freeing while you are giving the lecture!"

Right! Now you see, that's how that works, Now, the other reason a guy won't blow - after you've run II and I off, and Earlier Is - is the other button we're talking about now: Earlier Universe. And

that comes about because - of course, if a guy comes across to play a game and he gets a "snap" in Incident I, instead of doing what his PURPOSE is, you know - he goes in to play: "Wow- wow...I want to build a planet." or "I want to help create some orderly MEST." or "I want to do this.", "I want to have a...have a...I want to be a big Thetan!", or whatever. And the next thing you know, he is snapped in and he's just a Cluster, a part of a Cluster, and he has a great big FAILED PURPOSE.

The only way you can get him out of that failed purpose - because he can not obtain that purpose and he has not obtained that purpose in this universe on his time track - so you have to get him to SPOT THE EARLIER UNIVERSE, where he COULD have the ability to do that. And so he actually gets that ability rehabilitated from there. Now you could say, he gets back into his OWN VALENCE and he is able to create on his own and handle his own purposes. But when you first got him out as a "single being", and you assume he IS a single being - after he has done his Incident I and you have a SINGLE guy - but he can't leave - or as a sort of assist there as he is not "VGIs" - well, on III you just ask: "Was there an Earlier Universe?"

"Haaaa, yeah!" - bummm - "That's where I could create! Yeah!" See? He CAN'T CREATE HERE. He's back (after waking up) in it (the MEST universe) and he's here RIGHT NOW - to him he just woke up from a long sleep. He is just like on the BEGINNING OF HIS TRACK! And he HASN'T ACHIEVED HIS PURPOSE! And he now knows that in all of 4 QUADRILLION YEARS, he never achieved it! So he's in a failed purpose.

So you put him into valence IN THE UNIVERSE, THAT HE FEELS COMFORTABLE, THAT HE CAN ACHIEVE HIS PURPOSE. "Earlier Universe?" The guy goes: "Yeah! Wow! Yeah!" , "Well...Boy, that was OK!" - pumm (blow). So you CAN HAVE IT yet again. You CAN HAVE a universe, where you CAN complete a cycle of action and so on...OK?

Now we don't know, which one he goes to - I mean, he may have been in many games. He may go back to his own. But it doesn't matter. When he gets to an Earlier Universe, that is one, that he WAS AT CAUSE in, and one that he COULD achieve his purpose in, and one he COULD complete a cycle of action in, he'll feel good. You have actually rehabilitated him by directing him from this universe to his OWN universe, essentially, OR one that he at least feels "This is a good place", you see? He may feel, he knew some other people in it and he was playing with them - at least he feels CONFIDENT in it enough to "BE".

So, that's the Earlier Universe part. A lot of people don't understand that, why that works. And it's very important on SUPER NOTs as well.

"Very interesting!"

OK? And it is true...now - because realize, that when you have the guy through Earliest Incident I, his Earlier Incident I is off, and any ones (BTs) that were added - put to him - that are now in his valence off - you get him out of that; HE IS A SINGLE BEING.

So, he's essentially an "OT on the 1st dynamic". A little bit more than a Clear, because a Clear doesn't NECESSARILY have to have the guys out of his valence (in a state that they are not in his valence anymore). He's just totally controlling them, because you find a lot of Clears that have to run their OWN Incident I. Because they were put together with others but they are running (controlling) them all. And they are going: "We won't ..." or "I won't mock up anything!" and they all go: "And we won't either." because they are exact duplicates. He says "Yep!" and they go "Yep!" but all at the same time as they are all in HIS VALENCE. So, actually a SINGLE BEING - from cutting off his Earlier Incident Is and the people stuck to him - you have something: a sort of - like an "OT on the 1st dynamic".

So, what is the first thing you want to do? I mean, the guy can't go, he is feeling "BTs" or he is "sad" or something. You have got to rehabilitate him a little bit, orient him to some first dynamic universe he had, give him a little space, get an Earlier Universe where he did feel ok, did feel safe, did feel good - Yes? And he gets "in valence". He is "in valence" here, BUT he is in an ALIEN ENVIRONMENT, so it essentially comes under the theory of DANGEROUS ENVIRONMENT, ok?

You exteriorized him into the "3rd Universe" (the agreed-upon Universe) as a single being, but he is in the 3rd universe and he knows: "Jesus Christ! I don't feel safe here, man. Last time I jumped into this one (Universe), about 4 quadrillion years ago, I ended up as a BT or in somebody's picture" - you know? "Horrible, I was a Cherub, in a Chariot, some "Zaps" you know - to Hell with it!" So you have to get him into a safe environment so he can feel free again. Then he is free. And that's the key on that one.

Any other questions about OTIII and OT levels? No? I'll end up on that. "OT III handles" - and this is where we will bridge into SUPER NOTs right after this - but I just want to make you sure what OTIII handles - the beings who essentially, by the tone scale - right? - have not gone - well, you can look at it in several ways: they have not totally identified themselves with MEST, they have not totally lost some beingness as a being - in other words YOU CAN STILL COMMUNICATE TO THEM - even if they - they're thinking they're a "thing", they can STILL be a LIVE thing. They still - to some degree - retain Liveness, communication, and some sort of little line that you can get hold of them with, ok?

So, you can spot them on the tone scale. Some of them are in various theta-degrees, but they are - most of them - are below death on the tone scale - Ah, sorry! - ABOVE DEATH on the tone scale, you know? It's not always that simple though, because as you will find out soon enough in the next stuff, there IS other aspects to this, that come with other LRH datums, but basically on the tone scale you find these guys anywhere from death, above that, grief, propitiation, sympathy, lining up for auditing, you know? Or being really quiet, propitiating the auditor, even antagonistic, different things. But they are usually at tone levels above, yes? That's III.

Then you get the guys (Pre-OTs), who has gotten rid of all the ones, he can easily get into communication with. He hits the solidity wall or the solidity factor of NOTs. And the NOTs area is of course, where we have the guys BELOW BEING ABLE TO BE A BEING. But there is a CONDITION on that and that's very interesting about NOTs, and how we found out that you can actually handle it without any reference partly to lists or L&N or anything else, right?

So, that's handled there on NOTs. (And I would actually put on that sheet (graph), that that's important back here: Earlier I and Earlier Universe (graph). Those are important buttons in the III case.) Now, you need to know ALL this data to handle, what you are going to run into on NOTs, because you are actually handling PCs all the time. Yes, PCs, OK? And these are the major things, that you get into.

OK, now we get to NOTs, NED for OTs. All right? And we still have this basic pattern (Incident I (graph), II, PT). Now, what's different about this? It's very interesting, this. I have to give you some references, that sort of give the basic point on this NOTs stuff. You've all heard of the NOTs packs, I know. But I just want to point out a couple of things - besides of the tone scale - which is BELOW zero tone scale items: caring for bodies, hiding, all these different things here - numb, sort of being a ...

"being objects"

...victim - no, that's still above. Right - here we go: "Failure, Pity, Shame, Accountable, Blame (punishing other bodies), Regret (responsibility as blame), Controlling Bodies, Protecting Bodies, Owning Bodies, Approval from Bodies, Needing Bodies, Worshipping Bodies, Sacrifice, Hiding, Being Objects, Being Nothing, Can't Hide, Total Failure". You know what I mean?

So, and all the other scales apply too. Symbols, the Lower Awareness Scales, all that. But the one thing, I want to point out, is in the Axioms. (I wonder where I put that? Here it is.) Interesting

Axioms here. This is Axiom 29, of Scientology Axioms: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it will (would) cause it's vanishment." (or as-is-ness) "Any space, energy, form, object, individual, or physiological (physical universe) condition can exist only when an alteration has occured of the original as-is-ness, so as to prevent the casual view" (or casual view) (it's casual here) "from vanishing. In other words, anything, which is persisting must contain a 'lie', so that the original consideration is not completely duplicated." You see? In other words: We know from NOTs, it's a MISOWNERSHIP thing. It's a misplacement, out of time, place, form, and event, and ownership.

But it's interesting to look at it from the viewpoint of Axioms. These are THETAN Axioms, apply to all Thetans. And to the case you're running on NOTs. So look at the fact there: that, if the guy (BT) is NOT blowing - then YOU HAVEN'T GOT THE TRUTH ABOUT THEM. It's probably this: you haven't got the truth about it. OK?

Now, what we're going over here are the most "usual truths", that you will run into with these guys, plus some more, which I'm going to tell you now, which we found out. It's very interesting about guys below zero on the tone scale and also very interesting about these guys, who are being "solids".

OK, so, let's take point one: Point one in SUPER NOTs is the ORGANIZATION of these guys. It's a very interesting fact, that run properly - if you're approaching the NOTs case properly - I'll tell you, how that's done also - but if you're approaching it properly, you'll find the thing is ORGANIZED. It has an ORGANIZATION to it.

Now it's the CRAZIEST ORGANIZATION, you may ever come across and you'll find this stable datum of LRH's comes (from Policy) out of it. And the stable datum is: "The point, where a thetan goes crazy (or criminal or out ethics), is where HE CAN NOT WORK, or do a useful job." And, you know, that we find every guy, who is in there - whether he is a good guy, bad guy, an SP, or whatever - when you wake him up and get him talking, in communication, you find out, that he is holding onto whatever sanity he has BY PERFORMING A DUTY.

Now this guy needs to be ACKNOWLEDGED for that duty. No matter how crazy it is to you - but to him it's a very serious one - because if he COULDN'T DO THAT, he would be or go TOTALLY insane. You see what I mean?

So, if he's been a spot on the bottom of a coffee cup - "Well, somebody has to do it." I mean, they always think they are - they are a REAL GOOD SPOT. It's an incredible thing, that these guys are holding on to their sanity, because of the fact that they'd been doing something. And

whenever we acked for that - you know - that's where you have to acknowledge VERY WELL, when they give you a valence answer to: "What are you?" See? Yeah, it's almost like: "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" You see? And they think, they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. We haven't got to that part yet. It's important to get THIS blown first, so you can handle them. But the guy reckons, he's doing that - and boy - if he DIDN'T believe that - (to THAT point he'll be sane) - but if not - he'll be insane. If you invalidate him or if you totally not-is it or don't believe, what he tells you - Ohh no! (He goes) nuts... you know? OK?

So I just want to point that out to you: There IS an organization there and no matter how crazy it is - like these cups, and saucers, and things on the table, say that might be a whole NOTs setting - a "tableau" - that you came across. You know - you ask the question and - Boom! - first thing you see is a table with candles and so on. This is in an office and there's a desk there and so on and there is a chair - waiting for somebody. And: "OK, anyone being a spokesman for this group here?" - and you get this voice coming out of the candle flame: "I'm the flame of life!" - you know? You ask him: "OK, what's this all about? Any BPC here?" (or whatever). And the answer comes: "We're keeping the office ready."

YOU know now, they're all smashed down to little spots or something like that, but THEY have been keeping this office ready for eons and eons and eons and eons. You know? There used to be a big Thetan there or something and they all had been wiped out in one of those captures or something like that and then they got smashed, put together for 75 million years and have been keeping the office ready ever since - you see?

Maybe all the office staff were herded into a room then vaporized with the Laser guns. So these guys were all - they took - you know - they tried to protect the boss' office, so they all grabbed part of the MEST as exterior Thetans. Then they got smashed together in the ice-cubes, put down on the planet, blown-up - Boom - totally! More incidents, more incidents, more incidents, and NOW they're just there in the NOTs case keeping the office, and they would go totally crazy, if they couldn't do that! You see? A whole organization.

So now, knowing this, you may find, and you WILL find, that knowing this - now of course it doesn't all have to all go together THAT logically. I can't - I can't even think, how illogically it CAN go together, until you run the session, and you'll find out how illogically it is, right? Because this whole office may be under a button, which is on a uniform of somebody in another service, right? There HE is with a spear and there's somebody else being the spear, you know? And there's that guy in an airplane about 30.000 feet up and the guy with the spear sees him for the 1st time - as he got shot by the plane, and he's the "bad guy" (the one in the plane) - you know what I mean? That's how weird it can get.

But that whole thing holding together all the way down is an ORG BOARD, you see? And if you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. Now, this whole thing, that's an ORG BOARD, all the way down from guys with the evil intentions at the top. That guy - you know - and maybe HE got blown up at the SAME TIME by a missile! So, it's a mutual thing

and all were captured put together - poom! - you know, whatever their story is - who cares? Or they got together later in that relationship, because they sort of "fitted" - an "out of valence fit" - you know? It doesn't matter. They ARE organized in that RIGHT NOW and they are all doing THAT - frozen in time like - what do you call it - "the Enchanted Moors" - the music, you know? They're FROZEN IN TIME. So, they're sitting there, doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks, he has a duty in it and it's a frozen duty as well. The whole thing is frozen. So this guy is shooting those guys - this guy is resisting that guy - you know - and he's an officer and he has the spear and then his button - there is a GOLD BUTTON just shining in the sun and it's the last thing he saw - and underneath the button, he's got a group smashed in on Incident II. Maybe he found these other guys had a nice office and that's what he really wanted to be - an executive - so he's clutched it through all time to his breast - some kind of weird computation.

In other words: There is some kind of crazy illogical A=A=A=A=A holding this whole Cluster mass of BTs and Clusters and solids all together. And so, if you run it knowing that, and you sort of "poke" into it at the level of the "flame on the candle", where you are not getting any as-is-ness and can't get these guys to sort of "break up" or "get the little office mock up to dissolve", or them to realize 'who they are' - THEN you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board, you know? Do you see? So, that's one way to look at it - right? Just: "Is somebody holding you?" And if you have a "spokesman", there's only about two things, that can be wrong, once you get the thing talking - in communication - whatever it is - wherever you hit this. When you try to get into communication and you are not getting any blowdown, you're not getting any reads, the guy IS telling the story, but nothing is happening, you get a "what?" you get "who?" - but uhh - it's "sticky". So, the guy is EITHER NOT REALLY EXACTLY WHAT HE TELLS YOU HE IS - OK? - (it's says in the materials, it could be a picture you're talking to or it's only a via - another guy in the background - that's possible - but also it could be, you're talking to a Cluster instead of an individual.)

So, you're not handling the mutual incident yet, see? And therefore the mutual incident occured before - so it's earlier - so it's holding this guy together - but HE CAN'T OPEN UP AND LET GO OF THE REST. So it's also possible, that he's being HELD BY SOMEBODY ELSE. Even if he IS A CLUSTER. So, even a Cluster doesn't really break and you can't get the mutual incident going, as SOMEBODY ELSE IS HOLDING.

Now this is the key thing: That there IS an organization to this stuff. No matter how crazy. And it occurs IN the body, AROUND the body - WHEREVER you have this stuff. It's there. And a lot of it is by-passed. This is the interesting thing on these orgs - "NOTs Orgs" . They have - some of them - have persisted from here (graph) into PT, right? From Inc II into PT. Some of them have persisted from Incident I into PT WITHOUT EVEN BEING AFFECTED BY INCIDENT II. They were already "MEST", BEFORE they got into Incident II and they may have been the MEST on THIS planet in some other fashion or form or in some animal body at that time and weren't thought worthy enough to be put on the mountain - you can't put everything on the planet on the mountain - they just put the Thetans on the mountains. So, when they saw a dog running around - you know - or somebody's gold watch - they would STEAL it all the while rather than put THAT on the mountain, right? But the gold watch may have been a bloody Cluster, see? (or have a Cluster "being" it). And they may have come across of the "gold watch" in one of these "Hoovering" operations, where they suck up Thetans and stuff - you see? But they (the Cluster)

still are a gold watch, see? Got missed going through the 36 days. But later got hooked up with a bigger being, who sucked some other guys for havingness and companionship after the incident. "Oh, there is a gold watch!" You know? He doesn't even realize, he doesn't have a BODY ANYMORE, you know? He still is floating around as a Thetan after II: "Oh, my watch, ohhh...". So he pulls in a little Cluster and it's a gold watch. This - this IS how it happens - so. Anyway...

"That's probably why there are something like two thousand nails of Jesus Christ's cross still existing on this planet."

Two thousand nails...yes. There are BTs on them stuck in that incident. OK. So, we have even found these guys, that were put together at Incident I and of course they haven't - they bypassed Incident II even, or Incident II DIDN'T EVEN AFFECT THEM and they've come up to PT (graph) totally asleep since then (Incident I), and totally messed up since then, right?

Now somebody asked about, "What about before that?" - you know - "Is it possible" - before the earliest Incident I on the case "to have had some kind of thing ?" Yes, it is. Because before they had Incident I, the guys (implanters) who were STARTING IT DID EXPERIMENTS ON THEM. In other words, they didn't just create this Incident I out of "whole cloth". They experimented with "How do you put together Clusters?" "How do you put together BTs?" - "To stick them together the best and to make them most influence the Thetan to get him to accept them but not recognize them being there?" You see? That's very well thought out.

"It's very vicious!"

VERY vicious!

"This is like the dramatizations of transplants now with body parts in the MEST Universe - transplantations."

See - you DO HAVE THIS "EXPERIMENTS" SITUATION BACK HERE (before Incident I) and all of the real "dummy" Thetans - I say "real dummy Thetans" - but they're just not very causative. They have just been sort of dead a long time. Some of them were actually the - shall we say - the "priming " Thetans they used in Incident I. What I mean by "priming" - you know, the old pumps, where you can't get the pump going unless you put water in it to start it. (That's called "priming" the pump.)

So, to start off with, the first Thetans, they wanted to put through Incident I, they had to have some already put together to push on him. In all these different experiments, the way to get rid of the ones, that had an "experimental" incident - we have found a few, that went through that place and they were sent together with some others, through all different kinds of incidents to experiment with, you know?

And some of them were part of a big Cluster, that sort of "came apart" and so they don't use it, and then this, and that, all kinds of real weird stuff. They WOULDN'T BLOW, because you had their Incident I, BUT they had an EARLIER SIMILAR INCIDENT. Not very many, but you DO find them. OK? And then - after that - THEN they can do "Earlier Universe?" - or "Captured from Earlier Universe?"

Now, why do you find "the capture out of their Earlier Universe"? Because they were free and then they were CAPTURED OUT OF THEIR OWN UNIVERSE. So, it's almost the EARLIER SIMILAR of the "Capture" of Incident II! Apparently they were in their own space and doing their own thing around and/or they were playing somebody else's game, and guys (implanters) came around with some kind of "beams" and just - ffft! They were gotten INTERESTED and they then were going - wufft! - and it will pull them in, you see? Or they promised them some kind of - with a theta comm they would say: "Hey! Hey! Why don't you come over here and see? We got a nice..." - Zap! - you see? Give him some kind of electronic - dzdzdzdz - and "What's up? What's up?" You see ? Big confusion thing. And then taken to some experimental area. It wasn't really a tailored implant or something - it was just the capture. And then they were "stored". They did some special kind of "Zaps!" to them to make them sort of nutty, and unconscious, and usable as Thetans. One visio we had on this, was a guy who was kept in a sphere, which had a magnetized interior. So they couldn't quite touch the wall of the sphere, but they couldn't get out of it either. So they were kept in a sphere like that, you know? And then put through the "experiments" to make Incident I.

OK, so that could be there on the track. Don't be amazed at anything you find, There is a total - well, you're starting into the AWARENESS OF INCREDIBLES on this level already. Now the thing I want to - that's the FIRST THING, IT WAS THE ORG, ORGANIZATION, OF IT, right? (Graph) It's ORGANIZED. The second thing is: THEREFORE, IF IT'S ORGANIZED, IT ALSO COMES OFF IN A CERTAIN SEQUENCE. And the other thing I noticed, that they DON'T DO elsewhere in programming cases, is what's mentioned as: "Don't worry if a guy's case doesn't run exactly like this, because it's not STACKED UP THAT WAY".

Well, that little statement in there - after studying it three times, we just passed over that statement. Now we were going to go down this list, and we started the D of P interview. What it says is to cover first these things on the D of P interview and see what the guy needs handled, yes?

This is VERY interesting. We found out in the D of P interview, that there was certain things, that read, you know? You have some questions like: "What is your attention on?" "What is your attention avoiding?" "Do you have any body problems?" "Any mental problems?" "Vitamin deficiencies?" "Any auditing, that you have your attention on from the past?" You know - you're just doing a typical D of P interview.

"It will give reads on this type of stuff and not so much on other. And - hmm - well, by Tech you should put these into order of reads." MEASURED UP EXACTLY ON THE NEEDLE AT THAT SENSITIVITY HOW MUCH CHARGE, THAT WAS FOR A SMALL FALL, LONG FALL, A FALL, AT THAT SENISITIVITY, WE WERE RUNNING, PLUS THE BLOWDOWNS, AND THEN ADD THEM ALL TOGETHER, AND PUT THEM IN A SEQUENCE.

And we did this, we sort of realized that: "OK, that must be what he's (LRH) talking about, this 'stack up' thing". So we still - at this point, there STILL wasn't very that much importance to it - well, we said: "OK, we should have the MOST CHARGE FIRST. That's obvious, MOST REAL, MOST CHARGE". And then all of a sudden we realized, that by DOING EXACTLY THAT - NO MATTER WHAT YOU CAME OUT WITH AS THE TOP ITEM - IT WAS THE TOP ITEM, you know, what I mean?

In other words: You START WITH THAT ITEM OR THAT SUBJECT - say the guy says: "Well, you know, a pain in my hand, I've trouble with my hands." Or it could be "BTs with Out-Int" or "had bad auditing session with..." or "this is what never got handled" or "had too many..." or "when I, when I go to sleep, I get voices in the head ". You know, things like that. Whatever that subject is. Even if it involves the naming of a solid or a thing, that he thinks it could be, you understand? But it usually is a physical type of location, space, time, form, event type of thing or a bad condition. Whatever that is, it comes off at the D of P interview. We start that - it's amazing - but knowing that it's - what we will find on NOTs is really not our own case - but is the stuff, that's preventing us from being OT. It's amazing, but this phenomenon starts right there and with that particular subject - say for instance, it's "voices in the head", which is quite common. Guy goes to sleep and "voices in the head". Everybody has had it a little bit, and some people are troubled by it, so it's important. OK, let's say you start with that from the NOTs D of P. "First we are going to take up with you this best reading area, 'Voices in the head'. Any BTs or Clusters connected with that?" "MAN UHHH!...." Right away - wumm! - and right away - bumbumbumbumbum! - and you start getting this whole bunch of guys connected with that. And you pull out the PLUG - pumm! - The "plug" is a whole Org on it, and there may be another one and another one. And each session you do ONE plug, until you end up with a FTA. I wanted to say - you get a nice Floating TA, when you pull out ONE of these Orgs. And you get another FTA on, when you've handled the subject (or a "broader" FTA at the end of that subject, when the Pre-OT is no longer troubled by that thought. Added by Capt. Bill)

This last FTA may be looked at as if it may be the same one, that you had in the LAST plug (and

plus any copies and stuff). You get this FTA on the guy, but this time he goes..."And that's TOTALLY GONE." "Voices in there?" "NOTHING there." You know? It's totally gone, nothing there, NOTHING! So, we find out that - when you do that - and THEN the next item on the stack list - which may be "BTs with Out-Int" or something - then THAT one is really RIGHT THERE. No matter what the guy says, it's THAT item. He comes in with the TA high, at 4.5 or he says: "I have a problem, I have an ARC Break..." It doesn't matter WHAT he says. It really doesn't matter. It IS the next plug to be run from the stack!

We found out, that when you start a session, you don't have to check a Rud. You can, if you want to, but just ask: " What is your attention on?" (Even if the Auditor just says, "have you had a good night's sleep?" It doesn't matter what you ask, the Pre-OT will think there's "something there". - And you're going to find out, that that bloody thing is the first entrance point to another one of these plugs and when you pull that one out, you will then find, that he is now connected to the NEXT THING on the stack.) It's almost like you're changing the valence of the body every day! Hmm, you see?

At first, it's a body (or Pre-OT), that has problems with "voices in the head". The next day - when you've handled all that stuff - pfff - it's gone. Now it's one with "Out-Int problems", you see? And when it's gone, it's a whole new body (or Pre-OT) with a whole new thing. You see what I mean? (Note by Capt Bill: Plugs can be attached to the body or the Thetan, or both, just as BTs & Clusters can in OT III to the OT III case.)

And I know you've run into phenomena as well - oh, there is a lot of them! - but the interesting thing is here, that we could not figure out, why other people were having different experiences on NOTs, than we were. Because we've heard of these short "5-minute-sessions" and people "blown-out" and "great cogs" and so on and we didn't have that. Not that we didn't have the cogs, not that we didn't have the blown-outs. But we sure didn't have "5-minute-sessions", you see? Sessions took from 45 minutes to even 3 hours in some cases. But it was always blowing a plug of these guys (or an Org Board of these guys) and making sure of course, that you didn't then start the next, because the next one will be sort of waking up, as you get that one gone. So, when you see the thing blow down, and when you get the Floating TA, just have the guy spot: "Anything left there?" "Any copies left?" "Tell anybody else, that's started up on this or got restimulated, that it's NOT THEIR ITEM, that they will be handled later, this does not apply to them." Whatever statement it is that - ffff - quiets them down. (In the case that the guy says: "My attention is on that one." "All right. Ask the one guy left there, does he want to say something?" Whatever. "Last call." You handle - fffft - and then his TA is just floating, and he says: "OK, they're all gone!")

So, it's great! When all during the session we had cogs, when all during the session we are getting...interest! It's very high. As long as you're running along the correct line, you can't get any losses and you're running it - very interesting, very fun to run. And it's very much making changes on the guy, you know, on his case and on the body. Because now he is progressing in areas, where he's before been blocked up with all this junk.

Now, Ulrich, he will tell you - I mean, he was saying, before he started his SUPER NOTs: "you know, I'd like to find out more about this Inc I. What really happened in Incident I." Well, that was not just an idle statement. That was NOT an idle statement. Yes! He had a whole bunch of these guys, that had a LOT of charge on this Incident I business and experiments and all this kind of stuff. Just because he said that - as an auditor (he thought he was saying it as an auditor) - actually he was, BUT the cases were saying: "Heeeeyyyy...", you know? They were almost like calling for his attention. His attention was - it was enough to where that stack came up real quick, you see? There it was! Right!

So, very interesting, it's a very interesting thing. There is: One, the organization. And the next is: It's organized, AND it's STACKED UP in a certain way. OK? You might say: "That is the ORGANIZATION and SEQUENCE of the case left to the Pre-OT."

Now, remember, all this case - some of it is attached to your body, some of it is attached to you as a Thetan through the track. But, a lot of this stuff is attached to the body or to other Thetans, who were attached to other Thetans, who were attached to the universe or whatever, you see? A lot of this DID NOT COME TO THE PLANET WITH YOU. Some of it is picked up HERE. You see? So if you get some mystery about it, say..."Oh, how come this Thetan or these guys were in Rome, when I know, that I was in England?" You know? It doesn't matter. They could have come through the body-line, through the genetic-line, they could have come in just from engrams, incidents, injuries, any kind of way, you could have picked them up. This planet is crawling with this stuff. Somebody could have intended it on the guy, I mean. We've found recently many examples already (on getting the more recent charges off of BTs & Clusters) of real witchcraft, using Thetans, using Clusters as magical objects and symbols and so on, right? On this planet - very recently so - a magic sword, you know, magic sword...consisting of a Cluster, which is taken from the body of a dead soldier, so it has heroic qualities. That kind of stuff.

"That's the point behind this Siegfried Tale. Where the sword is hardened by sticking it into the blood of a body."

They kept the courage of the dead body by pulling it out with a Cluster stuck on the sword. They actually did a little more: It was a necromancy type of thing, that the armourers did - they came up to the magicians and got their help. The magician says: "Come on you guys, I want some heroes here, I want some heroes here for a special job, it's the sword of a king!" You know? Then the armourer will beat it in (the Cluster) real hard. Clang ! Clang! OK, now they're REALLY IN THERE - humm - a "Singing Sword", right? The whole Cluster goes - "humming" - . This is what's been happening here on Earth. This is always "mystical" stuff, OK? So, that's the organization and that's the stack.

Now, any questions about that stuff? Because you can also find this by doing a little interview on yourself or down the list to find out what is reading the best if you've run out the stuff to "What next to handle?" It's almost comes, after a while, as easy as: "what's my attention on?" or "What's my attention avoiding?". See? So, there IS a sequence. And it's vital too, not to leave BPC on this or you get this "build up of the charge". We didn't have that. Because - if you don't pull a whole plug (graph) - this is the whole plug - and you contact the top of the Org Board, and you're working till this is all out, and you get the F/Ning TA, OK? Bumm. But if you just cut the top off, just handle the top few guys, now you have an ORG WITHOUT A HEAD. So, it sort of destabilizes and goes into restim - bzzz - all over the Pre-OT.

You sort of have woken them up, you know, what I mean? You've taken off the SUPPRESS line or the HOLDING line on them, cut off the top of the Org, you see? So now you go and run something else and cut off another little bit of it, and so on. You now have this whole failed NOTs case - like you have more people out there going: "Uuuwwwagh, I don't want auditing anymore, uuuaagh...!" All of their whole case is humming! You know...? You see?

"They are leaderless."

"Erupting like a volcano."

Yes, but it's that they didn't pull all these plugs out completely and sort of keep the case in "PT". And it's exactly like it says; when you do pull out the thing, the whole thing, it sort of grows - boop - expands. It's bigger and bigger and bigger and you handle it in the room and you handle each thing and then you go on finding and cleaning the area. Then you have a few guys on the edges, sort of "waking up" in the other areas, but they are not in THIS area (where the plug was). So you just put them back to sleep, after handling the "last call" guys, looking for copies, whatever.

But gradually - if you just keep looking at the thing - you will see the other guys on the edge of the next plug - not even waking up, but they are just sort of going: Whoo - expanding!! But the space is clean now (or at least cleanER), and it's more CLEAR - it's like water - you know - it's like when you take a bowl of muddy water and pour clear water in it, quickly, you see suddenly clear water and then slowly the dark mud flows back in again. It's just like that. And it slowly goes muddy again. That's the viewpoint, you get of these guys - in the beginning of the case. Later the areas stay clear and clean.

Now I must tell you a very important thing (to sort of end up for you to ask the questions) and that

is the thing, that I think most people have trouble with on NOTs (besides the Org and the Stack thing). It's the guys, which I have experience with, on LRH C/Sing. And I know, that it's not very well known around, and this is the guys, which he called "out of valence in R6", which are - this is, shall we say, (graph) along here, they where in "implanter valences". OK, LRH called - this is the guys, LRH called them "out of valence in R6". What he means by that - he calls the stuff, that was done on the Clearing Course (Implant) and those line-plots - he called them R6, just another name for bank items, R6. Routine 6 was one of the ways, they found them. They're called R6.

OK, so "out of valence in R6", what does that mean? That means: " The other guys, they GOT it. He's the one, who GAVE it." He is one of the bad guys. Now here you get all the PTS/SP-phenomena, evil purpose phenomena - what do you call - the "Laudable Withholds" and stuff like that - I mean "implanting" as a withhold: The guy thinks it's OK (or laudable) to withhold HOW MANY Thetans, he implanted, BECAUSE HE WORKED ON THE EVIL SIDE. So a withhold, to HIM, is like, he "let a Cluster get away" WITHOUT IMPLANTING IT, you know? He's withholding THAT, whereas on the other side THAT would be a "good thing" to do. But he withholds this from his boss: "Don't let Xenu find out, I let them go!" You see, what I mean?

So you have these guys, that are "out of valence in R6". Now, this is where it gets interesting, because you find out - funny enough - that they've MISSED Incident II by being in the - implanter Org, or (graph), when they were renegades or some of the guys, that were helping Xenu in Incident II. Now this is where it becomes important again on the organization basis to understand "Sector 9" and "Revolt in the Stars". It's where, it becomes important. Because now you get the knowledge to start handling these guys, who are out of valence in R6 - or let's say - worked on the implanting side. Because you DO FIND THEM - and the reason, I say you'll find this, is because - on these stacks (and I think, that is a lot of the reason, that people are just "chopping off" and just doing a little "by passing side step") a lot of times these guys are HOLDING THE WHOLE STACK or holding one whole plug.

** End Side 2 of Tape #4 **

This is 22 August 1985, this is side 3, Tech Briefing #4. It's a Confidential SUPER NOTs Briefing. And the last thing I was talking about here was that, we have just gone over the organization aspect of these dead BTs and so on, there is an organization there, and the stack up of the case. How you find out by your D of P interview, or by your own assessment of things, that are going on, or you just run into it naturally at the beginning of the session, if you really get aware of it. But the whole principle is to pull out the whole stack - or the plug part, that was connected to that and you run it by going up to the top of the Org Board first and then handle it all the way down. We find it happens much quicker that way. You may go on for 45 minutes

handling the guy at the top of the plug and then 15 minutes later, you blown a thousand BTs out - ffftt you know? Because he was HOLDING ALL OF THEM and they all actually couldn't get out of that without a lot of effort, because his intention is on them (either good or bad intention, it doesn't matter). The guy IS HOLDING. Because he's an old Commander of an army troop and he has all his soldiers, he's holding. Or a father and therefore he's holding his family or something, who knows? But we could have an EVIL guy there, a suppressive one. And that's what I am talking about.

Now, because this is the 3rd thing that's not covered very well in the materials. But it IS covered in C/Sing Tech and it is covered in PTS/SP Tech, Evil Intention/Evil Purpose Tech, and some of the LRH's C/Ses on the Advanced Levels having to do with people "out of valence in R6", which means, they were the guys, who DID THE IMPLANTS and therefore didn't receive them. And you find combinations: The guys who got BETRAYED, after they did a lot of implants and they got through them (implants) themselves. And they will stick up and won't blow. You get them through their Incident II and they sort of still have charge or something like that. They say: "I deserved it" or something. "I was betrayed". And they are sort of "mean" about it, you know? And you get the idea of Missed Withhold with them or a Dirty Needle or something. Maybe a little small Rock Slam, you know? "Hey, were you working with the other side?" "Oh, hmm, hmm, you know, I was a pilot, you know, hmm, hmm...., hmm, hmm, I did drop the bomb...: Then you get, of course you have to get him to tell: "How many times you did that?" and so on. A lot of times they take no responsibility: "I was just doing my job!" - you see, everybody has a job. ("Bomb the Thetans!") - just a job. So you have to get this, you get it off, and you still maybe don't get any needle action, (because you've) not getting it ALL off. So then you have to get, either that the guy is totally overwhelmed and in the valence of the SP, so you have to know: "Who are the SPs in this business?" You know, Xenu, Chu. Chi, all these guys. If he was in banking or in psychiatry or the army, he was working for one of these guys. It's true. That is the names, that come up out of the case, you see? And we even had some guys stuck - like guys we have found, who say: "So what, I did my job, followed orders." NOTHING HAPPENING. "Evil Purpose?" "No, that was just a job." NOTHING READING ON THE GUY, right? Say: "PTS to Xenu?" - wham! - big read- "Whoo? Don't tell him about this!" "I'm afraid you guys were checking up on me. No, I did my job. Who are you? What do you want?"

The guy totally comes out of it, you see? He, and a lot of guys come out of this thing, because they thought YOU'RE MORE IMPLANTERS, that are "checking up on them". They think you are the implanters checking up on them, to see if they are still keeping their "Shut up!" (silence). You see, what I mean?

So always remember, you may have to use that old auditor process: "Who would I have to be to audit you?" Especially for guys, who are - even if you get him in comm - and he "Uuaargh, uuaargh, so what?" And he keeps going silent, you know? Might need: "Who would I have to be to audit you?" And he pops up and says: "Xenu!" or "Chu!", "Chi!". You know, one of these guys, who run the thing. Or some of them are more "religious minded" and may say: "God".

So you have to remember, that when you are dealing with these guys, who are either "resistive

cases", because they were in earlier therapy, or because they were on the overt side, and therefore they have a lot of withholds and have lots of "out of valence shifts" from the time, when they were really in their OWN UNIVERSE. They have lots of "out of valences". They were into the "knocking out thetans" stuff. So you have to get them INTO SESSION. And first they have to RECOGNIZED YOU AS AN AUDITOR. So, just to get him in comm is not enough sometimes. You have to find out, WHO YOU HAVE TO BE TO AUDIT HIM?

Then you have to handle the overts, they did. And if there is no charge coming off of that and it won't free him up on the track, even after you get "how many times?" and all that stuff, you have to find out their PTS situation. Or they are withholding because of some association within the organization, or you can go back and date: "When did you start that?" or "What is the date of that evil purpose?" You can date the evil purpose. He says: "Yeah, it's all right to "do in" thetans - it's OK." "OK. When did you make that?" And then you can go - you know - "What were you BEFORE you made that purpose?" - After you get charge off the purpose. You usually find out HE HIMSELF was either "convinced", "PRed", "blackmailed", "implanted", some how, in the normal criminal fashion of Xenu and his boys, MADE to do that - Very much like the Russian do with their population - but on a much broader scale, you know?

You know, "If you don't do this, you will be one of those!" - you know - an ICE CUBE... And boy, we found that these guys, who PROTESTED ANY PART OF DOING INCIDENT II, were marked down and they were put through. Either there or later. Anybody who sort of went "You know, maybe it's not a good idea to do."...It's always another guy reports him. So when he comes in, he's called into the office - Zap! - you see? So he (Xenu) didn't allow anybody to talk. "You want this to happen to you?" So he kept the lines tight. There negades, you know, if they betrayed Xenu, then they would get SMASHED. So of course they got a big withhold. They got the overts, they got the withhold, they got the PTS situation, they got the betrayal....EVERYTHING. You see it right there on the case, as you run these guys.

But if you know this data in here, you can unravel it, because you can throw a few questions in there about PTSs, about evil purposes, about "Whom you work for?", and you can get the read, you see? And you can unmock it. OK, so that's the little hint on the "out of valence guys" and LRH's C/Sing style.

Now, why are these guys holding on a lot of these stacks? Very simple. A lot of them are holding the stacks, because they are more powerful than everybody else in the stack. Why are they more powerful? Because they didn't have the Implant with the same intention or they didn't have it at all. They got it in a later Mutual Incident or an earlier one or something like that. But they weren't in that particular Incident II. They may have got dumped down to the planet later by betraying the renegades, they may have got just shot and dumped on the planet, because they thought they may be a security problem, you know what I mean? They might have been left there, so there wouldn't be any "witnesses".

So, while some were there, busily doing the other guys in and then, after that was over, they said: "OK, get rid of those guys, we don't want any "witnesses" - rat-tat-tat-tat (machine guns) - you see? That's it. So they got left on the planet. They may even have gotten put through the "36 days" but rarely - sometimes you don't find these guys had the Volcano Incident. They haven't had the explosion of the H-bomb. So they are sort of still more "competent" as a thetan. They are still "there", not so much "made into a Cluster". So they were more powerful.

So, they sort of "take over" a thing and some of them PRETEND to be good guys. This is another thing - they would say: "Well, you know, I'm a good guy, I'm a good guy." (Apart from HOLDING on to these other guys in the plug, they're ready to do anything, that you want.) But you can get the indicators of Dirty Needles, teeny Dirty Needles, and some times little Rock Slams, stuff like that. When you get a Rock Slam, you can just date/locate the evil purpose and you can usually find them.

Now, some of this stuff goes all the way back BEFORE (Incident) II (graph) and you find the guy "out of valence" in (Incident) I as well! This is interesting, because that means, that he came like this (graph), and he may have been out of valence in (Incident) I, he may have done (Incident) I, come all the way down the track here (graph), he got nailed by the implanters back here, for betraying them, doing Incident II (I) wrongly on people - letting some escape from Incident II (I) - (I'm sorry - from Incident I).

But thetans have gotten out of Incident I for not doing it properly on them. We found guys that were only "half-done" on Incident I. They didn't have the full thing or they escaped from the full impact of the snaps, you know? By avoiding various control mechanisms on them of electronic charge, and so on. And if the guy, who was running it - and they have thetans actually running this stuff - who were...who were supposed to make sure, the guy was in position before you "zapped" him with the snaps, you see? And if he wasn't quite in position, then the snaps and Clusters all formed up here (a bit off target) and then the guy wasn't quite in it. And so he comes out sort of "dragging" the Cluster along with him on the time track. And he "sees" it! And we had a guy, who was dragging it like a trailer. He says: "Yeah, I can't get rid of the thing, because I don't know what it is. But it makes pictures for me." You know, what I mean? Then you go back (to Inc I) and find out he was "missed" and then nearby him is another guy, who was - who WAS the guy who did the "errors" and right after he went through, they snapped this other guy through it, because he was on the bad side of Incident I and he messed up. Same Xenu pattern here: BETRAY EVERYBODY!

So, he was an operator here(graph), an operator in Incident I. And these guys are sort of "out of valence in Incident I", see? But then later they got betrayed and thrown through. But you find out, when they RUN THEIR INCIDENT I, they still feel "evil", they still have an R/S, they still...they don't "blow" really. "Earlier Incident I?" "Earlier Universe?", doesn't work on them. Why not? Still CHARGE, evil purpose - bum bum - all of this. And THERE you have to get AGAIN the PTS/SP phenomenon or the evil purpose, because that's...Before he came into the game, he may have had a good purpose, then he got recruited by Xenu, turned it into an evil purpose. You see? Or he might have formed the evil purpose by saying: "Hey! That's the way to do it! I want to work

with those guys!" You know?

They really caused some effects though. Because back in those days - I mean - it was like - it wasn't looked at necessarily as a - because it was the first time, that was done, it wasn't looked at how horrible it was, you understand? Back there, people were more - they were free of track before that, so they didn't have pictures automatically and so on - they thought: "Hey, that is a good game, you know, let's "zap" all these guys and confuse them!" You see, what I mean?

So, he could be "out of valence" in INCIDENT I AND INCIDENT II or he could be "out of valence" in ONE OF THEM. So again you find them hard to blow, after you get way back here (Inc I and before) and then ask them: "Who are you?" and he says: "Oh, I'm a nobody" you know? OK, he had a failed purpose. You know? Can't do what he wanted, you know? And "Earlier Universe?" "No." And he's sort of a "Nothing". He is still there and he's still "holding on" there or something. And nothing is really blowing down on this guy. Nothing is getting "loose".

"What were you doing there around Incident I time? Were you connected in DOING Incident I?" You get a little read there on him - dididid (small R/S) - he's coming along, you know? Then you ask: "OK, what's that? What's the story there? Come on, what's the BPC?" "Oh, well, you know - I wanna be free, but if they find out, that I'm talking to you....you know? They won't let me go free - NO!" You know? All kinds of computations come out of that and then finally it opens up, he gives you the whole story, and you say: "OK, and what were you before that?" You see? Then he gives you: "I only was a lonely simple little guy. I came in. I wanted to play a BIG GAME. I wanted to be a BIG GUY - and they promised me a big post..."

So - you blew him loose of the evil purpose, now he CAN go back to his own universe. He did have to do his purpose - you see, what I mean? He got a "big post", he got to play a "big game", and he got....he THOUGHT he failed, because they betrayed him, they put him through the Incident himself. But basically he's been a "solid" ever since Incident I. A lot of these guys - when they wake up - they are just - "zip" - from THEN TO NOW NOTHING HAPPENED IN BETWEEN TO THEM. They are just very surprised to find themselves 4 quadrillion years later and they have to be oriented. Or sometimes they are very clean and they know, where they are and everything like that. Or you single them up and there is nobody connected to them, but they sort of hang there outside the body or outside the room and sort of just "hang there". And you ack them and he still "hangs" there - "Ack!" - and you get sort of this puzzlement, you know? And then you realize: "Oh, the guy is not oriented." Just orient him, you know, he got the cog, he got the "own universe" business, he got "who he is". But he doesn't know what to do. He is sort of "brand new". You have to orient him: "That is planet Earth outside - right here on Earth was Incident II, 75 million years ago - ..." "There were some bad guys running Incident II, that's what it was, and so on, so this is planet Earth 75 million years later than that. We're trying to rehabilitate all these guys and all that stuff like that."

"Wow, yeah, yeah, I see! Wow! What a game! What are these things...?" Some of them have NEVER SEEN A MEAT BODY. They've only seen DOLL BODIES. Incident I was run with doll bodies. In fact there were a lot of exterior beings at that time, at least until they got captured or "PRed" into it: "Hey, experience the viewpoint of that doll body" - you know? "They're pretty fine, they're amazing, they're nice." "There is the thing - get in there - pshsst!" - you see?

So the whole idea was to suppress thetans and OTs down to a lower level of not being able to as-is, not being able to postulate, not being able to operate. To start them "being" or "pretending to be" MEST, and so on like that. All the things OPPOSITE to the things Scientology is trying to do..

So, back here is the other incident, you find "out of valences", right? (Inc I) And by the way - any questions on the "out of valence in R6" or "out of valence in Incident I"? Remember, these guys are holders - a lot of them are holders - they are either HIDING or you find these guys sort of feel "withholdy" or some feel "mean", you know? So, you get him IN VALENCE, OK? You may have to use any or all of that (given above) as well. One other thing: This is why we don't see the repair list so often on NOTs.

At certain points on the track...if the guy's...if you contact the guy in PT - you know - you get him AWAKE and contact him, then by his ANSWER on the FIRST VALENCE QUESTION, you can usually tell, where his charge is going to be. If he gives you an answer, that is a piece of MEST - right? - you are going to find out, that he is usually having to be taken through all of these steps, all right?

If he is...giving you an answer as - after he wakes up from being a..."whatever" - you know? - he was a spot, and you woke him up and you say: "What are you?" and "Whaat...? Well, I was a spot, but now I'm really an Officer." If he gives you a body identity or a body name - if it is a meat body or he gives you a picture of meat bodies - then he's usually somewhere - he's going to be stuck in between Incident... between from NOW BACK TO INCIDENT II, right? (graph) And sometimes BACK OF THAT. You are going to find charge of course, but you basically - Bang! - (chart) - you will ALSO have charge on INCIDENT II on this guy, because he's still dramatizing meat bodies, and if his incident was ON EARTH, he definitely WAS in that (Inc II) - all right? But if he wakes up, and is giving you a sort of "space opera" thing - you know - where there were robot or doll bodies and zipping around in very fast ships between different planets and stuff like that - it may be, that's his BPC in that area somewhere - you know? Where he got "zapped" with a laser or whatever. He may have come all the way through this thing unconscious and he may be back of that somewhere on the track, where he has to find his true identity. In other words - especially with doll bodies and stuff like that - we get him into that stage there (chart) usually back around Incident I and from Clearing Course stuff back (graph) - 1 quadrillion, 2, 3, 4, something like that.

Although there were meat bodies at that time, it was NOT, it's NOT THE BIG THING there. Anybody knows there is a much bigger status in having their "doll bodies". So, anyway, it's not an invariable rule, but you can sort of spot, where the guy's charge is going to be. So, if a guy is telling you: "Well, yeah, I had a nice doll body at one time, and man, they fucking got me and - bla bla bla - that's my BPC." "I lost my whole game there." - and so on. And you say: "OK. Well - must have an earlier incident. (Somewhere between Incident II and Incident I). Whenever it WAS a doll body and you ask: "Do you have Incident II?" - you won't get it. So DON'T PULL THE GUY UPWARDS ON THE TRACK. WRONG WAY. He's already flowing forward in time. Usually it's Incident I.

Whereas if the guy's giving you: He was a "priest" or a "conquistador" or some kind of a "space guy in a body" or a... you know - any kind of thing in a meat body - then you are going to say: "OK" - (after he's finished telling you his BPC or answered a few "What's?", and you're not getting any cog on the "Who?") - and then you say: "OK, let's go get Incident II from the Capture." And he will find: "THAT"S where it's at!"

Also, we've woken up guys, who were a whole army troop, or a whole troop of religious people, and they still thought they had their bodies. And they woke up fully on running the Capture of Incident II. They are waking up, and you still see this funny "solid object", and then they wake up and you see this thing come apart - the solid object disappears - until you get this impression of thetans around, and little mock-ups - a group of mock-ups around and these are their BODIES and they're all going: "Yes..." - straightening up their clothes. But then they suddenly realize, they don't have any bodies anymore!

The thing happened so fast, that they - they're just coming "alive" again - you know - like he (LRH) says on the tape - on the revivification - he's revivifying now, he's coming right out of that incident. He still thinks, he has his body there. You know, these people straightening up their coats, and all that, but it's only thin mock-ups. They are not REALLY there. But when you see that, you now that the guy is still stopped on that valence of "being a body". He's still carrying along a thin mock-up.

And then when the guy has come to the point of being a thetan and he realizes: "Yeah...yeah, I'm really me!" "I'm a thetan!" - BUT he's STILL NOT BLOWING, then you can suspect basically, that his charge is going to be back here in (Incident I) - people stuck to him, or he was on the other side of it, or he had a failed purpose - like that, you see? It's more or less way back in this area.

Or we will find some guys, who had missed (Incident) II. All right, they had missed Incident II - were pretty clean - like a Natural Clear or something like that and later the guy got suckered by something on Earth or something in the Universe and got thrown down onto Earth by some spaceship accident or some warfare or something, that the implanters laid on him and he got captured, implanted, thrown down here. And they have been out of valence ever since. But when

you wake them up, they're immediately a thetan. They KNEW, they were exterior before that. You do find it - and it's not too rare. But those guys would usually be running around and pick up bodies. Some of them did get fooled into "being" a body. And usually because they had never spotted their own EARLIER INCIDENT Is. So they had with them other people who were smashed and they went with it: zap-zap-zap-zap, see? The other guys got caught up in the pictures and they just went with it. They're "done in" by their own valence. So, we do find guys, that when you wake them up, they are - have theta abilities, right away - zip! - they are Clear almost, or are Clear. But they are VERY EASY to run. I mean - that's not the problem.

The problem is: Where is the guy when he's giving these answers like: "I'm your evil nemesis" or "I'm a bird" or "a horrible beast" - or something like that. Oh boy!

Then you probably have got to look at it, as the guy maybe has charge on the Middle Ages - you know? - some of this religious symbolism or something, which "earlier similar" locked onto an Incident II picture - you see, what I mean? Then he won't answer the rest of the valences questions. He's just giving you a "36 days" picture. IT'S NOT WISE TO LIST AND NULL, BECAUSE THAT JUST BY-PASSES CHARGE ON OTHER GUYS.

It's wise to just know from C/Sing that here's this guy. He is stuck in a fucking religious mock-up. He's giving you the stuff with "hoods" and "capes", and "beams" and all this kind of stuff - you know - and he is saying: "Evil perversions, yes, I must keep all these people from going into evil perversions." And so on like that. He's just "fixed" and he won't give you the evil purpose - no date, nothing like that. So, you say: "OK, you have BPC on Incident II - 36 days picture of that" - you now? And you just - poom! put his ATTENTION on it. "75 million years ago." - poom! - and that was it - psst - it vanishes.

You see, these guys are very easy - ONCE YOU GET THEM IN COMM TO INDICATE THE THING, YOU SEE FROM C/SING, WHAT IT MUST BE. You see? What it MUST BE. Knowing the 36 days - pictures of devils and all these different kinds of things. All the things you see dramatized on television today - it is one of those. Boy, the guy has got charge on that. So, he won't get loose until he runs that BPC out of Incident II. And you might find, that he's on the OVERT side of it. Before he GOT it, he was GIVING it. So, if he doesn't go easily from (Incident) II back to (Incident) I, then you KNOW, that he's got some charge in between and usually RIGHT THERE. He was GIVING it, before he GOT it. And he "pretends" - we have seen some guys totally - fft - like this (flinching) - trying to "get away from responsibility". You've probably seen that.

He says: "Oh! Yeah, I was captured. Right here on "Terra" (Earth). Thrown through the thing and - bup! - Yeah, that was Inc II - yeah - Ohh - feels a lot better. What's next?" And then you would say: "Incident I" (Nothing) "Huh?" "Is there some more charge there in Inc II?" "Did you tell me ALL about that or is there some more By Passed Charge?" - You got a little read - and you say:

"Yeah, what IS that? What were you DOING right around Inc II?" - "Ahh - well - uh - uh -." "Where you on the OVERT side of it?" - "Ahh - well - haha - yes."

Then you get off this charge. And then: "When did you make that purpose?" And then you have to get THAT off, BEFORE the guy can get back to Incident I and see it, if he needs to - BEFORE he can get off the other guys, that are stuck to him.

So, what you are doing essentially here in SUPER NOTs is: YOU ARE C/SING EACH CASE, AS IT COMES UP! And that's what we saw immediately - that what you are doing is: C/Sing YOURSELF - by finding what the STACK is in your area. C/SING the FIRST READ, or CONTACT with BTs & Clusters, you get in the STACK - which is the "Org" aspect of it - (You have to know a little policy on that - org policy DOES apply to Plugs) (And there is this data here, about how the organization of the "bad guy" is stacked up, and so on - as well.) Because it's all Org Board knowledge, but BASICALLY, it's FINDING THE LEADER of this group. Getting who is "holding" who. If you're not getting a result, when you first contact - you find out, WHO IS HOLDING HIM, and so on. Or, if it's a Cluster, then: "Who is the spokesman for the Cluster?" and: "What is the Mutual Incident for the Cluster?" If you can't get it this way, then: "WHO IS HOLDING THE CLUSTER?", and so on.

Remember, a Cluster is a less able thing than a single being, so always suspect that there IS a holder. "Somebody holding?" "Suppressed?" "Hiding?", but DOING IT anyway. They may be outside. They may be somewhere else. OK, so you get the stack on your own cognition. Then you get your area of attention. And you get the Org - ORGANIZATION. You start out, go up to the top, and work down. All right? Being ready to handle, or "C/S" any of the guys you find. And expect up near the top to find the "implanter", the "out of valence in R6".

Any guys, that are "out of valence in R6" and any guys, that may be "implanters operating around this area", could be holders on these things. And these guys - as LRH says - they got VERY SOLID because of their overts. True - but ALSO because of their LIMITED TRACK OF BEING ANY KIND OF A CAUSATIVE BEING. They're always working for SUPPRESSIVES. So he WORKED for a suppressive - what happened - he BECOMES suppressive. Right, and so the guy ends up being a suppressive at a very LOW LEVEL - HOLDING on to a Cluster - who is holding a BT - who is holding other Clusters - and so on.

So, it's not uncommon to find these "out of valence in R6" guys. Not uncommon at all. We haven't yet had to run Power on any of them, which is interesting. But I'm sure you can find them so "stuck in", that you have to run Power on them. I've run other people on Power, but we haven't found any in our auditing, that we had to run Power on yet. But if they just got so STUCK in ANYTHING or the earlier thing they had, they just got so STUCK in the incident, it was PT FOR THEM, and so on, or NOTHING woke them up - then it's a process, that CAN WORK on

ANYTHING, you see?

But to run Power, you do need to be in comm with the guy. You CAN do it by straight intention back and forth, back and forth, back and forth, till the guy finally blows loose of it, giving him the Power command - which is also getting him in comm, you know - because it's asking for rudiments anyway, it's asking for EVERYTHING, with a beautiful Tech of ONE PROCESS, that handles everything on the guy all the way down, to where the engram stuck him in. You often WILL need the Power Processes. Especially "Power Process 6": "Tell me an existing condition." "Tell me how you have handled it?" It's for the RESISTIVE case.

The other thing, I just wanted to mention quickly, was, that there is a lot of data in "Revolt in the Stars", which will enable you to understand the actual organization, the factors, that went in to producing Incident II. It tells about Xenu's "3 Phase Plan" and all of that kind of stuff. PHASE ONE: Assassination of Loyal Officers. PHASE TWO: Blowing up the bases of the Armies of the Loyal Officers of the troops, so they could not respond, and then - PHASE THREE: Capturing the populations, bringing them all to Earth and blowing them up. And it gives details of how they did the transports and so on. They just don't mention the ice-cubes and they don't mention the implant. OK?

So this is exactly what happened. And they give a list of "bad guys" and the financial thing, how it was financed. Also the planets where they came from - or at least the stars where they came from. You can't maybe get the name of each planet with the stars, but we've already found guys that want that. To get more oriented to what happened or to who were DOING the capture. One said: "Yeah, I came from Antares." You know, they will give you that. So, it's good to know, what these names are, because it gives more R (Reality) with the guys you are handling.

These are important things, that I think you have to know about. This is that first, thetans are HOLDING ON to a beingness, you know? They are afraid of becoming molecules and cells. That's what they fear. But even then, we find out on lower levels of these stacks, thetans are holding - there's the guy who is right over the cells and molecules and he monitors them. They blow up by inspection almost, after the other valence stuff is gone. But they're down there and they haven't quite become a molecule or cell. And they are still thetans and they are still holding - they are the "monitor" of those cells.

Now this, this other thing is very interesting to Doctor Prinz: This is probably what prevents medicine from working and so on like that - because THEY are being held further up the line by SUPPRESSIVES. So they are holding the cells, so that the blood stream for instance, in that area, will not flow. So medicine can't work, because this guy is putting intention there: "Don't let anybody in!" You know? You see, what I mean? OK.

And those are the key points of this thing. One is the organization point, and then using it to handle plugs, stacks, and seeing the transparency build up even before the space closes in again. Even so it's always getting less solid. And recognizing that you have, or are going to run into some people, that have these problems of OT III in restim and By Passed Charge in particular, right? And that you have to get some of them - you have to get them into comm by letting them tell: "Who you would have to be to audit them" - and blow any charge on that. Or recognizing that there's a sort of comm of a name: "Aha, that's a ... that name is a bad guy in Incident II". "So, you worked for a bad guy in Incident II?"

Now, the auditing is a bit - because you're dealing mostly with - here you're not dealing with a TOTAL COMPOSITE CASE. You're taking up individuals out of that, that essentially may be hung up by Incident I and II, but not much else. So, they - when you are dealing with them, you can sort of bypass maybe Grades... some of Dianetics, Grades, and so on like that. But not all of them, sometimes you need to get them in comm, you need to get problems or overts handled, if they need and so on. But the valence process, by itself, because - basically you start with the valence process, then you find you can't go any further, you use this data, and then again you can end up with the valence process, after you got all his charge off. Then the guy finally realizes, - for example, you are working with the guy and right away you know it's a waste of time. You ask the guy: "Who is he?" He's "The devil" - "Who's he?" "The devil". And "Who was he, before he became that?" "Ah, I was a picture of the devil." You know? Come on, this is going to on forever...right? You say: "What's the By Passed Charge? Is it Incident II? Another Incident?" "OK, I see, it's II. Good. Was it a 36 days picture?" - you know?

"Oh, oh, oh, I see, I was fixated on a picture of the devil." "Good, OK." "What's your capture?" Right away you got it. Just by pushing him back to that time - 75 million - pumm, pfft, tshh - you see? YOU KNOW THAT. I mean, you don't have to go fooling around with this thing and by pass charge on this. You spot the guy - pumm - back to the incident. It's very easy, you see.

So, you can do a C/SING ON THE CASE, AS YOU SEE IT.And you can always ask: "Holder?" And - the guy must be stuck, you see? Ask for the Holder, "being held by something?" Find out where he is, OK? All right. He will still be there. He's not going anywhere else. Don't worry.

We've had a funny experience of a guy going through a wall, when he was trying to blow, and he just stopped. He couldn't get through the wall. He had to spot, that there were two more Earlier Incident Is, that were stuck on him IN HIS VALENCE. And WITH THEM he couldn't get through the wall. So we blew him loose of those and they ALL got through the wall. You see?

That just shows you, that if you understand the track and you understand the (OT) III, and you understand the basic, where the case is "stacked up". That's a VERY IMPORTANT LINE in

NOTs. So if you understand that, you can run it very successfully with a lot of interest all the time, because you are always gaining data about the whole track, and a lot of Incidents. And you're EXPANDING the PLUS GAIN, the POSITIVE GAIN now, not just the "negative gain" to you. But the positive gain to you is: "My God!" "Wow!" And you become informed and causative on the other dynamics. And you find all the things, that caused aberrations on every single dynamic. And you KNOW THIS IS THE TRUTH.

So, the guy gets Clear on all Dynamics, and OT on all Dynamics. It's possible. I mean, this is HATTING for thetan who is running through this auditing either as a PreOT or as a Solo Auditor. You understand VERY MUCH.

So, to see for yourself what happened with thetans. All the Dynamics we have in here. There's thetans, who have entire 4th and 3rd dynamics in these plugs. You can have entire populations, groups, towns, army corps, all kind of different jobs, populations, in there - messed around on Earth - put through Incident II.

And before that, when you get back (on the track), and if you really understand Dynamics 3 and 4, then you go plenty above that. When you're going back here (chart) and start doing the stuff around Incident I, you start finding out, what all the considerations are about Dynamic 5 and 6 and 7 and 8 and 9 and 10. Because back there, they were doing a more of a thetan's game. They were thetans and doll bodies, but not so many meat bodies and they experimented over here with these little woody things, that were only plants, and help that to grow up into trees and so on.

Remember the old Dianetics Axioms: Theta, Lambda, Phi. Theta is Theta. Lambda is the body form, and Phi is MEST. But as you get these guys through Phi, then finally come up from Phi, through Lambda to Theta and then - pffft - then they are single, and they're back in their own universe, OK?

So, whatever happens, that's the beauty of the level. I can not understand how people get bored with it, and so on like that, if they're running it right. I don't expect sessions to be short, right? I don't expect people to get bored with it, because it's very interesting all the way through. And you think: "Well, I'm not running my own case." But it IS your own case, as you are responsible for freeing it.

If people think, it's not interesting, they must have missed something about it, because it's always interesting to find out what's in the next plug. Like that: You're always getting knowledge and you have to confront several very evil and very - so to say - unconfrontable incredible things on the

track, when you run these things. And that makes you ready for the next level after SUPER NOTs. OK?

So, now, any questions...anybody have any questions about what we said? Or on what I am briefing you on here? And what will be the reference data, that are talked about? Any other experiences, that people would like to say or that seems to fit in with this? I know you've been running NOTs. You've been running NOTs as well. So we - does this seem to summarize most of the important points you...go after?

"Yes, it does. I still have one other question: I mean, I don't really...I don't know, that they really blow on Earlier Universe."

Well, they do if it's an Earlier Universe far enough back.

"I wonder about the phenomena of Out-Int. When you are quite a way on the level of this. And they don't have it anymore...a time track. But still, there is that Out-Int phenomena, which...which I don't understand."

OK. Well, first the reference on that is where he talks about flows, stuck flows...

"Yeah, this is the point: stuck flows is the problem I have - stuck flows and the understanding of the thetans. Stuck flows and Out-Int. It's maddening."

Well, he said, that the stuck flow is the sort of an underlying reason for Out-Int. They're stuck on one of these flows, right? Now, what we're dealing with here is what we're calling "Review Auditing". See? Because the "Int" problems are usually a Review Case. What I'm talking about here is the major stuff, you run on the track. That is always handled. But in Review, we have certain things, that don't fit in the usual line-up of auditing. You see? So, this is the sort of stuff like Out-Int and when you have to prepcheck him or you have to do a repair on a guy. A certain kind of repair auditing. A specific thing on that case, right?

So Out-Int is basically a flows problem. You do handle the grade chart with flows...

Mhm, I understand, I understand. What I'm saying is: It comes under a different category of ability or disability of a thetan. We now are on to a review thing of - now, see, we're talking about before the time track in this instance?

"Yes, I used that example, that's fine."

Now we're talking about - when you're in Review - you are always looking at: "Are we making this thetan able or has he got a disability, that's affecting his case?" This is a totally different view in order to locate the thing. You know? From the viewpoint of: "Are we achieving the ability for the guy or not." And, "What - if not - what ability does he need to have to get back to the abilities of a thetan to postulate and perceive." And the "Rights of a Thetan" - this is the other thing, we had to brief some of the guys on here - the "Rights of a Thetan" to LEAVE A GAME, if he wants to, or the RIGHT TO HIS OWN SANITY.

*** END OF SIDE 3, TECH BRIEFING #4 ***

OK, this is side 4, now we have the question and answer period about the SUPER NOTs BRIEFING, 22 August 1985. It's TECH BRIEFING #4, CONFIDENTIAL FOR SUPER NOTs ONLY. Question and answer period.

We're just talking about now the review action and we had this special thing of Out-Int, stuck flows on BTs, all right? And I'm saying also now, this is when you have to wear the "Review C/S" hat. This is just straight C/Sing so far. (All before on this tape).

Now, as a sort of "Review guy" you sort of look at the thing as: If the thetan was totally able, he wouldn't be in the situation he was. So, we're looking at the abilities, that the thetan could normally have to be an OT, right? Or be a "Static", OK? This comes under the prepcheck buttons, the postulate and perceive Axioms - you know, where he has the ability to postulate and perceive, and the ability to AS-IS. That covers a lot of that. And all these buttons, that you put on

lists, on rudiments, and things, which can be out: False and Inval, Eval, Decide, Altered, and all the different things a thetan can do with things. All right?

So Out-Int is one of these, where he can't flow this way or that way - or that way. He's stuck in at least one way. He can't come in. Can't come out - stuck, stuck, stuck. So, it basically comes under the earlier Axioms of Dianetics, where you have a thetan, who is "bringing order to MEST". The Dianetics Axioms. It's more like: Theta brings order to MEST. And you now have a guy confused with his identity in relation to or his abilities in relation to MEST. That is basically what it is. ALL of these disabilities. The thetan is disabled because he's become - well, he's become Entheta or Enmest, see? Because as I said, a pure thetan could go through a wall. It's no problem.

"He's stuck. He's stuck, you know?"

Yeah. But if he's stuck in with two other thetans, THAT"S THE LIE. So now he's THREE - but he THINKS, he is ONE. If you get them each SINGLE, they should ALL go through the wall. Now one guy MAY NOT go through the wall, and you have done everything else on him, and so he is the guy on the stuck flow, see?

So, you will get, in the case at some point, you'll get a whole bunch of guys, that now have - AFTER all this other stuff has been blown - they may even have been sitting there, listening, the whole time...

"Of course they have! Of course they have!"

Yeah, they monitored, what's going on and now they find out: "Yeah, well, me too - but I, I can't go...". You know, they really say it (telepathically) just like that, right? If the guy has been hanging on to these plugs, all the other guys are sort of "listening" too. They blow charge as the first guy gets handled, the top of the Org Board. He's been holding at the top, so whatever he's been saying or doing, is affecting them ALL. That's why, when we've pulled him out and blow him, the whole thing will start to come apart. And now we are getting to the point, where maybe some don't go, the guys with the stuck flows.

"And they are partially hiding, partially hiding, stuck flows on different flows, see?"

Mmm, you will find, that these guys are the guys who are carrying over a stuck flow from THEIR OWN UNIVERSE - they COULD DO IT from there,you see? I think, they are mistaking their own universe with this one and are carrying an old game, or an old stuck flow or an old postulate with them to another one (universe). You'll find games conditions going on between two or more of those guys, right? If you single them down - once you've singled them - and he still can't go or get free, or can't get out or move or whatever, then you must find the flow that's stuck, like it says in the thing on the assessment on the flows. Do you have that?

But there WILL be a story of it, when you do the recall. See, you have to get that recall, so the guy can be totally free of it. And he could be ANYBODY or ANYTHING, because a thetan can hang himself up in ANY WAY AT ALL.

Now, I would say the reason, you're getting a bunch of these, is because they've been monitoring the other stuff going on during the case and they sort of "cleaned themselves up" on "solo".When you get to them, the only thing they have left is within: They couldn't leave because, they have stuck flows. And that is something you weren't handling on the other guys, so they didn't get it. And then you have to assess the flows, get the recall - bamm - they find out, what it is and blow the confusion, they had on other universes or other things that they misidentified.

"They have no...I mean they are not involved or have no attention, there's nothing. Just nothing. Just stuck!"

Realize, when you get there, you are dealing - once you've singled the guy up - you are already dealing at this point of the track, where the beginning of the track is - Incident I - so now you're dealing with guys behind that point, who have a disability. So you're dealing with pure Theta at this point and you are only working on the basis of the things "Senior to the Bank." So, Incident I isn't real to them. Incident II isn't real to them. It's senior buttons you need.

So, what is it LRH says are senior to the Bank? ARC, KRC, the Grades-charge, and occasionally, problems, stuck flow problems. O/W - his own consideration of his own overts. Not as a "body", but HIS as a thetan. His own idea of an overt, his own Ethics for instance - ARC - of course, because we mentioned that, - AND he can easily create himself a little Service Fac - if he wants to - by playing a game with somebody.

In fact we found out, that when you get to the end of this that "purposes" always have to do with GAMES. And some of these guys are stuck are stuck on the "Theory of Games". They don't understand the THEORY OF A GAME.

So, now you get him really up there, to where the abilities are blocked by non-understanding of games - you know - freedoms, and barriers and opponents. I mean, just put that up to them, you know: "Game?" "Are you stuck in a game? Freedom, barriers and opponents?"

"Oh, yeah! I got a barrier here, I made because I got opponents! Where's that opponent? Ooooh, GONE!! He was there!" You know? They did it one timelong ago, but it's not there anymore. "Ohh, no more opponents. I guess, I can be free." You see, what I mean? The theory. They knew, that long ago, they were doing something, that they had a games conditions with and they didn't understand the game and now it's gone. See?

So, these are the applicable things on the later part of the case here or when you find these guys when that won't go after Incident I. You find this Earlier Universe, but connected with that is "purposes", "games", "stuck flow", "attributes of the thetan", "abilities", "postulates". "Did you postulate something?"

You can't...you don't even get a reaction to: "Earlier?" They don't look at it as being "Earlier". They sort of still have their attention on it in PT.

"They don't understand that at all. (Earlier)"

Not after you...when they don't have pictures anymore, you don't have an "earlier" concept. To them it's just an "Is-ness". It's an IS-NESS.

"Almost too simple to sort of see that, because it's so high up."

Right! And so it's easy. Because now you're dealing with...

"I don't think it's easy..."

Well, you're dealing with the attributes of a thetan, and you're dealing with prep-check-type-buttons, you're dealing with flows, and you're dealing with abilities and games. So, you can almost be - you know - if it doesn't handle with Int, you can check, whether the guy's stuck in a game. Find out: Is he stuck in a game? "What is the game?" "Who are you playing it with?" Or "Did you have one? Did you win? Did you loose?" Whatever gets the charge off, you know, you dig at it, if "failed purpose" doesn't get it off. Because he could have a failed purpose in a earlier game. And then, when you get his failed purpose in THIS UNIVERSE, you then get him back to earlier universe and it's not his only failed purpose. Because he failed in that one too - he lost a game.

So, now you have to run "games" on the guy. To get him to understand games: "OK" - you know - "That's it!" "The game is over." And then you can get him to basic LRH "Rights of a Thetan", which gives the "ability to leave a game". "the right to leave a game." "The right to your own sanity." That's what we're trying to make here.

"Yeah, I see..." He gets a cog. Sometimes you have to ORIENT him. Sometimes you have to R-Factor him. Sometimes you have to give him some Tech data, so they can understand what's wrong with them - you know? Give them data what happened. Hat them. Get them aware of games. You have to get them aware of failed purposes. You have to get them aware of "this is the MEST universe", and their freedoms or the right of a thetan - as LRH says.That's what we're doing. And...or at least 2% of the time or 5% of the time, you have to orient the guy in PT. Or we have laid out the choices and let him choose, what he wants to do. Give him "power of choice", orient him to PT, so he can decide, what he can do. Or you have to lay out some possibilities, he could do: "What are you interested in doing?"

He says: "Oh, this and that..."

"OK, (give him the choice), in this game right now, you could do this and that... or you could just leave it, if you want. It's up to you." And you can also hat him on some of the Axioms. You say: "what you are, is a free being, and you're a thetan - we call it "thetan" - and you have an ability to postulate and perceive. Do you understand?" You see?

So basically what you're doing is "hatting a thetan", because we're ALL having to do that. They didn't have this Tech. The reason, they all got into this bloody NOTs business, is because they didn't have the knowledge in the beginning. They had the abilities, but you have to have the KNOWLEDGE. Now we're restoring him to the ability state, but we've got to give him the knowledge this time - if they don't get it from having listened to or run through the processes. OK?

So, in that particular case, does that answer your question? You have to go for restoring the Theta abilities, the games, Axioms and so on. The "Rights of a Thetan". So, get them assessed...

"Yes, I'm sure you're right. It helped a lot."

Assess, assess them on that and find out, what the thing is. Ask for the by passed charge. Get it. Get the story...OK? Other questions? That also fits with the tone scale, bring them upscale from MEST through the body area through activity, games and so on. Finally get them up to 40.0, serenity. You know? OK! Any other questions?

So, it's like we should have a lot of successful PreOTs and Auditors around here, because I was interested - just in closing - I was interested in making sure people here didn't run into the stuff, that I have seen, and I'm sure, that others are running into. From the folders I've seen on people C/Sed from outside - first some DCSIs, and on OT-Levels, and then on NOTs itself. And also to show, that in certain parts of the NOTs Tech, there were areas, that were not made - in my opinion - IMPORTANT ENOUGH in the data. Which probably, when it was written, wouldn't have been recognized as to it's importance. But then later, it became more important - as...has told me. Some of the stuff has now appeared on the Solo-NOTs. You have to do all this auditing. You have to assess a list to get this, etc. And the "stacking up" of the case, and this kind of thing ARE mentioned, but only "in passing", almost. You know: "Don't worry, if this thing don't run like this, as it may not be stacked up this way." It should say: "DO NOT WORRY, BECAUSE THIS IS THE WAY, IT WILL COME UP. THE WAY THAT IT IS STACKED UP!" See?That should be a BIG DATUM! It really should, because we have not experienced the...what it says in there: "Don't worry, if in the first few sessions, you have BPC, because the stuff, as it's kept on going, will lessen from session to session." WE DIDN'T EXPERIENCE THAT. Why? BECAUSE WE WEREN'T BUILDING UP BPC. We were removing a whole "plug" (org board), and when that was gone, it was a whole new ball game. OK?

"It's still a worry for me, because I've come across that in (OT) III. Stacks! We take one stack away and the other side collapses. And you have to handle the other side of it."

Right ! Now, somebody may ask: "Why are they stacked up this way?" And I've been looking at that myself. I know they are, but I don't know exactly WHY. But I would say, it is because in essence, YOU ARE THE C/O OF THE WHOLE CASE. And whatever your attention is on, THAT will respond to THAT, see? You can look at it as being sort of "planetary C/O" of the whole Orgs of the Planet, you know, what I mean? So, if you're going: "peacock" - "Yeah, that's a peacock I guess, white peacock (on the table)." All right - if you're going "peacocks", then you're liable to get a whole bunch of things on the stack, that have to do with "peacocks", and birds, and other

things having to do with that, right away.

If it's...say you're troubled with sore toes or sore feet or some thing. You're liable to get...your attention is drawn immediately to all the Clusters and BTs around the toes or the feet or guys holding those from somewhere else, you know?

But I would say that... if you realize, that they obey you: "I'm really the C/O of the whole business!" We really get laughing sometimes on these guys, because you have to treat it like...you have to be RESPONSIBLE for this stuff on your stacks, and it's like sometimes these guys are great jokers. I mean, they just...they wake up and they say something really funny. You know, it's like the prizefighter coming awake, after he's been knocked out, and he says: "Where is he???" I mean, they start coming out of this incident, and right away they think, they're still in it. OR at the last moment they were still awake. And they're still carrying on with that action. It's very funny.

So, the whole thing is: You have to responsibility and treat it that way. It's an interesting area and if it's going away from interest, then realize, you may have a wrong assessment on your OWN INTEREST LINE. That's why the stack is there, I think, because it's your interest as the C/O of the whole case. So, your interest will be the monitoring factor here.

And I wanted to put that right at the beginning of any of our SUPER NOTs auditing for the people that haven't started yet, so that they don't get into this BPC phenomena. So they do take the things in the right way and handle it as it comes, all right?

"I do have another consideration on that: Why is attention drawn to some areas or specific points? I think because in NOTs - no, wait a moment please - I think because in NOTs we deal with thetans and some how - by one way or another - they become more and more awake and get bigger or whatever and PULL the attention. Because in former times, I very often was mystified, because I - after completing OT III - I did a lot of III again. Why that? I didn't think, I brushed it off, the III, I was...I did it through. But in the meantime, I think some of the NOTs cases came awake, so I could more or less handle them with III. And I think that's the same here: What pulls the attention, is more awake than the rest, and then that is the first thing, you could handle."

The first thing is the thing, that you have your attention on and has the most reads. There's TA there, and you got more TA there and more reads there...

"And that must be the most awake, I think."

Yeah, that's true, it is the most REAL...

"The most active, I would say."

Hm,..."most active"...But I just thought of another thing, you said that...which is: Remember in III or let's say, remember in II, you're knocking off the charge to expose the III case. Remember in III, you're getting rid of the thetans, who are most alive, so this can expose the NOTs case. And remember, when you are running NOTs - as you get a way through that - you now expose the NEXT CASE to handle for the thetan, right? And if we assume, that SUPER NOTs is going to free up pretty much of his OWN UNIVERSE, like clearing him on all dynamics, out of all this stuff HE'S connected to in it - then it might be, that another universe of - say, the 3rd universe (MEST) - or the 2nd (the universe of others) - may come up, or any connections to them.

But basically, you have to look at that stuff SHINING THROUGH the NOTs case. In other words, the effects FROM the environment. Why do you think, they tell you: "Don't watch television too much, if you're on NOTs", you see? I found a whole bunch of guys sitting around the nerve channels, that were the ones, that were interested in the television flows coming through. Because they had pictures similar to pictures like that on the TV. And they were sort of like urging me to watch it. Just like you feel things in your arm or you feel your heart beat. You CAN feel these guys, they're not totally dead, not totally inert. They have a job. And if the job is to do THIS, they want to have some ack for that or want to have some reward or some flow coming through there.

If they're being a monitor, they want to have something to monitor. If they're being a listening device - a mocked up "listening device", like an earphone or something, it could be - or a space ship, then they want some space movies there! You see what I mean?

So, they actually try to influence you, pull it in from the environment, from the other universes. Either talking with others or seeing it - like the movies on television.

This is why I'm saying: "Everytime you do this in session, pull this whole thing out, you feel a total change of valence of the body, of the things - like your impressions, you're getting through the body. You WILL feel "different", as you feel a DIFFERENT RESPONSE. Different ways to perceive or sense things, or now there's things, you weren't aware of before, or THOSE are gone

and now there's a different "balance" in the case. It's very interesting and you can actually determine that as a " case change" all the time. OK?

So, let's look at it as possibly, it's exposing the influence of the next level of the case to handle. Because that's all, the thetan has been doing since Clear. OT I, then on to OT II and OT III, you are cleaning up THIS, so you can get to THIS. You are cleaning up THAT, so you can get to THAT.

"Like the whole bridge, the lower levels?"

Yes. That's similar...

"This data itself is almost like...throwing things loose, that want to be acknowledged. Waiting to say, "I'm here..." "

So, not only must you be a SUPER NOTs AUDITOR, but you must also be a SUPER NOTs C/S. A C/S for all these "cases" you're handling, because you are being an auditor and C/S at the same time. And that way we will make your run through the SUPER NOTs level very smooth and very interesting.

So, if there are no other questions? No? I would just like to thank LRH for getting all the stable datums for us and putting it out. And what is beautiful about it is the final statement, "Exterior at will". The EP. That was beautiful. The SUPER NOTs data itself - first of all aligns to experience with ALL CASES but even more than that, it goes right back and shows again that all the Axioms - Scientology, Dianetics, ALL these basic truths of Scientology and so on - are totally, TOTALLY RIGHT. Spot on! You know, it just totally validates all the basic Axioms, as you come through it. One just might start off learning the Axioms and then sort of go up the bridge and think: "Well, hmm..." But then if you get off to yourself and think: "God damn, that was right spot on, it's RIGHT THERE, what he says. What's there is exactly as predicted." And ALL Scientology is based on the Axioms, you know. And now it's like going through the "circle of knowledge" and coming back to the beginning, full circle. And saying: "Here's the Axioms!" "And now I REALLY understand why!"

]You know, it's like the data analysis. So, it's a fantastic assembly of data, that LRH did. And just by knowing a little bit more about the data of C/Sing, and what happens on the OT levels, and what happens on the SUPER NOTs case and C/Sing from the viewpoint of these guys, then you

can make it very smooth. You go through the level easily. OK?

"Fine. Thank You."

"Yeah, I thought on another subject - if you could say a little word about the bridge over from auditing to SUPER Solo NOTs."

Yeah, that's a good question. Yes, I will mention that. I'm not sure what criteria, they use in the Church - but there's only two (criteria), that I can say right now, that I feel are necessary: One of them is that the guy, who is being audited on SUPER NOTs, can confidently handle the entire of this particular stack (which he's been handling) without hardly any help form the auditor. Which means by this time, he doesn't even need a meter. So, if he HAS a meter, he can CERTAINLY do it. AND he has enough free attention to not have to refer back to the auditor. He's got enough free attention units of his own, so he can keep track of who to handle.

In other words: He hadn't handled THAT guy, but he had to handle the holder, the one who is holding him. And maybe another guy is holding also. So, he handles that guy and this Cluster and so on and now he doesn't have to refer back to find out, who is the next guy, he has to handle. See, if he has enough FREE ATTENTION to handle all of that, then you KNOW, he also has enough free attention to run the admin and the meter at the same time.

And the other criteria - oh, there is one technical criteria: I wanted to - on audited SUPER NOTs - to handle all the missed stuff on earlier auditing and OT III. I think that should be done with an auditor, because it could involve Out-Int and lists and things like that. That should be done with the auditor.

But the other, ONLY OTHER CRITERIA besides that of "The guy being able to run it by himself mostly through the session, maybe only one or two little "steers" by the auditor", is: THAT HE FEELS, THAT IT IS OK FOR HIM NOW TO RUN IT WITHOUT THE AUDITOR THERE, you see?

Because there are TWO criteria here: The guy IS going to be a solo auditor, but it is very good to have another terminal there to discharge the stuff to. You see, what I mean? And - even if he has the meter and the admin - CAN HE KEEP THE SAME LEVEL OF INTEREST? And...interest IS going on when both the guy and the auditor are working on it, you see? If he still wants that a little bit, it's like you have to bridge him off of that.

I mean, I noticed, that I don't have to talk anymore. I'm phasing out of the session - but I'm still there as a TERMINAL for Ulrich and he...I don't need to SAY anything. I just start the session, you know, indicate the first area, and then he's off - bum bum bum bum bum - you know: "This guy, and this guy, and this guy", you know? And eventually I just tell him: "Your TA is floating."

After a few sessions, I didn't have to say much. Now I'm just keeping all the admin. Except for one or two times, you know? And he's going: "Now, let's see, that guy blew. Anybody left around? I had that stuck one, but I forgot which one he's from." "OK", I say: "that guy will be from the Cluster here.", OK? And the needle read, when checked "Earlier Incident Is connected to him." (that's what he last ran on that Cluster.)

"OK, good!" - ptshh - so, he handles that. Anyway, he's looking around to find if any were left, see, so it's maybe a little thing, but he will spot that sooner or later, if he has free attention. But the other point is: Is he ready to do it, so that he feels that: "Hey!" - you know - "I can do it myself, all the finding and so on like that. I'm ready." But it's good to have another terminal to talk to about it and to discharge to. You know?

"Thanks. Connected to that, I do have another question, a technical question: Rons talks about the facts that...or the reason, if he is audited, that two cans give a deeper read on the meter than solo cans."

Ah, yes, yes. We never had small reads. That's funny! I saw that in there, you know, and then we studied it and all that stuff. And I don't know if M... can confirm this or M... if you had small reads on solo. But so what, it doesn't need to read much on the meter at all. Is that what you mean? So you can spot the BPC? When you get the right one, it reads like crazy - LFs, BDs.

"I think, the reason, you gave before, is more than this. That the person has enough free attention to operate himself. I think that is the main point. Plus to know the real technical thing, that will get the reads and the TA moving."

The telepathic comm is so strong with these guys - I mean - and here you have all these little datums and hints. I mean, you can almost see: "OK, the next thing is this..." Just Standard Tech. Because, when you can have a PreOT sitting there and he goes the whole of session without having to refer to the meter or to the notes and in YOUR session he doesn't have to confront the ADMIN either...

"And your ARC, and your communication to the stuff is of major importance. ARC!"

ARC! Very important on that. It is: You are their auditor and they respect you and whatever. You're always senior to them. Remember that. And the guys have to have a senior. And you have been their senior - that is, what you have to realize. When you took that body, you got to be a senior to the whole bunch of them - you know? And...so...you ARE the senior. So take responsibility for the Org - audit them. Free them.

Anyway, that's - if there's no other questions? Anyway, these guys, you can always send them out on missions, if you get some real big ones. We got some real big ones, who came out of this stuff, and so on, and they want to do missions. They say: "Hey, want can I do to help out?" You see?

"Which kind of mission?"

Well, you know, nudge the reporters, and things like that. You know, to look under the news and see, if there really is a world take-over scenario. Anyway, that's a lot of fun.

"Do they report back really?"

Well, they can do that, telepathically, if they want. But, you know, it's just to give them a game - if they want. They want a game and some of them do want to help - they feel really betrayed by these implanters. So. it's up to you - anything to help a "freeing operation" on that.

And...Oh, one other comment about "Black NOTs": They just like "bypass and try to restim" your plugs and stacks. I got session data of them having done this and then...and then I got a copy from Australia of a C/S - it looks like it was altered. From the Church. It was a C/S of Black NOTs. And it was altered, because it was made to help Thetans. It was like: "We can help other people, or help the SPs get better or run some SP's case off." - or "Help leaders make better decisions by handling some of their Engrams, that their NOTs BTs are stuck in." "And we can audit this on them by contacting them, and finding the BTs there, who is suppressive and handling."

And this was their C/S, you see? It isn't the REAL C/S. That was the altered C/S. The REAL C/S was "to take the squirrels and the out-ethics-guys and to put NOTs phenomena ON THEM, restimulate NOTs phenomena on people by trying to take over control of their BTs and Clusters, and urging them to restimulate." Now, that's bypass. This was a Big Thetan, coming from over here, rather than the guy in the body doing it. The guy running that body, is the real C/O, you see?

But, after going through all this - I can tell you, IT DOESN'T WORK. It can't and doesn't work. Because of this "Organization" factor. All they can do, is get in there and interfere with these guys. And they can't tell then, whether they got a blow or not. Because they can...they can maybe make it "worse", and they can maybe make it "better". But there is no way, they are going to be able to actually do a POSITIVE ALL-THE-TIME-JOB. Because first, they haven't got the AGREEMENT OF THE C/O to be in the session and handle it.

"It's other-determined."

Yes, it's other-determined! I found out, it's much more easy to handle SPs by getting in comm with THEM - the guy who is RUNNING THE THING, the C/O of the thing - and try to audit HIM. Or to give him some indications like: "How long have you worked for the implanters?" - or - "Fucked up in an Earlier Universe?" - you know? Or: "Did you ever look at the fact, that you may be monitored yourself?"

You know, those kind of things. THAT works. You can see some changes: Some, "What's - what's that? Was I an implanter?", you know? - Or..."Did your seniors find out about your non-conformities?" - "Oh! Maybe they have. Oh!"

"Missed Withholds..."

Yes, you CAN audit the guy, and you CAN get a direct telepathic link with the guy. But to REALLY HANDLE this "Black NOTs Guy", and not just sort of "try to handle his case", which is the "C/S" I saw. As I said, that's what came out in the Free Zone. They thought the Church was doing "something" to help handle the SPs on the planet. It wasn't that at all, as we well know. The "Black NOTs Guys" are putting attention on your "old case" from PC folders. Knowing you had an injured leg in the past, and then using this "Black NOTs" shit, and trying to PUSH SOMETHING INTO YOUR LEG NOW or RESTIMULATE SOMETHING IN IT, you know?

"I know!!"

Yeah, we ALL know. OK! So, any other questions?

Maybe in the next level...we'll have another handling for those guys. OK? Very good!

("Note by Capt. Bill: The best handling found for "Black NOTsers" is to treat them, when contacted in session, EXACTLY LIKE AN IMPLANTER, you might find in a plug, as "Black NOTs" IS IMPLANTING.) So:

"END OF TECH BRIEFING #4

This is CONFIDENTIAL SUPER NOTs BRIEFING 22 August 1985"

Thank you very much!

TECH BRIEFING No7

"EXCALIBUR Continued"

17 NOVEMBER 1985

RON'S ORG FRANKFURT

FOR SUPER NOTs AUDITORS AND C/Ss ONLY

This briefing is only for Super NOT's C/Ses and Solo Super NOT's Auditors and people who are taking or have taken the Super NOT's Course at RON'S ORG. Before one hears this lecture one must hear Tech Briefing # 4 which is the Confidential Super NOT's C/Sing tape, and also the LRH Tapes which are referenced to get a full understanding of what will be discussed here in this tape. This tape is beginning from the point where Tech Briefing #4 left off.

In that tape we discussed the problems of C/Sing on the Super NOT's level, and in fact it was brought up all the way from Clear, with definitions of Clear, all the way up into the Super NOT's level. We discussed what each OT level does, what charge it removes, what you are handling and the things to watch out for. This is all very applicable and it all is very successful in making good results on the OT levels.

Now we're going to talk about some more aspects of the Super NOT's case which were not fully covered in Tech Briefing #4. These aspects are necessary to be brought up at this time because they WILL be found in running Super NOT's and it is necessary for each C/S and Solo Auditor to understand what they are, where they come from, and how to handle them. It is also necessary before starting Super NOT's or being a C/S for Super NOT's to understand "Revolt in the Stars", the film play by LRH about things happening around the time of Incident II and it is also wise to understand "Sector 9", the book put together to describe exactly what IS happening on the Planet at this time in regards to Models, Scenarios and World take-over Plans.

Well, on this Super NOT's level you will find out that there's also very much a "7th Dynamic aspect" to all of this, and you will find out that you ARE engaged in it whether you like it or not. You will be finding out that it IS there, after you have gone through enough of the level to find it. I must stress at first that the technology of the STACKS and PLUGS is entirely correct and workable and it has proven so in many cases. It removes the charge in the super NOT's area very completely per session, and it has the advantage of not leaving any amounts of BPC around, unless there were, at that time, STILL OTHER UNHANDLED PLUGS from other stacks. We're talking here about: If a case is smoothly introduced into the Super NOT'S level, AND they remove one plug per session, WITH knowing what stack it is connected to, AND handle that plug, AND then the next session the next plug until that stack is no longer reading, AND then to the next one and so on. Then there won't be any BPC building up. There just will be the continuing wins and so on and more awareness and reality improvement.

However, most people do arrive at the beginning of Super NOT's with several plugs in restimulation from different stacks, but THE PROCEDURE REMAINS THE SAME. It is: To assess in a D of P Interview what the person's most attention is on by reads, measuring up ALL

the reads, LF's, F's, SF's, B/D's, on certain areas, and IT IS VERY IMPORTANT. It has been determined that you DON'T JUST TAKE WHAT HE SAID in the D of P Interview or what the auditor asked the question about. You take the most reading one and you list them in order of reads, these different areas, and so on. BUT THEN YOU ALSO GET THE PRE-OT TO MAKE HIS OWN WORDING OF THIS. This is very important, that the wording that he makes will read VERY, VERY WELL and it will ALSO READ WHEN THE AUDITOR SAYS IT.

I'll give you an example of that. Suppose a person is concerned in the Super NOT'S level with, well, "Pictures coming at night." He says "when he is sleeping, pictures coming at night." And this reads. And the auditor says: "Is that the stack?" and he says: "Yeah, yes, pictures coming at night". But when the auditor says: "OK, well we're going to handle "Pictures coming at night," and there's a very tiny read or no read. Then the auditor should say at this point: "You know, is there a better way you can state this so that it's worded that it really, really means exactly TO YOU what the area is we're handling here?" "How can you word it?" And the Preclear goes: "Well! Lets see, "somnambulistic pictures", "sleep dreams", "dreams", the whole thing would be connected, you know, would be sort of all connected with "sleep", you know I always wondered WHY a Thetan needs to sleep anyway. "Sleep!" Yeah, that's what it is - "sleep!". And boy THAT READS "Sleep". Aha, just by itself. "Sleep!" There it is.

It could be a little more complicated wording, you know, it could be "somnambulistic pictures" but the point is, IT'S THE WORDING THAT THE PRE OT FEELS VGI'S ABOUT, IS INTERESTED IN RUNNING, AND WHEN THE AUDITOR SAYS: "OK. We're going to handle it as "sleep". "Sleep!" And he says it, and boy, IT READS FOR HIM TOO. Wow this brings up the point that if the auditor CAN'T get it to read he shouldn't run it. Just because the Preclear is making it read, that's one thing, but the auditor is, in the audited part of Super NOT's, necessary to handle the meter, the admin and indicate to the Preclear what to do. And if the area is not reading for the auditor then he is going to be very - shall we say - hindered, and actually won't be able to technically direct the Pre-OT.

Therefore, IT MUST READ WELL FOR THE PRECLEAR, IT MUST READ WELL WHEN THE AUDITOR SAYS IT, AND IT MUST BE OF INTEREST TO THE PRECLEAR. Right, and IT MUST HAVE HIS GOOD INDICATORS ON HANDLING THAT. So these are the points on this assessment that we have found are VERY NECESSARY and you CAN "get by with it" just as people have "gotten by" with other ways of running Super NOT'S. But you can't "get by with it" without having the Preclear express it correctly or directly into the very interesting area that he wants to handle. You can "get by with it", but believe me, we have found out, if you do it that way, of just "getting by" with it well, THEN YOU WILL EVENTUALLY HAVE PLUGS THAT ARE, shall we say, NOT HANDLED BY THAT MISWORDING. In other words, the guy says: "I have pictures when I GO to bed." You might get ONE plug coming up on that is showing him the pictures at night, but later on in the level you will find out that he has OTHER plugs connected with "pictures in his dreams" and "sleep" and so on, that did not come up when you handled that particular plug or what you "thought" was the stack.

It will only come up if he says the one that has really been interesting to him, not only in this life

time or yesterday, but maybe for a whole series of life times, or a whole part of his track. Therefore, when he says: "SLEEP, yes, I've always wondered about that. Wow! Why does a Thetan needs to sleep? Yeah, that's interesting." He's got his interest there. Oh boy, it reads like crazy and then you will find ALL THE PLUGS CONNECTED TO THAT STACK. So, that is a very important point on the assessment. As I say, it's not something that is vital, but let's put it this way: To do it standardly on the Super NOT's Level and so it will leave a minimum of BPC, it should be done this way. And it fits in with the theory of running Engrams and Dianetics which of course IS on this level. It IS "New Era Dianetics for OT's".

So we do the D of P Interview. We get the areas the PC is interested in. We add up the reads. We then find out, we take the most reading area and we ask the Preclear: "How would you like to word this?" And when it reads well for him, when it reads well for the auditor, when it has the interest of the Pre-OT, and he has good indicators about handling it, KNOWS that applies to him or is part of his case, and he will be VERY INTERESTED in running it it will read like mad, and you can start right off by saying:"Good. We're looking now for the first plug here." Once you have established what this stack is, if You are going to handle the 1st plug you just say: "ARE THERE ANY BT's OR CLUSTER's CONNECTED WITH (THE ITEM)?" Bang! You get a read right there. And you tell the Pre-OT: "Yeah. Yeah. There is." And then the auditor starts right in with: "Ok. Location?" "BT or Cluster?" (Handling per the Super NOT's Tech of the earlier tape).

So, right away handle that one plug, and at the end of session he gets his F/N, or F/Ning TA, and next session: "Are there any BT's or Cluster's connected with (same stack)?" Bang!, reads, handle. Another plug and so on, until when, "Are there any BT's or Cluster's connected with (stack)?", no read. Let the Preclear say: "Any more interest in this?", "No, I think it's all handled." Well, don't expect a big F/N right there because the next stack is probably ready to go. If there's no reads there don't run it.

Then say: "Well, the next assessed thing on here was "Stomach pains", "upset stomach", something like that. You were talking about it in the D of P interview." "Yeah, that's something! Yeah!" Well, say: "Well, how would like to word THAT?" "Yeah, well, yeah, let's see. Oh. Ah! Ha! "Genetic Agony". Oh! Wow!" Bing! There it is! It's not "stomach pains" exactly, it's "Genetic Agony", something like that. So I'm just telling you the wording is important and then the auditor has to check that it reads for him, that it reads for the Pre-OT, and the interest is there, and you carry on with the case.

As LRH stated on the "Assists" tape of Class VIII: "You are IN THE MAJOR ACTION when you are dealing with an Engram that the Preclear has recently had." "So don't expect the Ruds to fly. You can get in what you can." If the person has attention on something, ARC-Break, PTP, MWH and so on, you handle it. But don't expect the needle to fly when you are in the middle of handling one of these stacks, because you are PRESENTED WITH THE MAJOR ACTION. This is something the Preclear has had on his case many, many, many, long eons or has picked it up here on Planet Earth, but nevertheless it is a VERY OLD PIECE OF CASE. And therefore, IT IS THE MAJOR ACTION AT THAT TIME.

A person who has, shall we say, no confront and is not really able to have reality on these things, first of all should not have been on this level, but second of all has to be handled very delicately per the earlier Bulletins and Technology on handling a "stress case". But even in that, when you pick up a Rudiment, realize THAT YOU ARE GOING TO RUN RIGHT INTO THE FIRST PLUG THAT IS LIVE IN THAT PERSONS CASE OR ONE OF THE PLUGS THAT HE HAS IN RESTIMULATION AND THE PROCEDURE IS THE SAME. You go on a gradient. You can handle THAT plug. And then on a gradient you handle the NEXT ONE and so on. The key on Super NOT's is HANDLING THE WHOLE PLUG. That's what takes the masses of charge off the case.

You just carry on doing that and when you have finished the 15-16 items, or how many, on your D of P assessment, usually they're right in order just like they came out by the reads. That's the way the stacks will go. And after that of course, you can do ANOTHER D of P. Or by that time, if the person has loosened up his case so well that he can handle by appending his interest to anything he wants, putting his interest THERE and THAT'S what he is interested in, why then I'm sure he could go down the whole checklist of Super NOT's and take whatever was interesting to him at that time and finally handle the whole thing. But in the end it is better to go by the Preclear's INTEREST and it will handle the entire of the STRUCTURAL part of the checksheet.

The datum here is, again on the LRH tapes, which is that FUNCTION MONITORS STRUCTURE. The FUNCTION of these particularplugs and so on is going to monitor the structure of whatever technical field they come into or whatever part of the body they're affecting and so on, or whatever part of the thetan's awareness and abilities they are affecting. This Function is going to affect that. But THOUGHT is going to monitor FUNCTION. And the THOUGHT of course IS THAT OF THE PRE-OT. So, when you are following along that line, THOUGHT monitors FUNCTION monitors STRUCTURE, and you are addressing it from the Thought of the Pre-OT, you are keeping his interest first, you are not bypassing him, you are not leaving him out of it. So then he gets very real gains, very real cognitions, very real new awarenesses about what's been troubling him all these centuries. So this is where we do it this way. It IS the way to do it per LRH's Tech.

Now there are two liabilities in running Super NOT's which you will find in people who have been on it previously, that didn't start this way. And the two main liabilities, besides, of course not being ready for the level are: ONE: That they have run it so that they have only taken out, shall we say, BTs and Clusters from the lower parts of these plugs, the lower parts of the Org Board. More or less the "easy" ones, the ones that could be bypassed and handled, you know? And any "senior" could come in the Org and order them around. So they take orders from anyone. So they came out. They disconnected from the org, they blew etc. etc.

And you do this long enough, these easy ones, wake them up and handle them, wake them up and handle them and pretty soon - what are you left with? You are left with the top of the executive strata of each plug STILL THERE. And this top executive strata, as mentioned before in the last tape #4 were more or less the HOLDERS of the whole plug. So if they are the holders, they are a bit more POWERFUL and usually, as mentioned in the Tech Briefing # 4, they can be "out of valence in R6" or "implanter" type evil purpose beings.

Therefore as the person runs the lower part, or the "easy" part, of his case and just takes up the lower "juniors" of the Org Board of all these plugs, he ends up with a case with NOTHING BUT HOLDERS. Holders of a little more powerful nature and shall we say, some percentage of them VERY EVIL INTENTIONED, but ALL OF THEM HOLDING and what are they holding NOW? They are holding HIM, THE PRE-OT.

So what do you expect? Him to get increasingly feeling like he is in some kind of a "tight situation". He is a bit "bothered by things". He doesn't LOOK like he is a NOT'S completion at all. He is sort of worried about "PTSness" and "sickness" and "illness" and all these various phenomena. He is going on "dramatizing" around here and there, and he is feeling an EFFORT to keep his "sanity".

Those are the indications if a person who has run out the lower parts of the plugs and has left the "tops", or the holders, or the "out of valence R6 people", there. They feel anxious, they feel like the real "core"of their case has not been reached. And they are worried about it, anxious about it, and so on. This is merely the fact that they have put themselves at the mercy now of the TOP HOLDERS IN THE ORG BOARD. And THEY are the ones being held at the moment, because they took away all the juniors. So if you take away the game, What's now the game? The game is GETTING YOU. You didn't give them a new game. You didn't set them free. So the game is GETTING YOU and they're going to hold YOU tighter and tighter and tighter if you don't take out the whole org board. And that's the first liability.

The second liability is this: There are some people who decided: "Yes, it's a tough level. We are going to handle all these bad guys first." So what do they do? They go in there and handle all the bad guys first. They take one of these rundowns that are current in the "independent field", and they handle the bad guys first. So they take the top off the org board. They handle the guys that are out of valence and dramatizing, have evil intentions, evil purposes and so on. And they work through this, through this, through this, through this.

Now you have the other situation, which is: That once you take the TOPS off the org board, if you have NOT also handled all the juniors, and remember, down there, some of them are quite asleep, some of them are tied into little "knots" and so on, so that they cannot move, so when

you take off the top you still have to open them up, wake them up and let them go. So if they DON'T get out the whole org board connected to these top guys that they are handling on these rundowns, what will be the effect? Well, then you will have an org board with only the juniors left and no seniors. So they don't have any other senior. So they are going to float around you more and more, shall we say "cuddle" all around the Pre-OT.

And in this case some of them WILL have woken up, some of them WILL have broken loose, but not gotten completely handled. And so what the Pre-OT will do is, he will start feeling like: "Well, this is never ending. I feel almost just as bad as when I was on OT III!" And what do you know? He has woken up enough of his case, by handling these holders, that the plugs now, the truncated BOTTOM PARTS OF THE ORG BOARDS, all the juniors and all, are running around and sort of like they are floating half in and half out, and some of them are tied together, and some of them are not, and they're sort of going crazy, just like: "When the boss is away the staff will play".

So they become to him almost like another III case. He's got the fears back that are BT's all Around him, you know? They're not very harmful, not very dangerous but they are all around him, they're floating around him. "I feel this pressure here and this and so on...." So by taking off the TOP ONLY of the org board and LEAVING THE BOTTOM INTACT without handling it, you create yourself another III case! The "smoke" from the fire. You take the "hot guys" out and the "smoke" comes up around and there's another III case.

Now, when you do this CORRECTLY AND REMOVE THE WHOLE ORG, then you got it. So that is the Technology and those are the liabilities of running it improperly: You take off the top and leave the bottom or you take off the bottom and leave the top. In both cases it makes a funny type of appearance for somebody on NOT'S. One of them is that they look like they're really caved in, PTS. Which other people look at and say: "What! That's weird, he should be really great! He is on NOT'S, but he looks really weird. PTS, sick and all that." And the other one is, that of course he creates another OT III case.

Then they say: "Well, he's not saying he's making much gains. He even says he feels like he did when he was on OT III, you know, it's not really interesting." And so on and so on. Well, these are the effects and you can spot these. But what is the whole handling of these to correct it? Of course, you do the assessment, you find out what his attention is on, you find out the way he likes to word that area he was interested in, or is interested in, and you handle the first plug that shows up through the BT that is first contacted in it and they will line up and get handled all the way down through that plug.

And in the next session you handle the next plug. And in the next one, the next plug. Next one, next plug. And you just handle it standardly like that and pretty soon the guy will be back, shall we say, on the ADVANCED PROGRAM of Super NOT'S. These are the REPAIR and RETURN

actions I'm talking to you about. You have to REPAIR it when he gets into these TWO LIABILITIES. And THE REPAIR IS MERELY TO DO THE STANDARD HANDLING AS IF HE HAD MANY PLUGS IN RESTIMULATION, some truncated half Way, some holders here, some plugs over here, maybe. And you have to do the assessment and very carefully pick the area. Run one, or the REST OF ONE that hasn't been run, until you get a nice F/N and relief and leave it there.

And in the next session take up the next most interesting thing to run and so on. And they will probably come up as RUDIMENTS. But these are repair actions. They have to be done VERY PROFESSIONALLY, so you DON'T GO INTO TRYING TO HANDLE PARTS OF OTHER PLUGS THAT ARE IN RESTIM and doing the same thing "cooking up" a whole overwhelm of the case. We have done these reviews and you can see some of the folders in your training. Ok? That's the REVIEW.

And then, of course, the RETURN program is to continue handling those plugs and stacks that were Not HANDLED before. Ordering it up on the case and getting it down to where he is in PT. In other words: ALL THE AWAKENED AND RESTIMULATED PLUGS HAVE BEEN HANDLED AND HE KNOWS WHAT HIS STACK LIST IS. And then you can carry on with Standard Super NOT's using the plugs and stacks and the interest and so on as I told you before and then he is on his ADVANCED program again.

Now we have covered the main things here that I wanted to update you on since the last briefing. I covered these (on # 4) briefly but I did not give you the IMPORTANCES of them, showing the liabilities of what happens if you run Super NOT's incorrectly. The action of a Preclear losing interest in Super NOT's, a Pre-OT losing interest in Super NOT's, is merely one or the other of those and probably the second one, that he has removed some of the top stuff and maybe some of the lower stuff of the org board too, but he's not been run on his OWN STACK LIST. It's been run on somebody's automatic idea of what he SHOULD RUN.

And so loss of interest in the Super NOT's case is another review action that you can handle just by FINDING THE STACK LIST THAT HE IS INTERESTED IN RUNNING and not just running something like a body part. Like: "Start with the right leg and run up and find anybody there and then up here..." No, no, NO! The Org Boards are connected ALL THROUGH THE BODY. Some of them are localized, and some of them are up and down the spine and in various places, and outside the body and inside and so on.

So you don't keep the interest of the Pre-OT if you're just running it by structure. You must run it by HIS THOUGHT, which is MONITORING the function of the stacks and the plugs and the structure of the body and the structure of the plug Org Boards, you see? WE KEEP the interest of the Preclear. That's one of the prime ingredients in doing successful auditing. Remember the definition of "In Session"? "Willing to talk to the auditor and INTERESTED IN HIS 'OWN CASE'".

In this case he is interested ALSO while he has these CASES OF OTHERS. But it IS HIS. He is carrying it around. It is there. It reads on the Meter. It's not his "individual" shall we say, he's Clear, yes, we know about that, but he IS CARRYING THIS STUFF AROUND. So he's brought you this case. It may be to him a 3rd and 4th Dynamic case, but he's got it. And it's his. It is a reflection of the other Dynamics as mentioned in the last tape. It's the "other Dynamic aspects of Clear" from "Clear on the 1st Dynamic". Now he must "clear up" the REST of his Dynamics in regard to the thetan Universe.

Now, I'm going to break into some new territory here, which was only covered very briefly on the last lecture. And this has to do with the composition of Pre-I plugs. Now, in the last lecture I gave you some very amusing examples of plugs that could be composed up from the area of Incident II. And these are something I think everyone has run into. They are very familiar to people. However, the holders of these, and also complete plugs, are sometimes, and in fact I would say, as you get through the Incident II plug areas, you will find more and more of these Pre-Incident-I plugs.

Now what is a Pre-Incident I plug? Well it is a plug that has been MADE UP ORGANIZED. MADE ON TO AN ORG-BOARD. Composed of BTs and Clusters. MADE SPECIFICALLY TO DO CERTAIN HATS ON THAT LITTLE ORG-BOARD AND "FROZEN IN TIME" AND THEN ATTACHED TO A THETAN AT SOME POINT ON HIS TRACK, perhaps Incident I, later, or even up into Incident II. BUT IT IS COMPOSED ENTIRELY OF "FROZEN" THETANS, WHICH HAVE BEEN DOING THE SAME THING AS THEY ARE NOW STUCK IN SINCE BEFORE INCIDENT I. This is the Pre-Incident I Experimental Area we talked about in the last Tape (TB # 4).

Now, as you get to these areas you find that the normal 'Incident I' and 'Earlier Universe' and so on do not quite blow a Pre-I because there is something else there. Some other BPC and that SOME OTHER BPC happens to be this VAST AREA OF TIME BEHIND INCIDENT I. Well, of course Incident I occurred at "start of track". Of course, FOR THE THETANS, THE BIG THETANS, Yes it does. So he (a big Thetan) doesn't have "time" particularly behind that. Expect, remember: If the track began EARLIER for some OTHER THETAN then THEIR TRACK started back THERE. So some of these plugs, these Pre-Incident-I plugs, date back, so far, from 4 to 7 1/2, or even more, QUADRILLIONS OF YEARS ago. But that's the usual range. If you just indicate: "4 to 7 quadrillion?" - you will get most of them really cooking and coming alive and saying: "Oh, Yeah, that was me! Oh Yeah! Oh wow!"

Now I want to give some definitions and then I'll show you how this is also an "Earlier Similar" to the Incident II, because there was a CAPTURE - from Earlier Universe! In other words: Those Thetans were "whooshed up" with something very much like a vacuum cleaner and Whoop!, caught. What I'm saying is, it's like the FUNCTION of a vacuum cleaner but to "whoosh up" THETANS rather than dirt. Captured and put through these experiments and made then into plugs. And this resulted in some "standard plugs" and some, sort of, "experimental" ones.

Now you say: "Wow - that's interesting. That's not covered anywhere." No it isn't, but you WILL FIND IT IS COVERED ON EVERY ONE OF YOUR NOT's CASES and that's why it is there and is the final barrier to finding out "why you lost Your abilities" and "how this tricky game of implanting was made up" and so on. It is the last barrier. After this, when these are all handled you can confidently say that the person will obtain the EP of Super NOT's, and he will also understand everything concerning his own universe and what happened in it. He will be able then to go and handle other things in "2nd" and "3rd" universes and other universes. And there will be other levels. But right now we're interested in: "What's IN the Pre-I plug?"

Let me give you the definitions first so you can follow what I'm talking about. And these words are made up to be familiar to people on this planet at this time, so that auditors can work with them. But you will find out, as you work with them, you will ALSO groove-in the various BTs and Clusters. And if you intend the right actions with these things, the right... as I say... a "Vacuum-cleaner", but you can INTEND it as a thing to"Whoosh-up" or "pull-in" or to trap thetans, and they will "get it" and they will answer: "Oh yeah... that... I have that!"

So, it is just a communication device, to make it easier for us to C/S and to write the notes in the folder, so it's a short hand for us, just like the rest of the Scientology language, abbreviations and so on, generic terms, such as PTS, ARC Break and so on. So, what are some of these terms? Well, let us start off with.... PLUG: You understand Plug? That is: "An organized group of BTs and Clusters which were put together by either impact, injury, etc. OR intention of an implanter, to operate as a sort of combined unit or an org-board, and it has holders at the top, and sort of junior thetans at the bottom, who are just being something to do with its function, being even mass or weight in a bag, or being a cell or whatever." Ok?

Now, the STACK, of course, is the way this is "stacked up" on the Preclear's (Pre-OT's) case, and that means it has to do with the Pre-OT. So, he has been having trouble with this area, or has wondered about it. Therefore, to him, it appears like a "stack of charge". But it could consist of SEVERAL PLUGS just as you can have several weights, you know? Those little pieces of metal on a scale-balance, and you have 5 little gram weights on a scale-balance. That would be five PLUGS, and the STACK would be "what the Pre-OT thinks is holding him down", and as he removes each one of these plugs, the scale-balance comes up. It comes up! He feels better.

OK. Now, on these Pre-I plugs, you are going to find the following things: This "vacuum-cleaner" I talked about We call it a "Hoover" and the incident is called "Hoovering", and it is the first or most earliest, usually. The earliest incident on these Pre-I plug thetans. They were "hoovered" out of an Earlier Universe, or "vacuumed". The actual instrument used was itself composed of BTs and Clusters and it looks very similar to one of these outside speakers, or amplifying speakers, which you see attached to poles around a crowd in rock concerts or in public lectures.

You know, the big bell, four sided bell coming out, and the round ball at the back to contain the speaker amplifier. So, it looked not unlike that, or similar to it. Composed of BTs and thetans, with a nice "black hole" Cluster in the middle of the bell inside, and this little "golden ball" inside of that, which was very attractive, and kept putting out a message of "Help me to play this big game, I don't really understand it...." Or similar flows anyway, to PULL THE THETAN IN. Very aesthetic and so on... The black hole... Now, what was the "black hole" Cluster? Well, that's a Cluster that is pretending to be a negative energy. It's doing an "implosion" all the time. It's pulling in, pulling in, pulling in. It's pulling in all things, energies, thetans, and so on. lt's like a giant... well, just like a "black hole star" suctions in all kinds of mass, energy, thetans, everything like that.

But it's really a Cluster, which has been PROGRAMMED to do this. And so every thing goes black around it as it gets sucked in there. It just turns it black, because it's now going negative from what it WAS doing, and you find it as the "attraction point" of the TRACTOR AREA which is holding a lot of these plugs together. You find a "black hole" in it. It may occur first to your vision like a little spot, but if it is down on the bottom of a plug, it could be holding the whole thing together, in a sort of "maintained force" area. It is NOT the HOLDER OF THE PLUG. You understand? NOT THE TOP OF THE ORG-BOARD. It's not likely that it is the top of the org-board. And it could be just put in there to give cohesion to the org. They don't usually have much to do with the SUPPRESSION of the plug. They are just sort of automatically charged to just "pull things in", like glue, Except on a SUCTION basis. So, the "black hole" was in the middle of this "Hoover", and it pulled the thetans in to this little "golden attention unit" point, which is giving out the nice aesthetic message. When they were captured, they would then he taken to the "experimental area". And this is... this is "earlier similar" to Incident II, 4 to 7 quadrillion years ago....

These guys were "hoovered up" out of their own Universe and they were usually kept in a thing called an "Electrosphere". An "Electrosphere" is a large sphere which has a magnetic charge on the inside, an electromagnetic charge on the inside, so the thetan cannot touch the wall. He feels repelled by this. But he also doesn't join up with the other thetans inside. So, you eventually, essentially, get a thing like one of these giant "gum ball machines", if you picture it that way... it's a lot of thetans inside of a giant sphere, and they can't quite get out and they can't move either because of how they're pressing up against each other, and so on.

But they are held in this. And it's kept at a LOW TEMPERATURE (cold). All right. That's the "Electrosphere". And then they are put through various "processes" to make them "amenable" to being Clusters and BTs in PLUGS.

The first, or ONE of these, (we don't put them in order because each one may have had a DIFFERENT EXPERIMENTAL TRACK), but usually these ARE the things which may have hung the guy up, you know? Like the "Hoover" is the earliest one. And then the "Electrosphere". Got stored in the "Electrosphere". Ok. Then they could be put in something we call the "Spin-drier". The "Spin-drier"... you know? Like a spinning machine to dry your clothes out, right? Or a

centrifuge, if you like. But the "Spin-drier" was to IMPACT THE THETAN WITH OTHER THETANS, MAKE HIM MORE THAN ONE, and to spin him with this tiny amount of mass that he had been being attached to another, or mocking up something, or the other being mocking up something. A tiny amount of mass, but you spin it now at a high rate of speed in this "Spin-drier", and it makes them feel VERY HEAVY. V E R Y HEAVY.

So, he was then given the idea of "mass", and he could then BE MASS. He was ORDERED to "Be heavy", "Be mass". And some of these guys think that they are as heavy as lead, and some of them, them are as heavy only as water, and some of them are as heavy only as a light gas. But there are different DEGREES OF "HEAVINESS" to these little "jelly bean" thetans. That's how I call the ones that are there in the plug just to be "mocking up mass" and to hold the thetan down, and keep him from doing OT abilities. These "jelly beans" in the plug are usually grouped together in a BAG or CONTAINER, and they just have MASS.

They have the FUNCTION of being mass. And these are what I call "jelly bean thetans", because they look like the jelly beans in the jar you see in the candy stores. There they are. Separate. Just like sort of "being in a container" and "being massy". Usually you can run them easily, by WAKING THEM UP, RUNNING THEM BACK THROUGH THE SPIN-DRIER, THE ELECTROSPHERE, and the Hoover. And they go: Pfffst!.... "Free! Wow! Yeah!" THESE GUYS HAVE BEEN THAT WAY EVER SINCE 4 TO 7 QUADRILLION YEARS AGO. THEY WERE NOT AFFECTED BY ANYTHING ELSE IN THE UNIVERSE. That's what they've been, and they are FROZEN IN TIME. Just like the "Enchanted Moors" in the song.

Some of them were chosen to be more "exciting" parts of the plug. Some of them would emit flashes of light, or flash some kind of "message" to the thetan, or into the cells, or something. These were put on to a thing the "Sun-Lamp". It's just a filament, a GLOWING FILAMENT actually. Just like what you'll find in a lamp or in an arc-light. THEY WERE FORCED ONTO THIS, ELECTRONICALLY. Once they had a little mass, they could get sent through a wire or along a wire or channel.

They'd been put onto the filament, and told to duplicate that, you know? "Be it." "Be a light." "Be a light." We found a lot of these guys that were put on the "Sun-Lamp", being stars and so on. So, apparently, the thetan would "think" he is exterior, but was only looking into an area composed of BTs being little "stars" and so on. He thought he was exterior in the universe, but he wasn't. He was just being in one of these plug areas, where the guys have run through the "Sun-Lamp" and sparkled, they gave off a little light and so on, and twinkled like stars, but they are just BTs.

And of course, every BT has usually another one STUCK TO HIM, so he has to spot the one STUCK TO HIM IN HIS VALENCE so that he can loosen them up. I mean, once you've not the guy single, he's pretty handled. So, in actual fact, the term BTs and Clusters is a little misleading, because every BT, until he is free, is really a Cluster. Let's put it this way... They may have just been ADDED TO HIM ONE AT A TIME DURING THESE EXPERIMENTS, and to put them in HIS valence, and the guy who is left in charge, IS THE "ONE". The others are IN HIS

VALENCE, because HE ISN'T in the valence of another, because he would be one of the guys "down the line" and you'd be talking to the other guy, The one you ARE talking to, he looks, at the last point, he looks for PEOPLE IN HIS VALENCE WHO ARE ATTACHED TO HIM! Ok?

Now, we've got another thing. I've told you about the "jelly beans". That's the way these thetans are when they appear, just sitting in a bag... or something. But, what's this bag? Now, that's a "Bag-man", and these are the thetans that were PRESSED DOWN VERY FLAT AND MADE TO ASSUME THE SHAPE OF A BAG OR A HOLDER OF THESE "JELLY BEANS". Now, you can find the "Bag-men" are LAYERED. They're exactly like a plastic, clear plastic, garbage bag, or a black plastic garbage bag, depending on what way they were made; transparent, or invisible, or dark. But they look exactly like a big plastic bag, and they contain all these jelly beans. And why don't these jelly beans get away? Well, there are LAYERS, first of all, of the guys. Each "Bag-man" is a separate individual, but he is layered as a Cluster, like each layer is separate but there are about 7 or 8 - 6, 7 or 8 bags put around these jelly beans.

So, 6, 7, or 8 bags around, and each layer of that bag, each layer of it, IS AN INDIVIDUAL, and they are clustered together as a bag. So, you have to separate the layers out and then you can audit them.

Now, you might find it hard to handle these guys, because you might find that they are securely TIED at the top. Like with a garbage bag, you might tie the top of it, to stop it from over spilling its contents. And this "tie" you will find is a tiny beautiful little thing, such as a string or a chain. And that's why we call it a "String Cluster". And those are thetans who are linked one to another Cluster, being like a piece of chain, or holding together, just like as if people were in a chain, one holding the other's leg and the other holding the other's legs and so on, in a CHAIN. All these thetans were forced to do this in an experiment, and they were made into a Cluster like a chain. We call it a "String-Cluster", or "Chain-Cluster". And they are TIED AROUND THE TOP OF THE BAG.

So, when you get to the "String-Cluster", you handle it as a Cluster of individual thetans who were put through this incident, to make them that way in Pre-Incident I, 4 to 7 quadrillion years ago. Ok? Run the incident... Bam, bam, bam! Before that, they were maybe in another experiment. Before that in the spin-drier and the electrosphere, and they were maybe hoovered up, and... Pum! And they all go! And then the bag opens up, and the thetans come out or start to wake up "Oh!" "Ah!"... And then you take the bag-men. You say, "Ok. Outer-layer bag-man." "You've got that incident where you were made into a bag?" "OK!" "Go back there." "You were in the... electrosphere... Hoover..." He goes...! And then the others, until all these guys wake up inside the bag, the jelly beans, and they just go: "Wow - Wow!" "We are free!"

YOU HAVE TO WAKE THEM UP SOMETIMES, and you sort of put a little command there: "Ok guys, you wake up, and wake up the other guys now." And you tell them: "Ok. The game is over. The game is over." (Tone 40).

END SIDE 1 TECH BRIEFING # 7

Ok, this is side 2.

We were talking about the "bag-men" and the "jelly beans". And as I said, when you take "String-Clusters" from around the neck of the bag-man and you take the layered bag-men off, then the jelly beans will all be able to run back through the electrosphere containment after they run the centrifugal machine, the "Spin-drier", and then back to the "Hoover" and their capture, and go free on "earlier universe". And they'll probably go off as an "assembly line": You just start it going on one end and wake them up and: "Wake up your buddy, and tell them about this and this and this, and go back and find an Earlier Universe 4 to 7 quadrillion years ago." And just keep your attention on them doing that and you find they go off like a cloud of smoke, and you can get rid of thousands and thousands of these guys - totally individual, and totally free, if you also indicate to them: "Look for other guys stuck to you during these experiments, and when you were captured." Have them locate that, and they will all go off, and no problem. They will all leave because they are single, individual, free beings.

Now, You have the same thing: Some of them may "stick to the wall", and you have them find the guys stuck in their valence they didn't spot. And if you find a guy who needs an orientation, or if you find them needing some BPC handled from a game, or from earlier universe, ok! Go ahead! But I found that most of these are pretty smart thetans. They were just captured and then "frozen" since Pre-I, and they just immediately "wake up" at the SAME ABILITY OR AWARENESS LEVEL THEY WERE THEN, before they were captured and they go - Pum! - immediately back to that area! I think they've maybe learned not to get trapped again, but - I hope they have anyway - by listening to the others getting handled - but, anyway, they leave quickly. Now, ok, I gave you an idea of something that can be there. These are the ELEMENTS of the plugs. Right?

Now, another thing that can come up besides the "normal" org-board functions. Now, these we were already talking about; the strings and bags and string thetans, string Cluster, bag-men, jelly bean thetans, and all these Incidents of the Pre-I. And those were sort of like the "standard assembly line" to make up these plugs. Now the plugs have DIFFERENT INTENTIONS and therefore your more "top of the org-board guys" are the HOLDERS, and the people who are "in charge" have certain other functions. All right? By the way, some of these "jelly been guys" are maybe put into a thing and being used as a sort of memory bank, or file, or some kind of data storage area.

So the jelly beans CAN be used for other things rather than just mass. They may STORE

PICTURES OF SOMEBODY and so on, you understand? But, basically, they were made up to be mass. And the lighter ones sometimes are used sort of like a computer, or... "data storage bank" for some other guys in the org, in the plug, ok? They may even store data about YOU! Yes! Yes! Ok!

Now, so... let's find out what the other guys do: The MONITOR is an important beast. The "monitor a thetan" is one of the usual types of plugs. You have a whole plug that was set up to MONITOR THE THETAN'S ACTIVITIES, or to make him BEHAVE IN A CERTAIN WAY, or BELIEVE IN A CERTAIN WAY, and attached to the top of the plug usually near the top, or at the top on the org-board is this thing called the MONITOR. The monitor, quite often, can be a Cluster, yes, and it can be a BT which has a couple more stuck to him in his valence, but it's usually a pretty powerful guy, and is usually either monitoring one way or two ways, and sometimes, three ways.

When we say "one way monitor", we mean he is taking whatever occurs in your universe and relaying it somewhere else. Ah... usually, to the original implanters who made up the Pre-I plugs. Anyway, you say "That's weird!" Well! You have to realize that ALL THE IMPLANTERS ARE STILL AROUND! So, THEY CAN STILL GET DATA FROM THESE GUYS! Now you start to see the game! Now we can get data from them, right? SO CAN THEY. Ok! Now, the monitor - it could be a "two way monitor", which means that, when you find them, and you find out he is sending information about you away to some terminal in the implanter organization, you also find out that when you audit the guy a little bit, he moves kindly off to the side or gives you the sight, or he blows or whatever, and you find you now have a direct telepathic sight line to the implanter org, and you can pick up whatever they are doing at the other end!

If it was a two way monitor in use, then you will find out that you now are directly connected to the guys who were trying to make you PTS, by activating your plugs. Yes, yes! And YOU CAN NOW AUDIT THEM if you want, or you can say "Fuck off!" So, that's a TWO WAY MONITOR. So there it is open on both ends. You can find out what's happening at the other end, and they can find out what's happening on your end. But once you handle the monitor, YOU'VE GOT CONTROL OF THE LINE. Do what you want with it! Ok? Now, a lot of these monitors, when they realize the game is over, and the whole of the plans of the Pre-I implanters, and by the way, the "PTS to Xenu" button works there just as well as it's the same guy, of course! This IS HIS PLAN, HIS set-up for the whole take-over of the universe: Take the thetans which were "easily subjected" in the shall we say "Third World Universe", hoover them up, make them into various complicate designs that thetans couldn't figure out, and come over here with incident I into the game which was going on at the time, let's say "bringing order to MEST", the "CIVILIZING GAME".

And then taking the Big Thetans and sucking them into Incident I and implanting them with these bloody plugs and other beings, and making them come under control. So, the difference here is that SOME BEINGS WERE JUST CAPTURED OUT OF THEIR EARLIER UNIVERSE AND MADE INTO PLUGS, WAY BACK THERE. They were never anything else! THE OTHER BEINGS WERE PLAYING THE GAME WHICH GOT "INFRINGED UPON", or were trying NOT

TO BE UNMOCKED or TAKEN OVER BY THE Implanters.

Now, usually, with the Pre-OT, you deal with that kind of being. He's been playing the other (civilizing) game and he got "zapped" by the implanters. And that's the most usual thing, although YOU WILL FIND SOMETIMES PEOPLE WHO WERE WORKING WITH THE IMPLANTERS ALL THE TIME, and THAT was the "other game" that was going on. So, you can also handle them, and sometimes they want to turn around and play the other, "freeing up" game, or "Scientology" or the "New Civilization". Sometimes, they just want to go back and kick the implanters in the ass for betrayal. And sometimes, they just want to go on a tour, or leave the universe, or make their own game. But that's up to them.

But when you handle them and you get all their BPC off, they're singled up, and they realize IT WAS A BAD GAME. (Yes, yes.) It was bad game to play with the implanters. A lot of "promises" and they ended up being a monitor BT or something on the top of a plug for the next five or six quadrillion years. NOT a good name. Ok?

This is just an idea, so you don't get confused when you look into this. JUST DON'T BE AMAZED AT ANYTHING YOU FIND. "String of pearls" This is a bunch of thetans that were made up to be little balls. And the trick of holding these guys together you know, they are like a chain, they are not holding each other. They are made to have a HOLE in them, like a string of pearls, and they have a "chain thetan" threaded THROUGH them, you understand? So... they are like a string of pearls. But the 'chain' is going THROUGH them, in the middle. You don't see it at first. THAT'S WHAT'S HOLDING. That's why they can't get separated, just like a string of pearls.

I told you about the black hole? Ok! Now, the Sun-Lamp, Monitors... MONITORS ARE VERY IMPORTANT TO GET OFF OF THE CASE, BECAUSE THEY LEAVE THE CASE OPEN TO FURTHER "RESTIMULATION" AND "IMPLANTATION", "SIGNALS" AND "COMMANDS " FROM THE IMPLANTING ORG, OR THROUGH VARIOUS DRAMATIZATIONS OF IT IN THE SOCIETY, OR THROUGH KNOWING - KNOWING RESTIMULATION, SUCH AS IN "BLACK NOT'S". So, when you get a monitor, you may spend an hour handling the monitor, or an hour and a half with the TA not moving so much. But, boy!... when you get him handled, Wow! And the whole plug comes apart... Poom! And the Pre-OT feels a lot better! Ah, yes! Now, what if the monitor is CONNECTED to other shall we say monitors, ALONG A CHAIN OR NETWORK IN OTHER PEOPLE'S UNIVERSES AND OTHER AREAS?

We have definitely found monitors on the case connected to monitors in implanting organizations, or just the "Tower of Basel" or even an old implant station which is still there! And

this was sometimes "monitor spheres", looking very similar to the old astrologists', witches', and mediums' "crystal ball". Within the "crystal ball" there were actually TRAPPED THETANS, CLUSTERS, and INDIVIDUAL THETANS. And that was a big "monitor sphere". It would monitor several of these other monitors or many of them at the time, or at separate times, per program. Now, this is NOT REALLY "in the Preclear's universe", but he finds it, because the monitor says: "Yeah, I was reporting back to the sphere, and that was relayed to the implanters."

Ah Ha! So... What do you do with this? Well, we've found it's VERY HELPFUL that it's part of a plug because it's connected (you don't HAVE to run it on the guy, if he doesn't feel up to it and so on) it isn't REALLY in his universe. BUT it's fun to exercise now, your shall we say, your "aggressive tendencies" as an OT, to do the job of taking apart some of these mechanisms that are making people aberrated. And YOU CAN ACTUALLY AUDIT THAT SPHERE, once you have a line to it by having the monitor turn it over to you and "debriefing" on it and so on, and you know now how it works. YOU CAN RUN ALL THE THETANS OUT OF THAT SPHERE, AND DESTROY THE SPHERE, the monitor sphere for the implanters, AND THEY CAN'T MONITOR ANYBODY WITH IT ANYMORE!

Now, we FINALLY have a chance to get back at them, ok? You also find that in some of the implant stations you might get connected up to in session, there are STORAGE HOUSES Of THETANS STILL IN ICE, STILL FROZEN IN ALCOHOL AND GLYCOL FROM INCIDENT II! They're STILL there. Being used as, shall we say "reserves", you know?...."Got to have your reserves in case some of the thetans go free. You've got to have some more to put down and monitor more people and so on like that, and that's why you've got to keep the population small, in these slave societies, because you haven't got so many BTs and Clusters and plugs to monitor the people with, and you don't want to exceed the number of individual bodies you have because, if you have too many bodies, you don't have enough plugs to go around, and you can't keep control of them."

AND THAT'S THE WHOLE REASON for "OVER POPULATION" SCENARIOS. "Sorry, we've got too much population. We've got to get rid of some of these people." THE REAL REASON BEHIND IT ALL IS THE IMPLANTERS DON'T WANT TOO MANY PEOPLE BECAUSE THEY CAN'T CONTROL THEM ALL. Ok, so... if you find these reserves, you find that most of them are in a state of the "Capture of Incident II", OR they may have been saved from Pre-I! (The "capture before Inc I" and the "electrosphere".) And boy!, you can get them running on the track, and just start having them blow off by the MILLIONS. I advise you to do this, because the more you get rid of the "reserves" of the implanters, the less trouble you are going to have in the future with the implanters, and the less trouble you are going to have with plugs and something like that.

And you also are FREEING THETANS, which is our purpose. Ok? It's just a possibility. You don't HAVE to do it if you don't want, but I tell you, there's a lot of fun in doing this. It's sort of "Now we have a chance to strike back at these guys, and take away THEIR reserves, like they were taking away OUR reserves!" Yes, Yes!

Ok. What do we have here? Some examples of some Pre-I Plugs and why they are so important on the case. Well, let me give you another example you will find on the case usually. It's also a "plug". For instance, a giant, you find it's mocked up in Pre-Inc I Experiments, like a GIANT CRYSTAL BODY, made of THOUSANDS of tiny "honey-combs"... and it's about TEN FEET TALL too, and that's 3 meters high, a BIG CRYSTAL MOCK-UP Of A BODY, You know? Doll body, meat body... it doesn't matter, because the thetans were introduced into these little "honey-comb cells" on it all over. The crystal was like a honey comb. And... they were used (and this is one plug, for instance, this whole structure)... and it was used to "connect" to the other thetans in the other plugs on the case, to plug THEM into THIS ONE. This one is like a giant "socket".

So these insured that the plug thetans were under control. Each "plug" would be plugged into the "socket", and it would affect that part of the body if restimulated. But it, itself, is just ONE PLUG. So that way the "crystal body" or the "honey comb" plug. Ok?

There are other ones. One interesting one makes you understand all the "Eastern religions". It's actually a plug which is composed of several BTs, or MANY BTs and Clusters, in the shape of the "Chakkras" of the Eastern religions. There are AREAS OF SUPPOSED LIFE DOWN THE SPINE. Well, it's six or seven Clusters, put directly on the top of each other, looking like the human spine. And on the top of that, there is a GOLDEN CLUSTER LOOKING LIKE A SKULL (a "Totenkopf"). A golden skull. And, of course, this is the "Crown Chakkra" or "Golden Chakkra". The one they think in the East is where the guy (or thetan) IS, or something. But that's JUST ANOTHER CLUSTER, and it's usually COVERED TO THE THETAN'S VISION FROM OUTSIDE OF THIS PLUG, and it maybe STUCK IN THE BODY.

But if the thetan is exterior, he doesn't see this particular "golden skull" and the "six or seven chakkras" in the spinal area. It's not ALL of the body. It's just these Clusters and the skull. On top of that, there is a whole field of "flower-looking" things, which I called "Lilies of the Field", and it's ANOTHER CLUSTER, which is a bunch of little thetans, being "Lilies of the Field". But, on the top of that, comes a "rod". A "crystal rod" or "transparent rod", going up into the sky, and inside that "rod", there is another bunch of thetans being an org-board! Yeah, like an org-board. A function-board. They are supposed to be different parts of the IMPLANTER ORG-BOARD COMMAND SYSTEM. And it is "rolled up". It's a FLAT Cluster rolled up into like an org-board, stuck inside the "crystal rod", and the "rod" is held by a hand up at the top. And the hand is, of course, the "Hand of God". Yes!

All of this is BTs and Clusters, but it's a whole plug, all the way down, from the "Hand of God" all the way down through the "rod", through the "Lilies of the Field", through the "golden skull" and to the "Chakkras" down in the bottom. THAT'S A TYPICAL IMPLANTER PLUG, almost a "Standard" plug. I found several of those. In any case you run there may be MORE THAN ONE, or there may be JUST ONE, or it may NOT BE THERE AT ALL. I will tell you why in a minute.

Another example is the "pyramid". The "pyramid cults" of Egyptians, Masons, and so on, go way back to this particular plug. So, they're just a PT DRAMATIZATION OF WHAT THESE PLUGS ARE. It was supposed to be a "body for a thetan", and of course, on the top, there was a cap on it, a capstone, black, which ONLY TOOK ORDERS FROM, you guessed it, XENU. And it's a "cap cluster", which was supposed to be the top stone of the pyramid-looking thing, and right under it, a thetan was supposed to sit, and the thetan was of course, the "All seeing eye", you know? The thing on the U.S. dollar bill, on the back, there is a pyramid with an "eye" in it. And the thing was supposed to be under control of this "cap" and the "cap" was supposed to be on a monitor line to Xenu and the implanter org that was doing the Pre-I Experiments. And below is the rest of the "pyramid", which is not composed of stones and blocks, but is composed of a bunch of "jelly bean" thetans, and glued together with "gluey, tight thetans" in this pyramidal shape, and that was supposed to be the "mind" of the thetan. So, when he goes exterior, he was supposed to be given this "pyramid" mock-up. He was supposed to think that he WAS THAT. Any way, this is another plug.

And there is also the "perfect body" plug. It's a series of Clusters and BTs which were made up to be supposedly "perfect bodies", and, of course, they all have a MONITOR running them. So, if the thetan desires to inhabit one of these "perfect bodies", and puts it into his meat body, or his own mocked-up body, or carries it around with him, HE IS ALSO BEING MONITORED. Ok? So, those are some of the plugs you may find.

You should realize the monitors have been there since 4 to 7 quadrillion years, and their data is VERY FRESH when you wake them up and get them talking. They HAVE been working "automatically", but WHEN You wake them up and get them in comm, and get them to CHANGE SIDES, they will give you ALL THE DATA: If you debrief the monitor, they will tell you how they were made, and how the plug was put together, and what the purpose was. So, I don't tell you too much. Just to give you an idea and you will find all the rest for yourself.

But, apparently, there were THOUSANDS of "experimental" plugs, so on any case you may find any of these "experimental" plugs that are very weird, and nothing like what I've described. And there maybe some other weird things, like "Alice in Wonderland" type things, you know? That's why we call this level "Alice in Wonderland". You get into it on the seventh "Chakkra" down the spine and find out the whole thing which is going to be there as you go up toward the "top" of the org. Wow!

Ok! So, anyway, there are maybe THOUSANDS of these experimental types, but we've found that there were also about a hundred or so, or several hundred, "standard plugs", that were used very much during Inc I, and to confuse thetans with. The "perfect body", the-"Chakkras", the "Golden Skull", the "Crystal Body", and the "Pyramid" things, apparently were pretty standard. There ARE others which are "set up" in other ways in other cases we've found, but these are a

few of the "Standard" ones.

You WILL find maybe MORE THAN ONE on a case. Sometimes, there are "reserves". Like you run out - let's say one of these "perfect body" plugs and you find ANOTHER ONE! And Wow! And what should I do in this case? Because you are running the sessions and you are only supposed to run ONE PLUG PER SESSION. Well, you can do it either way: If the Preclear has not enough horsepower, and says: "Eh, there's something that's stopping the F/N here and so on, and it looks like another, just like the one I ran before!" Well, if he's not up to it, handle it in the next session. But it's better, if it IS an identical one and it's coming up to REPLACE the one that you've just run, and therefore to make the guy think that he never made a case gain, then you can go ahead and run it. And you will find usually there is maybe two or three. And in some cases, I've found a "magic number". They like to make SIX. Six plugs exactly the same.

So, sometimes...., but the 2nd, 3rd, 4th, 5th and 6th, they run very easily, because you know the entire structure, and you just contact the guy at the top, and - Zap! - run them off. The rest of the guys, sort of... "Oh.. Yeah!" And the next ones are listening already, so.... it gets easier and easier. Then you have a REAL Floating TA when you get rid of all six! And this is with the "old magic numbers". Ah? - six, six, so, they really INTENDED those numbers. In fact they are printed around, and pushed around in this society, and are supposed to and INTENDED TO KEY-IN THESE PLUGS. Nobody better believe anything else!

These numbers are there to key-in those plugs: six, six, six. I mean, six plugs of the "perfect body", and the six plugs of this.... key-in! So, anyway, it's starting a whole "one-world" put together! Ok! Now, we've gone over that "standard plugs" examples. Ok

The monitors... a 3-way monitor... I didn't describe that! A 3-waymonitor is something that is set up between you and another, and also has a "tapped in" line from the implanter org! So you may have a monitor line from you, say to a person you know. An old back track twin, in some org-board game, or something. (By the way, Tech Briefing No. 5 is interesting for those of you who want to know more about this. This is the way the implanters "think" and how they handle the people they captured who were against them, and what you might find on those kinds of cases.)

So, it's an interesting area, but it shows up in the "3-way monitors", where you and a buddy of yours who were on the track or something, are monitored by connecting a monitor between you and him, with a "3rd party" on the line from the implanter org. And he is pushing signals out, keeping you two guys from getting back together, because, maybe you were VERY destructive to the implanters at one time. So it keeps you apart by having the MONITOR between you and him and pushing 3rd party signals down the monitor line. Ok? It's like a 'Y'. It's THREE ways: Between you, your old friend, who you hate now probably, and the implanter org. Nice 3rd party

arrangement! That's three way. Ok!

One thing I want to mention before closing. About plugs and things you might find on them: Some of these guys were cleverly mocked-up to HIDE from you, so THEY THINK YOU CAN NEVER SEE THEM. And some of them are hiding in "other dimensions", "other universes"... in other words, when you trace up the org-board, you find: "Well, I'm being held, well, I didn't know, it's... it's some great being from another universe.. Ha!" can't point it out or anything, so you just sort of get the INTENTION OF WHERE THE CONTROL LINES ARE COMING FROM, and you find that it goes into sort of an "invisibility field", and then, it goes around the corner or something, and disappears and then reappears around in a sort of "another dimension".

So, you can just check on the Meter: "Is this holder in another dimension?", "Another Universe?", ah, "Invisible?", etc. etc.... And there will be a read on something, and you'll get in comm with him. It doesn't matter, Once you spot him - just put your attention where it's reading, and - Pom! - he will come out of that, and you'll realize he was TOLD TO BE IN ANOTHER DIMENSION. It's not REALLY in another dimension. it's PRETENDING TO BE IN ANOTHER DIMENSION! So, that's the way that these guys tend to hide the lines back to the implanter org. And it's by having BTs who are on the monitor line, or the relay-points - BE IN OTHER DIMENSIONS, OR INVISIBLE. And A THETAN CAN BE ANYTHING! FOR ANY LENGTH OF TIME! Remember that!!

So, it makes it very confusing to the thetan to find it. If, say, the line goes into an "invisible" area, or into "another dimension", or "another universe".. . he goes: "Huh?" Also some of these will be "outside" of the thetan's universe, on these "monitor lines", as I said before, TO ACTUAL PHYSICAL AREAS IN THE 3RD UNIVERSE. Or maybe they go WAY BACK IN TIME to the original "implanting experiments" in THIS UNIVERSE! But, nevertheless, he will be able to trace it as his doingness and OT abilities are coming way up, and IN BETWEEN SESSION HE GETS REALIZATIONS OF MORE AND MORE AND MORE ABILITIES.

So, the Pre-OT gets HIS gains. He is WORKING AS AN AUDITOR in the session. Remember, he is the C/S AND THE AUDITOR if he is on Solo. He is the "auditor", and YOU AS AUDITOR ARE THE C/S, when you are auditing Super NOT's. But when he is on Solo, he is C/S AND auditor. Hah! Oh! Is he WORKING on these guys! IN BETWEEN THE SESSIONS is when he gets HIS case gain That's when he is really winning and cogniting and realizing new abilities and so on. DURING SESSION, he's getting wins from APPLICATION, AND FROM DOING AUDITING ON OTHERS. So, it's a total winning game, and totally interesting, if he stays on the right plug, and stack list. Or... if he will COMPLETE EACH PLUG and stay on the RIGHT STACK BY INTEREST AND READS. Ok?

Now, during the course of the universe, you will find that thetans have "shared" BT's.... with OTHERS, and that in various incidents and so on... the BT's have JUMPED from one to the other, or in the press of a crowd, or emotion, or 2-D or whatever! So, during the course of the

universe, BODY THETANS and PLUGS and PIECES OF PLUGS moved around from one thetan to another, and sometimes they come back around, all the way, back to you some of your "own" that were originally put on you will go around or get stuck in an old body after you left it, and, as thetans have taken a lot of different bodies and so on, you know? THE WHOLE UNIVERSE HAS BEEN MIXED! MIXED! Plugs have been mixed, because some of them are stuck to bodies (genetic line) and some of them are stuck to the thetan (theta line) and so on.

By the way, at the end of the "body's life-time", THE MONITOR LINE INTO IT WHICH DECIDES THAT THERE IS NO MORE "BIG THETAN" THERE TO HANDLE, or to try to handle, the "holder" of the Pre-I plugs at the "local" implant station decides this, you know? And the whole system of Pre-I plugs is supposed to "exteriorize" from the body and be "sucked up" to the implant station through the "monitor line", then it is COMPRESSED into smaller size and put back into ANOTHER BODY. A small body, like a baby, for instance.

So, it's very interesting, because these were their plans. They don't WASTE these BTs, They don't waste them under the ground in a "dead meat body". They zip out of the body at the point of death, and they are sucked back to the implant station, and they get zipped down on another person's body, that is just growing up. And this is shown very vividly in the idea of "2001", the little "baby" coming down in the "little ball" afterwards, at the end of the picture show. You know, "A Space Odyssey", "2001". That was the whole idea. That was a system of monitoring that they described in the picture.

The "big black thing" monitoring beings growing up and so on. And that was based on these implants, these plugs and monitor systems, etc. And anyway, that's how they do it. And that's why they want to computer control WHO are the bodies and WHERE they are, and to KEEP THEM IN A CERTAIN AMOUNT on the planet, monitoring them through implant stations, and satellites, up through a giant computer system connected up to the central implant Station.

The central implant station on, say "Coltus", a planet of Polaris, or one closer to Earth. In fact. they will try to use Mars, which explains to you the "ALTERNATIVE III" Scenario, you know? From the English book that "exposed" it. It was the secret idea that somehow, because of "carbon-dioxide building up in the air" earth people will set up somewhere else, like on the Moon or Mars and construct something like a base to save the "important people" in. Well, that was really the IMPLANTERS that started the.

And maybe, well... they took some Earth people and some "zombies" (psycho-drugged workers) to make them re establish to the old implant stations again, and the way they describe it in the book, it exactly fits. By the way, that station on Mars has been handled, but there ARE other implant stations ON the planet, which we all are having success knocking out, and freeing all their "reserve thetans", that are still sitting "frozen" in alcohol and glycol.

The interesting thing is, that the PATTERN they were using, the ORGANIZATION PATTERN for the computering and so on, the COMPUTERS THEY WERE USING CONTAIN ALSO BTs, to be a "reflection" of the BTs and Clusters on the case. In other words, the top station monitor used a computer link to the case that was also BTs and Clusters in a circuit. A "live" unit! If they used another "normal" computer, THEY WOULDN'T KNOW WERE "YOU" ARE (because they need a "telepathic" connection to these plugs, and that can only be done with THETANS).

But, anyway, they don't have the right INTENTION in their "Org", but they do have an ORG-BOARD. The "implanter org-board" is NOT operated by BODIES. They are EXTERIOR. They've been around since Pre-I, and you can "turn them around" quite easily when they realize "the game is over", and they usually were "betrayed" and are very tired of doing the game that they are doing with Xenu. And they will try to "zap" you and "attack you", and so on, at first, under their "directions" (instructions or orders from Xenu).

But finally, they realize they can't harm you, and you just go on and audit them. They just audit like any other Preclear. They finally are blowing and THAT LEAVES A HOLE ON XENU'S ORG-BOARD. Just like he blew apart the Church, by taking everybody out that could have exposed him. Well, NOW YOU CAN DO THE SAME WITH HIS ORG-BOARD. You can take away all HIS "Loyal Officers", and his "implanter friends" from way back on the track!

SUPER NOT'S "CLEAN FLOWS" RUNDOWN

Now, this "flows" business and all this exchange has been going on through the universe, for many, many eons, and this game HAS been going on, on the 7TH DYNAMIC, whether people realize it or not. And, you will get to a point in this level where you will recognize your responsibilities for taking care of ANY plugs or BTs or Clusters that have got on to OTHER PEOPLE FROM YOU, or from those OTHERS TO OTHERS, and from OTHERS BACK TO YOU, and BACK TO OTHERS. You understand? There are "theirs" that have come to YOU, that are not REALLY yours, but you feel also responsible to handle this end of it. So, you CAN run it on a "3-Flows basis". If you run into it as a "plug", or it is "connected" to one plug you are running then you run it out on those flows. YOU JUST LOOK FOR "ANY BTS OR CLUSTERS CONNECTED TO YOU THAT WERE ALSO CONNECTED TO ANOTHER?", AND "OTHERS CONNECTED TO ANOTHER?", AND ALSO "ANOTHER'S CONNECTED TO YOU". Foom!... Foom! From each point of view, you know?

Back and forth and so on... and you run it out. And, you can run 6 more flows on it too: The flow OTHERS TO OTHERS, and OTHER TO YOU, and SELF TO SELF, and ANOTHER TO OTHERS, and ANOTHER TO ANOTHER, and YOU TO OTHERS, and back and forth. AND YOU FINALLY FIND A GREAT SENSE OF EXPANSION AND RELIEF COMING to you, AND a whole bunch of other people who suddenly, you don't feel any "bad emotions" about, or "mis emotions"

about. Because, all of a sudden the lines are clean of the "third party" and the PLUGS and the IMPLANTS, and all that stuff. You understand? And so you can handle that.

SUPER NOT'S SUPER INT RUNDOWN

You can also do a clean-up of your own universe if you run into it, or if you are feeling that you are creating a little bit more of a "III case" than you need: Some of the guys are NOT BLOWING... or something. Or you can do it as a review action. It is simply to extend your attention and awareness OUT from THE CENTER, ALL THE WAY OUT THROUGH THE LIMITS OF YOUR UNIVERSE, AND, AS YOU GO OUT, SPOT AND HANDLE BY THE NEEDLE, ANY BTS OR CLUSTERS STILL STUCK AT THAT POINT, UNTIL THEY COMPLETELY BLOW. It's like a giant "Int Rundown", working on a basis, on a gradient, from YOU all the way out of your limits of Your awareness. It also includes in that: THROUGH OUT THE BODY AND THROUGH THE PLANETARY AREA, AS WELL, because remember, BTs can also "blow" DOWN or INTO THE PLANET and get stuck into it. As well as get "stuck in the wall", or "out in space", or at the "Van Allen Belts", so... ? Yes, Yes! You can also work it completely THROUGH THE PLANET. That's part of your sphere of influence! All this gives rave relief to Preclears and Pre-OTs, but if you are just running along, these things will probably come up somewhere in the level.

If a person, say, comes into Review complaining: "Well, I don't feel they are all leaving and so on." And then you can do one of these "9-flows" things, if they are connected to other's universe, to other people. You can also do one of these giant "Ext-Int Rundowns". Just run all the incomplete BTs and Clusters that are hanging around in his universe. But, again, ONLY IF THEY ARE INTERESTED AND IT READS WELL. Because I've found out that THAT IS THE WAY TO GO, TO KEEP THE INTEREST AND TO KEEP THE PROGRESS GOING ON THE CASE. Now, this is the WAY, let's say, the thing is sort of "stacked up" in the NOT's level. And don't be surprised if you're running a case, and you first run a whole bunch on Inc II plugs and so on, and they come off, and maybe an Earlier Inc I guy here and there holding it, and then you all of a sudden, you are in one of these Pre-I plugs! Wow! Nothing reads on "Inc II?". Nothing! You've got this PRE-I STUFF coming!

Usually on Solo, this is quite usual. You handle the whole plug and so on, and then, you maybe find some more on the next stack that have to do with Inc II again, It sort of "cycles" on the Time Track. Like any good process, or any good Dianetic type process. It cycles on the Time Track; you run a few engrams and go real early, and the guy will cycle back, and then you run some more, more recent ones etc. And we found that the cycle goes sometimes: He runs some from II, or maybe some PT things, PT monitors, and then, he runs II, and then he runs some Pre-Is and then runs more Pre-Is... and then, he' coming back and there are some more IIs! Some plugs that were MADE around Incident II, because RIGHT BEFORE INCIDENT II, ON COLTUS, THE PLANET WHICH LRH MENTIONS IN THE TAPE ON THE CLASS VIII COURSE, ON COLTUS, WAS AN ASSEMBLY POINT. One of the planets of the North Star the marcabian area.

IT WAS AN ASSEMBLY POINT, and they ALSO did some EXPERIMENTS THERE WITH PLUGS and making up some sort of more RECENT PLUGS. They are a lot "sloppier" and they are not as well organized. Some of them were made up of assassinated & frozen LOYAL OFFICERS and so on, to further CONFUSE other Loyal Officers, and there were all kinds of "Mock-ups" done there to make the Loyal Officers NOT WANT TO GET TOGETHER, AND NOT WANT TO WORK WITH EACH OTHER, AND NOT WANT TO HANDLE THE IMPLANTERS. But this is covered more or less in Tape # 5: "What the implanters would do to a group, if they captured any members of the group that opposed them." Ok?

So, you WILL cycle on the track, as you run this. And back, and more plugs, etc. And on the next stack, you may find that there is some coming on Inc. II, and some more on PT, and then, maybe back, or maybe that stack is finished after one or two plugs. Sometimes, there are seven or eight plugs connected to a stack and sometimes, 20 or 30.There is no real rule on that. It's just how much the guy has collected and how much he has "ordered" his case in that way by his THOUGHT. How many of those plugs are there lined up by his THOUGHT ACTIVATION?

So, it will cycle, so.... don't be surprised if the guy is running Pre-I, and all of a sudden, is picking up present time monitors or something that has been put on rather recently, in the last life-time, say, or, even THIS LIFE-TIME. And then, he is running a plug which is made up from Inc II and was attached to his body, you know? And the body genetic line had it there when he picked up the body. And, another one was "intended" onto him, when he worked in the Church, you know? ANY POSSIBILITY OR COMBINATION CAN HAPPEN.

The point is: If you go precisely by the action of the assessment, the most reading, the interest, the stack, each plug; and then the next stack, each plug. If you go like that, all will come loose! And all will come clean! And, it will give maximum gains and minimum left by-passed charge on the case. And, I guarantee you, that after several intensives of this, ah... maybe it takes one or two, or maybe a little more sometimes, to get a guy onto Solo; but when he's done one or two intensives in this manner, he will be PAST THE POINT OF EVER BEING, SHALL WE SAY, "GOING TO GET WORSE" AGAIN.

You'll be past that point, and you will get up past that point, and you'll probably be at the point of... "Well, I mean, this IS the way to do it, and it's only going to get better and I can achieve everything I want, and I realize where all those silly fears, compulsions, etc., were coming from, and not only that, I've now HANDLED the guys who did it, and take care of their org-boards and stations, and I'm feeling more and more expansion of causativeness on all my dynamics as a thetan!"

So, that's the way it works, and I don't know how many intensives it would take to complete a

case, but I would... (super NOT's Level has been found to complete after 4 - 8 intensives). After he is on Solo, it shouldn't be too many more, if he is handling them professionally, like this.

And the sessions run from twenty minutes to forty minutes to an hour to two hours, or more sometimes, depending on how big the plug is and how complicated it is. And once he has had this data and can run it, very little C/Sing is needed; just tell him to locate the next stack, or the next plug in THIS stack or locate the next stack and run the first plug in it.

Now, there are examples where the D of P interview gives EQUAL READING Items. I found that when you have items "equal reading", (or two items combined that maybe each item reads HALF of what another items reads, but they were COMBINED in the plug), in other words, one guy says: "Well, I had trouble with dogs and cats." Well, first he says "dogs", and then he says "cats". "Yeah and 'cats' too!", and they both read well: LF, and the LF (long fall) was a tenth of a division.

TOGETHER, they would be...0.2; but EACH ONE IS 0.1, so you write them down as 0.1 and then, you have another item which is "Mental Ability". The guy says: "Mental Ability" - 0.2, So, you're going down the list of stacks, and the next stack is coming, and the auditor says: "Ok. 'Mental Ability'. What about 'Mental Ability'?" And he says: "Ummm... I don't know... No, it's ok, I'm interested in that, but not really... but a dog bit me the other day." "Oh Yeah? What do we have here about 'dogs'? Well, that's lower down on the list, Well, that's not reading as well. Umm... but, what about 'DOGS AND CATS'?" "Dogs and cats? Oh, yeah... oh... I've had troubles with them... Wow! Dogs and Cats." "Ok! So, dogs and cats. What's the wording of that?" "It's a... Oh... 'TROUBLE WITH PETS'!!" Yeah! You know? Or, "DOMESTIC ANIMALS"!

It's something like that, But those are COMBINED. So, that's about one of the only "tricky things" that can come up. The guy may run OFF THE CHANNEL OF HIS CASE and OFF THE MOST INTEREST IN HIS CASE because you noted them down as two SEPARATE THINGS, from the D of P Interview, when really they were COMBINED as one. JUST SORT IT OUT WITH THE PRECLEAR. WHEN HE HAS THE RIGHT ONE, HIS INTEREST WILL BE THERE. THE READS WILL BE THERE FOR HIM. THE READS WILL BE THERE FOR THE AUDITOR. (It's Pre-OT by the way; I did say "Preclear", but it's a usual word. I'm very used to saying it, but it's the PRE-OT. He is a CLEAR, and he is really working toward being an OT now. So, any time during this lecture I said "Preclear", I intended the word PRE-OT. Ok?)

So, those are the things that will give you a successful run through Super NOT's C/Sing and Solo Super NOT's - where you have to C/S yourself - and a person who HAS INTERNED and so on, would be able to C/S THEMSELVES AND OTHERS on this Level. After he's done all the folder study and has been an intern on other cases to see how they work, and so on, he shouldn't then have any trouble.

But to a person who is a Solo Auditor, who has come up the line with no training and so on, I do recommend that they get C/Ses, if not every day, at least as you would with a case which is running well on III, which is to review the folder every week or so, to make sure that the guy is staying on the lines, he is running the stack and is not getting trapped with a bunch of "out-int" guys and he KNOWS how to find the next plug and next stack and so on.

So, when you get to the end of the original D of P, and you handle everything in order, you can do ANOTHER D of P, and find what is troubling the guy, and you just keep right on going. At the end of the case, you would then, when he is finished with everything he can "think" of, you could then check down if there, "are any BT or Clusters connected with..", any of the items on the original Assessment List in NOT's, and you can check that.

But I think, by the time, all these things would have been handled. Because by the time he finishes this, he is so at cause over his case, and so on, he will go right on through to the EP of the "transparent body". And then the ability to freely exteriorize and be in or out of the body at will. He will carry right on to that, because the interest is there: In the total gains of knowledge, awareness and so on. That's what he is working for. So, I wish you all success on this Level, and I want to tell you that WITHOUT RON'S TECH IN BASICS, this could never have been done.

THE END

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THE HISTORY AND THEORY

OF

THE FIRST STEPS OF EXCALIBUR

7 APRIL 1993

This is the history and a description of how Excalibur came about as written by Senior Case Supervisor World Wide David Mayo.

"In 1978 L. Ron Hubbard was receiving Dianetic Clearing and he got ill. The more they tried to repair and handle with Dianetic Clearing, the worse the condition became. The bank got beefed up, reads became smaller and smaller, then things stopped reading on the meter that should have read, his TA got high and stuck, somatics increased and the illness became severe. Sensitivity by can squeeze was very high and metabolism low. That was the result of trying to run engrams and engram chains with Dianetic Clearing on someone whose case level was above clear.

I was urgently called out to where he was as it was considered that his life was in danger and when I arrived there was a doctor in 24 hour attendance.

The first thing I did was to look at the folders to see what had been happening in the recent sessions to try to figure out what the main by-passed charge could be. I did a little assessment, found what read and indicated it as by-passed charge. This produced a small F/N and some immediate relief. That was the first assist. From the assessment and from folder study it became apparent that the main error was that an Clear was trying to run engrams as his own when, if a person was Clear, he would not have any engrams to run. It also became apparent from the way the engram chains had been running that there were indicators of jumped chains and the content of the incidents showed that these incidents belonged to different people or a different BT from one incident to another. One of the early sources of by-passed charge that I checked on a meter was whether the incidents that he had been trying to run were misowned by him as his charge when they really belonged to BT and Clusters. That read and indicated and started to bring the Range Arm down and produced an F/N. That's one of the basic principles of Excalibur, the idea that a person who is Clear or above, when asked to run something, especially a secondary or engram, will apparently find incidents and will often get mental image pictures or facsimiles to run. Thus you get the apparency that you can run Dianetic Clearing on a Clear or above. If they are not his own incidents, they are misowned incidents. So, one of the early steps of the rundown is the location of incidents, especially engrams, which the person has tried to run as his

own when they weren't. Early on the rundown it's not as important to locate whose incident (i.e., which BT it belonged to), as it is to locate the fact and have the Clear recognize that he tried to own it as his own when it wasn't his and tried to run it as his own when it wasn't his.

This goes back to the axiom about ownership and persistence; assigning other authorship to a picture or saying that one created it when he didn't, causes a persistence (and it causes an increase in mass and solidity). If it is somebody else's picture and the Clear tries to run it as if it is his own, that will add mass to it and the more he tries to run and erase it, the more mass is added to it because it is furthering the lie that it is his picture or that he created that picture when he didn't.

Early in the sessions it became apparent that an early action that should be done on Excalibur is to date/locate the point when the Clear went clear. That in itself tends to blow off a lot of charge from the engram running after Clear. After having date/located the point when the person went clear, you then ask the Clear if he tried to run incidents after that point as if they were his own (when they weren't). The Clear will usually scan up through his Clearing track and blow off locks from his Clearing track and will have cognitions about considerations he made in Clearing and about why he had difficulty when he did and so on. It also clears up a mystery for him as to how come he "still had pictures after he was clear." Very often you have to clean the button "invalidation of clear" because the Clear having gone clear at a certain point and then later, encountering BT/C's pictures or masses, will have decided he wasn't or couldn't have been clear after all. So there is often an invalidation or invalidations of his/her clear state that need to be cleaned off. Sometimes there is also invalidation by others. Usually, almost routinely, there are invalidations by the Clear.

Doing the above brings about a resurgence, a rehabilitation of the state of clear, or similar. That's the essence of the first steps of the rundown.

One of the reasons why people who have completed III can get into trouble running engrams is because they thought that, having completed III, they must not have any more BTs/Cs. What a person achieves on III is not getting rid of all BTs/Cs. What they do achieve on III is that they get rid of those BTs/Cs who were:

a) hung up in incident II or I (which is not true of all BTs/Cs), b) sufficiently aware and awake that the Clear could communicate with them readily and they could communicate in turn with the Clear.

On III, Clears usually clean up the BTs/Cs that: are readily available and can readily go into communication and who have incidents II and I.

An early discovery on this level was that there's an earlier incident I; there's an earlier incident I that most Clear don't run on III simply because it would never occur to them that there was an earlier one and incident I is labeled as "Start of track" in the materials. There's an incident I which occurred in an earlier universe than this one. On the subject of earlier universes, this is the fifth or sixth universe and incident I is at the "start of track" in this universe, so it isn't by any means basic on the chain.

The Clear on III actually only skims the fat off and leaves all the others. It's not that the Clear didn't try hard enough, he just wasn't aware of them and there's no way he would have been aware of them. An error that has often occurred in the Advance Organizations is that of forcing a person to go on trying to find and run more III. That can cause a pretty heavy mess up because it results in restimulation of BTs/Cs that ARE NOT AVAILABLE TO BE RUN ON III. When that has occurred one must repair the BPC of having been forced to go on and other out rud type BPC and rehab their completion of III.

Another phenomenon relating to BTs is that they are very suggestible. If you ask a BT for something the BT will try to produce it. They are not aware of being so suggestible. You ask or demand and the BT will try to produce what you asked for. So, even if the BT didn't have an incident II, if the Clear demanded that the BT find it, the BT would produce something and even try to run it. It wouldn't be incident II, it would be whatever the BT thought he should come up with. If you asked a BT for "jello" with some intention and impingement, the BT would produce a picture - it wouldn't necessarily be a picture of what you or anyone else would think was jello, it would be whatever the BT came up with as "jello" although the BT didn't have a clue what jello was. Thus whatever a BT produces in response to a demand is not necessarily what one would expect, it is simply whatever occurred to the BT on your suggestion. Obviously if you demanded of a BT an engram regarding a "broken leg" the BT would produce a picture or an incident. It may not have anything to do with a broken leg. It may not have anything to do with any incident that has ever happened. It is just whatever the BT happened to think of when you asked for it. Thus demanding incidents of BTs when trying to run engrams can result in false incidents, dub-in and the weird nonsensical pictures that Preclears get when being run on uncharged chains, overrun or forced to run something that is not available to be run. These symptoms have often occurred on Clears trying to run Dianetic Clearing or engrams after they went clear. The same symptoms can have other causes too; any of the usual Dianetic errors can produce the same symptoms. The Clear might have a pain in his arm; an attempt is made to run "pain in the arm." The Clearing Practitioner asks for an incident that could have caused "pain in the arm" and weird pictures, strange shapes, masses and pressures turn on and the "pictures" shift and change around. Sometimes it can make some kind of sense in a weird manner or it can make no sense whatever. But there are no runnable incidents and there is no resolution of the somatic that they were trying to run out - and there is usually an increase of somatics, at least temporarily. Those are the indications of a Clear trying to run engrams when he has none and BTs are being restimulated (who also do not have those incidents). It is also the result of BTs mocking things

up because they are so highly suggestible. They are highly suggestible because they are in such a low state of awareness. As a person goes lower and lower in awareness he becomes groggy or dopey, below that there is a sleep-like state and lower there are various hypnotic or trance states in which the being is very suggestible - and there are much lower states of awareness, too. The point is that the lower the awareness, the more suggestible the person is. Suggestibility and other-determinism go hand in hand, also. The less aware a being is of what is going on, the more he responds to suggestion or command. In the "jello" example the BT is not aware that you said "jello" to him and that he mocked up "jello," that sequence just happens and the BT is not aware of it - except possibly in some very dim, distant, remote dream-like state. The mocking up of "jello" just happens automatically because the BT is way below awareness of what is going on. In summary, a BT will produce something (usually dub-in) when it is demanded that he do so. That is largely due to BTs being so suggestible and partly due to another factor.

The Clear and the BTs are in contact with each other on a physical (body) telepathic basis. Telepathic communication occurs much more readily via a body than it does otherwise. In other words two people might not have enough power to be able to communicate telepathically but a Clear can very easily communicate telepathically with a part of his body or with a BT in his body or connected to it. For some reason it puts them into direct contact via the body. Thus when a Clear thinks a question such as asking for an incident, the BTs in or on his body will readily respond to the Clear's think - they are in direct physical telepathic communication with the Clear. This also makes it hard for the Clear to sort out what thoughts are his and what aren't and causes other problems of confusion of identity.

When a clear is Cleared on engrams there is another phenomenon that can occur. Sometimes the engram or incident being asked for just happens to exist on some BT's time track; it goes into restimulation and the picture/incident turns on. It apparently runs. But if the Clear makes the mistake of thinking that it is his incident (very easy to do), there is a misidentification of the Clear and the BT and misownership of the incident occurs. Furthermore, other BTs tend to copy the picture/incident/engram and misown it as there own, resulting in persisting pictures or masses - normally they fade out in from 3 to -10 days, but it can be pretty confusing.

The points covered in the above paragraphs explain why, when a Clear is cleared on engrams, even though the Clear doesn't have incidents in engram form, the Clear readily "finds" incidents and pictures to run (even though these pictures usually don't make sense). The mere fact of the Clearing Practitioner asking for an engram to run, let alone insisting or demanding that one be found, might be sufficient for the Clear to think there should be one and the BTs (in direct telepathic contact with the Clear) obligingly produce their pictures or dub-in."

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THE BASIC TENDENCY OF LIFE

4 MARCH 1990

Axiom 1 of Excalibur: Life always tends to organize.

Life always tends toward a state of organization. It is a natural tendency. From the chickens in the barnyard ("pecking order") to galactic federations, from the cells of a body to the street gangs of L.A., there is always a thrust towards some type of organization. This is a survival mechanism. No matter how sane or crazy, life organizes itself. This is a natural and normal state of affairs. So it is with Clusters and Entity Beings. They organize.

Axiom 2 of Excalibur: Life seeks to hold a position in space.

Axiom 3 of Excalibur: All life is seeking to survive.

Axiom 4 of Excalibur: It is more survival to be organized than to not be organized.

Axiom 5 of Excalibur: Organization promotes survival.

Axiom 6 of Excalibur: Life brings order to MEST by organizing it.

Axiom 7 of Excalibur: Life organizes itself.

Axiom 8 of Excalibur: An insane or aberrated organization is adopted in preference to no organization at all.

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THE RIGHTS OF A BEING

31 MARCH 1991

ALIENABLE (adjective) 1. capable of being transferred to the ownership of another.

INALIENABLE (adjective) 1. not capable of being transferred to the ownership of another: as in, inalienable rights. (also unalienable)

Beings have certain inalienable rights and these are:

1. A Being has the right to life, liberty and the pursuit of happiness.

2. A Being has the right to his own self-determinism.

3. A Being has the right to his own sanity.

4. A Being has the right to his own power of choice.

5. A Being has the right to leave any game at any time.

6.A Being has the right to choose a game that suits his reality as long as he does not interfere with the right of another Being.

7.A Being has the right to create his own game as long it does not interfere with the rights of another Being.

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EXCALIBUR

INTRODUCTION

31 MARCH 1991

You can spot the EBs (Entity Beings) you handle on AA III on the Scale of Emotions. Most of them are above Death on this scale. They do have some free theta. On the Scale of Emotions you find these Beings anywhere from death and above through grief, propitiation, sympathy, lining up for Clearing or being really quiet, propitiating the solo Clearing Practitioner, even being antagonistic. You'll find many different things. They are usually at tone levels above death. Earlier Incident I and Earlier Universe are important buttons in the III case. That's AA III.

The Clear on AA III releases all the EBs he can easily get into communication with. Then he hits the solid wall or the solidity factor of Excalibur. The Excalibur area is where we have the EBs below being able to be a Being, i.e., below death on the Scale of Emotions: failure, pity, shame, accountable, blame (punishing other bodies), regret (responsibility as blame), controlling bodies, protecting bodies, owning bodies, approval from bodies, needing bodies, worshipping bodies, sacrifice, hiding, being objects, being nothing, can't hide, total failure. You are actually handling Preclears all the time, but these Preclears are below death. All the other scales also apply to the Excalibur area, including the Know to Mystery Scale and the Lower Awareness Scales. You find these Beings very low on these scales also.

Clearing Axiom 29 states: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own, otherwise his view of it would cause its vanishment." Any space, energy, form, object, individual or physical universe condition can exist only when an alteration has occurred of the original as-is-ness so as to prevent a casual view from vanishing it. In other words, anything which is persisting must contain a "lie" so that the original consideration is not completely duplicated. In the Excalibur area, we are dealing with severe MISOWNERSHIP. It's a misplacement of time, place, form, and event, and ownership in the extreme.

It's interesting to look at it from the viewpoint of Axioms. These are Being Axioms and apply to all Beings. They also apply to the EB you're running on Excalibur. If an EB is NOT blowing, then YOU HAVEN'T GOT THE EXACT TRUTH ABOUT HIM.

We have discovered some interesting new data about these EBs below zero on the Scale of Emotions which includes the EBs who are being "solids."

The first important point is the ORGANIZATION of these EBs. If run properly - if you're approaching the Excalibur case properly - you'll find the thing is ORGANIZED. It has an ORGANIZATION to it. Now it's the CRAZIEST ORGANIZATION you may ever come across. The stable here datum is: "The point where a Being goes crazy (or criminal or out ethics) is where HE CAN NOT WORK or do a useful job." We find every Being is holding onto whatever sanity he has BY PERFORMING A DUTY. This is true whether he is a good guy, bad guy, an SP, or whatever. When you wake him up and get him talking, in communication, you find out he is performing a job or duty and is part of an organization with a specific purpose.

This guy needs to be ACKNOWLEDGED for that duty, no matter how crazy it is to you. To him it's a very serious one because if he COULDN'T DO THAT he would be or go TOTALLY insane.

He's been a spot on the bottom of a coffee cup. He says, "Well, somebody has to do it." They always think they are a REAL GOOD SPOT. It's an incredible thing. These guys are holding on to their sanity by doing something that they feel is useful. Whenever we acknowledge them for whatever they are doing, we get an as-isness. That's where you have to acknowledge VERY WELL when they give you a valence answer to the question "What are you?" "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" They think they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. It's important to get THIS as-ised first so you can handle them. The Being reckons he's doing that job. If he DIDN'T believe that, if you invalidate him, if you totally not-is it or don't believe what he tells you, he goes nuts. To THAT point he'll be sane, but if not, he'll be insane.

tableau (noun) 1. a depiction of a scene usually presented on a stage by silent and frozen in place, motionless costumed participants. [short for tableau vivant, French for living picture]

Again, there IS an organization here and no matter how crazy it is, you must recognize and acknowledge it. Get the idea of some cups, saucers and things on a table. That might be a whole Excalibur setting or a tableau that you come across. You ask the question, "What are you?" and first thing you see is a table with candles, cups, saucers, etc. This turns out to be in an office and there's a desk there and so on. There is a chair waiting for somebody. Then you ask, "Is anyone being a spokesman for this group here?" You get this voice coming out of the candle flame, "I'm the flame of life!" You ask him: "OK, what's this all about? Any BPC here?" And the answer comes, "We're keeping the office ready." You know now they're all smashed down to little spots or something like that, but they have been keeping this office ready for eons and eons and eons and eons. There used to be a big Being there. They all got wiped out in one of those captures on the Whole Track or something like that. Then they got smashed and put together for millions of years and have been keeping the office ready ever since. Maybe all the office staff were herded into a room and then vaporized with the Laser guns. They tried to protect the boss' office; so they all grabbed part of the MEST as exterior Beings. Then they got smashed together, put down on some planet and blown-up. More incidents, more incidents, more incidents and NOW they're just there in the Excalibur case keeping the office. They would go totally crazy if they couldn't do that! It is a whole organization.

It doesn't have to go together THAT logically. You can hardly imagine how illogically it CAN go together. When you run a session you'll find out how illogical it is. This whole office may be under a button which is on a uniform of somebody in another service. There HE is with a spear and there's somebody else being the spear. And there's that guy in an airplane about 30,000 feet up and the guy with the spear sees him for the 1st time. He got shot by the plane and he's the "bad guy" (the one in the plane). That's how weird it can get.

That whole thing holding together all the way down is an ORG BOARD. If you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. This whole thing is an ORG BOARD all the way down from guys with the evil intentions at the top to the juniors at the bottom. For example, these Beings got blown up at the SAME TIME by a missile! It's a mutual thing; all were

captured and put together or they got together later in that relationship because they sort of belonged together. They ARE organized in that RIGHT NOW and they are all doing THAT, frozen in time. They're FROZEN IN TIME. They're sitting there doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks he has a duty in it and it's a frozen duty as well. The whole thing is frozen. This guy is shooting those guys or this guy is resisting that guy. He's an officer and he has the spear and his button. There is a GOLD BUTTON just shining in the sun; it's the last thing he saw. Underneath the button he's got a group smashed with an Incident II. Maybe he found these other guys had a nice office and he really wanted to be an executive; so he's clutched it through all time to his breast using some kind of weird computation.

In other words, there is some kind of crazy illogical A=A=A=A=A holding this whole Clustered mass of EBs and Clusters and solids all together. You run it knowing that. You sort of "poke" into it at the level of the "flame on the candle" where you are not getting any as-is-ness. You can't get these guys to "break up" or get the little office mock up to dissolve or get them to realize who they are. Then you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board. That's one way to look at it. Just ask, "Is somebody holding you?"

Try to get a spokesman for the group. Get the spokesman talking and in communication. You try to get into communication and you are not getting any blowdown; you're not getting any reads. The EB IS telling the story, but nothing is happening. You get a "what?" and you get "who?" but it's "sticky." If you can't get an as-isness, there are several things that can be wrong:

1. The EB is NOT REALLY EXACTLY WHAT HE TELLS YOU HE IS.

It could be a picture you're talking to or it's only a via with another guy in the background or

2. You're talking to a Cluster instead of an individual.

3. Someone is holding him from a position higher on the "Org Board."

4. You're not handling the mutual incident yet.

The mutual incident occurred earlier so it's holding this EB together with the others. HE CAN'T OPEN UP AND LET GO OF THE REST.

5. It's also possible that he's being HELD BY SOMEBODY ELSE, even if it IS A CLUSTER.

The Cluster doesn't break and blow on finding the mutual incident because SOMEBODY ELSE IS HOLDING.

* * *

EXCALIBUR

RUNNING EXCALIBUR

31 MARCH 1991

The first thing is that it is organized. The second thing is: IF IT'S ORGANIZED, IT ALSO COMES OFF IN A CERTAIN SEQUENCE. A person's case is "stacked up" in a specific way. It's a very interesting thing. There is: One, the organization. The next is: It's organized AND it's STACKED UP in a certain way. That is the ORGANIZATION and SEQUENCE of the remaining case left for the Clear.

Do an Intake Interview and see what the person needs handled. We found out in the Intake Interview that there were certain things that read. You have some questions like: "What is your attention on?" "What is your attention avoiding?" "Do you have any body problems?" "Any mental problems?" "Vitamin deficiencies?" "Any Clearing that you have your attention on from the past?" You're just doing a typical Intake Interview. It will give reads on some stuff and not so much on others. You now put these into order of reads MEASURED UP EXACTLY ON THE NEEDLE AT THAT SENSITIVITY. THIS TELLS YOU HOW MUCH ACCESSIBLE CHARGE YOU HAVE ON EACH SUBJECT MENTIONED BY THE CLEAR ON EXCALIBUR. YOU NOTE DOWN EVERY SMALL FALL, FALL AND LONG FALL AT THAT SENSITIVITY PLUS THE EXACT AMOUNT OF EACH BLOWDOWN. THEN ADD UP ALL THE READS AND BLOWDOWNS. THEN PUT THE SUBJECTS AND CONDITIONS GIVEN BY THE CLEAR IN A SEQUENCE DETERMINED BY THE TOTAL NEEDLE AND RANGE ARM MOTION.

We should handle the MOST ACCESSIBLE CHARGE (MOST READING) FIRST. That's obvious: MOST READING MEANS MOST REAL MEANS MOST ACCESSIBLE CHARGE. No matter what

you came out with as the top item - it was the top item. You start with that item or that subject. Say the guy says: "I have a pain in my hand. I have trouble with my hands." Or it could be "EBs with Out-Int" or "had a bad Clearing session with..." or "this is what never got handled" or "had too many..." or "when I go to sleep, I get voices in the head." You write down whatever that subject is. Even if it involves the naming of a solid or a thing that he thinks it could be. But it usually is a physical type of location, space, time, form, event type of thing or a bad condition. Whatever that is, it comes up at the Intake Interview. What we find on Excalibur is really not our own case, it is the cases of EBs and Clusters. That's the stuff that's preventing us from being fully aware. For instance, it's "voices in the head," which is quite common. The guy goes to sleep and hears "voices in the head." Everybody has had it a little bit and some people are troubled by it, so it's important. Let's say you start with that from the Excalibur Intake Interview. "First we are going to take up this best reading area, 'Voices in the head.' Any BTs or Clusters connected with that?" You start getting this whole bunch of EBs connected with that. You pull out the PLUG. The "plug" is a whole Org on it and there may be another one and another one. Each session you do ONE plug until you end up with an FRA (Floating Range Arm). You get a nice Floating RA, when you pull out ONE of these Orgs. You get another FRA when you've handled the subject or a "broader" FRA at the end of that subject when the Clear is no longer troubled by that thought.

This last FRA may be looked at as if it is the same one that you had in the LAST plug (and plus any copies and stuff). You get this FRA on the guy, but this time he goes..."That's TOTALLY GONE." "Voices in there?" "NOTHING there." It's totally gone, nothing there, NOTHING! We find out when you do the next item on the stack list it is "BTs with Out-Int." THAT one is really RIGHT THERE, ready to run. No matter what the guy says, it's THAT item. He comes in with the TA high, at 4.5, or he says, "I have a problem, I have an ARC Break..." It doesn't matter WHAT he says. It really doesn't matter. It IS the next plug to be run from the stack!

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EXCALIBUR

STACK WORDING

31 MARCH 1991

Most people arrive at the beginning of Excalibur with several plugs in restimulation from different stacks, but the procedure remains the same. One does an Intake Interview and records all the reads and blowdowns on each item or area given by the Clear. That is very important. It has been determined that you don't just take what the Clear says in the Interview or what the Clearing Practitioner thinks it should be. You take the most reading item or area and you list them by order of biggest read first. You also get the Clear to make his own wording of the biggest reading item or area just before you take it up. It is very important that the wording he gives you reads VERY, VERY WELL and that it ALSO READS WHEN THE CLEARING PRACTITIONER SAYS IT.

Here's an example. Suppose a person is concerned on Excalibur with "Pictures coming at night." He says, "When I'm sleeping at night, I get horrible pictures." This reads. The Clearing Practitioner says, "Is that the stack?" and he says, "Yeah, yes, pictures coming at night." But when the Clearing Practitioner says: "OK, well we're going to handle "Pictures coming at night," there's a very tiny read or no read. Then the Clearing Practitioner should say: "Is there a better way you can state this so that it's worded as what it really, really means exactly TO YOU for the area we're handling here?" "How can you word it?" Clear says: "Well! Let's see, somnambulistic pictures, sleep dreams, dreams. The whole thing would be all connected with sleep. You know, I always wondered WHY a Being needs to sleep anyway. Sleep! Yeah, that's what it is - sleep!" Boy, THAT READS. Aha, just by itself. "Sleep!" There it is.

It could be a little more complicated wording. It could be "somnambulistic pictures." The point is, IT'S THE WORDING THAT THE CLEAR FEELS VGI'S ABOUT, IS INTERESTED IN RUNNING, AND IT READS WHEN THE CLEARING PRACTITIONER SAYS IT. "OK. We're going to handle it as "sleep." "Sleep!" He says it and, boy, it reads for him, too. If the area is not reading for the Clearing Practitioner, then he is going to be very hindered.

It must read well when the Clear says it, it must read well when the Clearing Practitioner says it, and it must be of interest to the Clear. It must have his good indicators on handling it. So these are the points on this assessment that we have found are VERY NECESSARY and you CAN "get by with it" just as people have "gotten by" with other ways of running Entity Clearing. But you can't get the complete EP of Excalibur without having the Preclear express it correctly or directly as the very interesting area that he wants to handle. You can "get by with it," but believe me, we have found out, if you do it that way, of just "getting by with it," YOU WILL EVENTUALLY HAVE PLUGS THAT ARE NOT HANDLED BECAUSE OF THAT MISWORDING. In other words, the guy says, "I have pictures when I go to bed." You might get one plug coming up on what is showing him the pictures at night, but later on in the level you will find out that he has OTHER plugs connected with "pictures in his dreams" and "sleep" and so on that did not come up when you handled that particular plug or what you "thought" was the stack.

It will only come up if he says the one that has really been interesting to him, not only in this lifetime or yesterday, but maybe for a whole series of lifetimes or a whole part of his track. Therefore, when he says, "SLEEP, yes, I've always wondered about that. Wow! Why does a Being need to sleep? Yeah, that's interesting," we've got his interest there. It reads like crazy

and then you will find ALL THE PLUGS CONNECTED TO THAT STACK. That is a very important point on the assessment. It's not something that is vital, but let's put it this way: To do it standardly on the Excalibur Level, so that it will leave a minimum of BPC, it should be done this way.

So we do the Intake Interview. We get the areas the Clear is interested in. We add up the reads. We take the most reading area and ask the Clear, "How would you like to word this?" When it reads well for him, when it reads well for the Clearing Practitioner, when it has the interest of the Clear, and he has very good indicators about handling it, KNOWS that applies to him or is part of his case, it will run cleanly and produce excellent gain in the Clear. It will read like mad and you can start right off by saying: "Good. We're looking for the first plug here." Once you have established what this stack is, you get the 1st plug by asking: "ARE THERE ANY EB's OR CLUSTER's CONNECTED WITH (THE ITEM)?" Bang! You get a read right there. And you tell the Clear: "Yeah. Yeah. There is." And then the Clearing Practitioner starts right in with: "Ok. Location?" "EB or Cluster?" (See BRIEF SUMMARY OF PROCEDURE STEPS)

Handle that one plug and at the end of session he gets his F/N or F/Ning Range Arm. In the next session the Clearing Practitioner will ask: "Are there any BT's or Cluster's connected with (same stack)?" Bang! It reads; you handle another plug and so on until "Are there any EB's or Cluster's connected with (stack)?" gives no read. Ask the Clear: "Any more interest in this?" "No, I think it's all handled." Well, don't expect a big F/N right there because the next stack is probably ready to go.

Then say, "Well, the next assessed thing on here is Stomach pains, upset stomach or something like that. You were talking about it in the Intake Interview." The Clear says, "Yeah, that's right! Yeah!" The Clearing Practitioner asks, "How would you like to word that?" The Clear answers, "Yeah, well, yeah, let's see. Oh. Ah! Ha! Genetic Agony. Oh! Wow! Bing! There it is! It's not stomach pains exactly, it's Genetic Agony." The wording is important. Then the Clearing Practitioner has to check that it reads when the Clear first says it, that it reads for the Clearing Practitioner and that there is interest and VGIs.

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EXCALIBUR

THE TWO LIABILITIES OF ENTITY CLEARING

15 NOVEMBER 1990

It's vital to not leave BPC when running Excalibur or you get this "build-up of charge." You don't get this build up of charge when you complete cycles of action. If you don't pull a whole plug, you get a build up of charge. You contact the top of the Org Board, work till it is all handled and get the F/Ning RA. But if you just cut the top off, just handle the top few guys, now you have an ORG WITHOUT A HEAD. It sort of destabilizes and goes into restim all over the Clear. You sort of have woken them up. You've taken off the SUPPRESS line or the HOLDING line on them, cut off the top of the Org. Now you go and run something else and cut off another little bit of it and so on. You now have this whole failed Entity Clearing case. You have people out there going: "Uuuwwwagh, I don't want Clearing anymore, uuuaagh...!" Their whole case is humming! They are leaderless. Erupting like a volcano.

In earlier Entity Clearing they didn't pull all these plugs out completely and keep the case in "PT." When you do pull out the whole thing, it sort of grows or expands. It gets bigger and bigger and bigger and you handle it in the room and you handle each thing and then you go on finding and cleaning the area. Then you have a few guys on the edges, sort of "waking up" in the other areas, but they are not in THIS area where the plug was. So you just put them back to sleep, after handling the "last call" guys and looking for copies.

But gradually - if you just keep looking at the thing - you will see the other guys on the edge of the next plug, not even waking up, but they are just sort of expanding!! But the space is clean now (or at least cleanER). It's more CLEAR; it's like water. It's like when you take a bowl of muddy water and pour clear water in it. You see suddenly clear water and then slowly the dark mud flows back in again. It's just like that. And it slowly goes muddy again. That's the viewpoint you get of these guys in the beginning of the case. Later the areas stay clear and clean.

There are really two liabilities in Entity Clearing (specifically Excalibur).

The first liability involves taking out the juniors and leaving the holders or seniors in the Plug. The symptoms of this are:

1. The Clear feels like he's in some sort of tight situation.

2. He's a bit "bothered by things."

3. Doesn't look like he's an Entity Clearing completion.

4. He's sort of worried about PTSness and sickness and illness.

5. Dramatizing.

6. Feeling an effort to keep his sanity.

7. Feels anxious.

8. Feels like the core of his case has not been reached.

They have put themselves at the mercy of the top holders of the Org Board. The Clear is now the one being held because he took away all the juniors. He (the Clear) took away the game - Now the game is "getting the Clear." He didn't give them a new game. The game is now "getting you." They will hold the Clear tighter and tighter.

The second liability involves taking the tops off the Org Boards and leaving the juniors. The symptoms of this are:

1. Beings (junior) float around the Clear more.

2. They cuddle around the Clear.

3. He feels like Entity Clearing is never-ending.

4. He feels like he has another Beginning Entity Clearing case.

These juniors are not very harmful or not very dangerous, but they are floating around the Clear. He experiences pressures here and there. It's like smoke from the fire curling around him.

The correct thing to do is to handle the entire plug bottom to top and then top to bottom so that all juniors and seniors (holders) are handled.

The technology of the STACKS and PLUGS is entirely correct and workable and it has proven so in many cases. It removes the charge in the Excalibur area very completely per session, and it has the advantage of not leaving any amounts of BPC around, unless there were, at that time, STILL OTHER UNHANDLED PLUGS from other stacks. If a case is smoothly introduced into the Excalibur level AND he or she removes one plug per session WITH knowing what stack it is connected to AND handle that plug AND then the next session the next plug until that stack is no longer reading AND then to the next one and so on, then there won't be any BPC building up. There just will be continuing wins and more awareness and reality improvement.

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EXCALIBUR

IMPLANTERS

31 MARCH 1991

Sometimes in running Excalibur you will find Beings who are or were implanters or who worked for implanters. Since implanting is a perpetration of magnitude, these Being are "out of valence." They are in the valence of the original suppressive implanters and are, themselves, suppressive; therefore, they will need special handling as resistive cases before they can go free with Clearing. In fact, they will remain unclearable until their suppressiveness is handled and they are gotten into their own valence.

Being an implanter means the Being was a perpetrator of implants; therefore, he didn't receive an implant at the point on the track where he gave implants. He may have received implants at other times on the time track.

You also find combinations. These are Beings who got betrayed after they did a lot of the implants and then they got put through the implant themselves. This causes them to stick up and not release or clear. You get them through their Incident II and they sort of still have charge or something like that. They say, "I deserved it; I was betrayed." And they are sort of "mean" about it. You see missed withhold phenomena or a dirty needle, perhaps a small Rock Slam. You can

then ask, "Were you working for the other side?" The Being says, "You know, I was a pilot in the incident. I dropped the bomb..." You handle this as a perpetration and get all the data and go earlier similar. You can also ask, "How many times did you do that?" and "How long have been working for the implanter?" "How many Beings have you implanted or monitored?"

A lot of times the Being takes no responsibility and says, "I was just doing my job." Everybody has a job! Implant Beings - just a job! So you have to get this, get it all off, and you still don't get any needle action because you're not getting ALL of it. This Being is totally overwhelmed and in the valence of an SP. So you have to ask, "Who or What gave you an unsolvable problem?" If he gives you a generality like "the implanters of Zorenga," do a represent list which in this case would be, "Who or what represents the implanters of Zorenga?" One could also use the other S & D questions given in Class IV materials.

RESISTIVENESS

If you encounter resistiveness you could be talking to an implanter (in PT, Inc II or I or before I) or somebody fooled or implanted into working for them.

The first thing you want to do is get all perpetrations off by asking questions such as:

- How long have you been working for implanters? (order of magnitude)

- How many Beings have you implanted or monitored? (order of magnitude)

Then spot the betrayal (D/L if needed) when he was put through implant incident. Run through earliest beginning of betrayal. Spot any EBs/Clusters stuck on him.

If the above jams then check:

1. Are you PTS to a major implanter or somebody else?

2. Have you been threatened?

3. Will you be punished? Get all data.

4. Do you have an evil or destructive purpose?

An evil purpose can be date/located. If it doesn't blow on D/L, it is preceded by out-ruds.

Finally, get his purpose before he joined the implanters. Rehab it. Then check for an Earlier Universe and/or "Who are you?" question if needed.

* * *

EXCALIBUR

PRE-INCIDENT ONE PLUGS

27 NOVEMBER 1990

A Pre-Incident I plug is a plug that was made specifically to do certain hats on a little org board and "frozen in time" and then attached to a Being at some point on his track, before Incident I or even up into Incident II. It is composed entirely of "frozen" Beings. They are stuck and have been doing the same thing since before Incident I.

As you get to the early track areas you find that the normal 'Incident I' and 'Earlier Universe' do not quite blow a Pre-I Being because there is something else there. There is some other BPC and that some other BPC happens to be this vast area of time before Incident I. Incident I occurred at "start of track" for the big Beings. Yes it does. A big Being doesn't have "time"

particularly before Incident I. So some of these plugs, these Pre-Incident I plugs, date from 4 to 7 1/2, or even more, quadrillions of years ago. But that's the usual range. If you just indicate "4 to 7 quadrillion" you will get most of them really cooking and coming alive and saying: "Oh, yeah, That was me! Oh yeah! Oh Wow!"

This is also an "Earlier Similar" to Incident II because there was a capture from an Earlier Universe! In other words, those Beings were "whooshed up" with something very much like a vacuum cleaner and caught. It's like the function of a vacuum cleaner but to "whoosh up" Beings rather than dirt. They were captured and put through these experiments and made into plugs. And this resulted in some "standard plugs" and some "experimental" ones.

Now you say: "Wow - that's interesting. That's not covered anywhere." No it isn't, but you will find it is covered on every one of your Entity Clearing cases and that's why it is presented here. It is the final barrier to finding out "why you lost your abilities" and "how this tricky game of implanting was made up." It is the last barrier. After this, when these are all handled, you can confidently say that the person will obtain the EP of Excalibur. He will also understand everything concerning his own universe and what happened in it. He will be able then to go and handle other things in the "2nd" and "3rd" universes and other universes. And there will be other levels. But right now we're interested in: "What's in the Pre-I plug?"

Let me give you the definitions first so you can follow what I'm talking about. These words are made up to be familiar to people on this planet at this time, so that Clearing Practitioners can work with them. You can also groove-in the various EBs and Clusters with this description. You can intend this as a "vacuum cleaner," or you can intend it as a thing to "Whoosh-up" or "pull-in" or to trap Beings and they will "get it" and they will answer: "Oh yeah... that... I have that!"

It is just a communication device to make it easier for us to C/S and to write notes in the folder. It's a shorthand for us, just like the rest of the language we use in the Technology of Clearing, abbreviations and so on, generic terms, such as PTS, ARC Break and so on. What are some of these terms? Well, let us start off with PLUG. A Plug is an organized group of EBs and Clusters which were put together by either impact, injury, etc. OR the intention of an implanter to operate as a sort of combined unit or an org board. It has holders at the top and sort of junior Beings at the bottom who are just being something to do with its function, being even mass or weight in a bag, or being a cell or whatever.

The STACK is the way this is "stacked up" on the Clear's case, and that means it has to do with the Clear. He has been having trouble with this area or has wondered about it. Therefore, to him it appears like a "stack of charge." But it could consist of SEVERAL PLUGS, just as you can have several weights, like those little pieces of metal on a scale-balance. You have 5 little gram weights on a scale-balance. That would be five PLUGS and the STACK would be: "what the Clear thinks is holding him down." As he removes each one of these plugs, the scale-balance comes up. It comes up! He feels better.

On these Pre-I plugs you are going to find the following things: One is this "vacuum-cleaner." We call it a "Hoover" and the incident is called "Hoovering." It is the first or earliest, usually. It is the earliest incident on these Pre-I plug Beings. They were "hoovered" out of an Earlier Universe or "vacuumed." The actual instrument used was itself composed of EBs and Clusters and it looks very similar to one of these outside speakers, or amplifying speakers, which you see attached to poles around a crowd in rock concerts or in public lectures.

It is the big bell, four-sided bell coming out with the round ball at the back to contain the speaker amplifier. It looks not unlike that or similar to it. It is composed of EBs and Clusters with a nice "black hole" Cluster in the middle of the bell inside. It has this little "golden ball" inside of that which was very attractive and kept putting out a message of "Help me play this big game, I don't really understand it" or similar flows to pull the Being in. It is very aesthetic. The black hole is a Cluster that is pretending to be a negative energy. It's doing an "implosion" all the time. It's pulling in, pulling in, pulling in. It's pulling in all things, energies, Beings, and so on. It's like a giant "black hole star" that suctions in all kinds of mass, energy, Beings.

But it's really a Cluster which has been programmed to do this. Everything goes black around it as it gets sucked in there. It just turns it black because it's now going negative from what it was doing, and you find it as the "attraction point" of the tractor area which is holding a lot of these plugs together. You find a "black hole" in it. It may occur first to your vision like a little spot, but if it is down on the bottom of a plug, it could be holding the whole thing together in a sort of "maintained force" area. It is not the holder of the plug. It's not likely that it is the top of the org board. It could be just put in there to give cohesion to the org. They don't usually have much to do with the suppression of the plug. They are just sort of automatically charged to just "pull things in," like glue, except on a suction basis. The "black hole" was in the middle of this "Hoover" and it pulled the Beings in to this little "golden attention unit" point which is giving out the nice aesthetic message. When they were captured, they would then be taken to the "experimental area." And this is "earlier similar" to Incident II, 4 to 7 quadrillion years ago.

These guys were "hoovered up" out of their own Universe and they were usually kept in a thing called an "Electrosphere." An "Electrosphere" is a large sphere which has a magnetic charge on the inside, an electromagnetic charge on the inside, so the Being cannot touch the wall. He feels repelled by this. But he also doesn't join up with the other Beings inside. So, you eventually, essentially, get a thing like one of these giant "gum ball machines," if you picture it that way. It's a lot of Beings inside of a giant sphere and they can't quite get out and they can't move either because of how they're pressing up against each other. They are held this way. It's kept at a low temperature (cold). That's the "Electrosphere." And then they are put through various "processes" to make them "amenable" to being Clusters and EBs in PLUGS.

We don't put them in order because each one may have had a different experimental track. These are the things which may have hung the guy up. The "Hoover" is the earliest one. And then the "Electrosphere." The Beings got stored in the "Electrosphere." Then they could be put in

something we call the "Spin-dryer." The "Spin-dryer" is like a spinning machine to dry your clothes out or a centrifuge. The "Spin-dryer" was to impact the Being with other Beings, make him more than one and to spin him with this tiny amount of mass that he had been while being attached to another, mocking up something or the other Being mocking up something. A tiny amount of mass, but you spin it now at a high rate of speed in this "Spin-dryer" and it makes them feel very heavy.

He was then given the idea of "mass" and that he could then BE MASS. He was ordered to "Be heavy," "Be mass." Some of these guys think that they are as heavy as lead and some of them are as heavy only as water and some of them are as heavy only as a light gas. But there are different degrees of "heaviness" to these little "jelly bean" Beings. That's how I call the ones that are there in the plug just to be "mocking up mass" and to hold the Being down, and keep him from having advanced abilities. These "jelly beans" in the plug are usually grouped together in a BAG or CONTAINER and they just have MASS.

They have the function of being mass. These are what I call "jelly bean Beings" because they look like the jelly beans in the jar you see in a candy stores. There they are. Separate. Just sort of "being in a container" and "being massy." Usually you can run them easily by waking them up and running them back through the Spin-dryer, the electrosphere and the hoover. And they go: Pfffst!.... "Free! Wow! Yeah!" these guys have been that way ever since 4 to 7 1/2 quadrillion years ago. They were not affected by anything else in the universe. That's what they've been and they are frozen in time just like the "Enchanted Moors" in the song.

Some of them were chosen to be more "exciting" parts of the plug. Some of them would emit flashes of light or flash some kind of "message" to the Being or into the cells or something. These were put on to a thing called the "Sun-Lamp." It's just a filament, a glowing filament. Just like what you'll find in a lamp or in an arc-light. they were forced onto this electronically. Once they had a little mass they could get sent through a wire or along a wire or channel.

They were put onto the filament and told to duplicate that. "Be it." "Be a light." "Be a light." We found a lot of these guys that were put on the "Sun-Lamp" being stars and so on. Apparently, the Being would "think" he is exterior, but was only looking into an area composed of EBs being little "stars." He thought he was exterior in the universe, but he wasn't. He was just being in one of these plug areas, where the guys have run through the "Sun-Lamp" and sparkled, they gave off a little light and twinkled like stars, but they are just EBs.

Every EB usually has another one stuck to him. He has to spot the one stuck to him in his valence so that he can loosen them up. Once you've got the guy single, he's pretty well handled.

In actual fact, the term EBs and Clusters is a little misleading because every EB, until he is free, is really a Cluster. Other Beings may have been put in his valence and added to him one at a time during these experiments. The guy who is in charge is the one you are addressing. The others are in his valence because he isn't in the valence of another. Otherwise he would be one of the guys "down the line" and you'd be talking to those other guys. You ask the one you are talking with to look for people in his valence who are attached to him!

I've told you about the "jelly beans." That's the way these Beings are when they appear, just sitting in a bag. What's this bag? That's a "Bag-man." These are the Beings that were pressed down very flat and made to assume the shape of a bag or a holder of these "jelly beans." You find the "Bag-men" are LAYERED. They're exactly like a clear plastic garbage bag or a black plastic garbage bag, depending on what way they were made; they can be transparent, invisible or dark. But they look exactly like a big plastic bag and they contain all these jelly beans. And why don't these jelly beans get away? There are layers, first of all, of the guys. Each "Bag-man" is a separate individual, but he is layered as a Cluster. Each layer is separate but there are about 6, 7 or 8 bags put around these jelly beans. There are 6, 7, or 8 bags around and each layer of that bag is an individual. They are clustered together as a bag. You have to separate the layers out and then you can Clear them.

You might find it hard to handle these guys because you might find that they are securely tied at the top. Like with a garbage bag, you might tie the top of it to stop it from spilling its contents. This "tie" you will find is a tiny beautiful little thing such as a string or a chain. That's why we call it a "String Cluster." And those are Beings who are linked one to another like a piece of chain or holding together just like people in a chain, one holding the other's leg and the other holding the other's legs and so on in a chain. All these Beings were forced to do this in an experiment and made into a Cluster like a chain. We call it a "String-Cluster" or "Chain-Cluster." They are tied around the top of the bag.

When you get to the "String-Cluster" you handle it as a Cluster of individual Beings who were put through this incident to make them that way in Pre-Incident I, 4 to 7 1/2 quadrillion years ago. Run the incident... Bam, bam, bam! Before that they were in another experiment. Before that in the Spin-dryer and the electrosphere and they were maybe hoovered up. Pum! And they all go! And then the bag opens up, and the Beings come out or start to wake up "Oh!" "Ah!" Then you take the bag-men. You say, "Ok. Outer-layer bag-man, "You've got that incident where you were made into a bag?" "OK!" "Go back there." "You were in the... electrosphere... Hoover..." He goes...! And then the others, until all these guys wake up inside the bag, the jelly beans, and they just go: "Wow - Wow!" "We are free!" You have to wake them up sometimes and you sort of put a little command there: "Ok guys, you wake up, and wake up the other guys now." And you tell them: "Ok. The game is over. The game is over."

When you take "String-Clusters" from around the neck of the bag-men and you take the layered bag-men off, the jelly beans will all be able to run back through the electrosphere containment

after they run the centrifugal machine, the "Spin-dryer," and then back to the "Hoover" and their capture, and go free on "earlier universe." And they'll probably go off as an "assembly line." You just start it going on one end and wake them up and intend, "Wake up your buddy, and tell them about this and this and this and go back and find an Earlier Universe 4 to 7 quadrillion years ago." And just keep your attention on them doing that and you find they go off like a cloud of smoke. You can get rid of thousands and thousands of these guys - totally individual, and totally free. You also indicate to them: "Look for other guys stuck to you during these experiments, and when you were captured." Have them locate that and they will all go off and no problem. They will all leave because they are single, individual, free Beings.

Some of them may "stick to the wall." You have them find the guys stuck to them in their valence that they didn't spot. You find a guy who needs an orientation. You find them needing some BPC handled from a game or from earlier universe. I found that most of these are pretty smart Beings. They were just captured and then "frozen" since Pre-I. They just immediately "wake up" at the same ability or awareness level they were at before they were captured. They go - Pum! - immediately back to that area! I think they've learned not to get trapped again. I hope they have anyway by listening to the others getting handled. They leave quickly. That gives you an idea of something that can be there.

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EXCALIBUR

PRE I FREEING PROCEDURE

31 MARCH 1991

This procedure is for cords, flat sheets, jelly beans, etc.

0.Ask, "Were you involved in the Pre Inc I experiments from 4 to 7 to 10 quadrillion years ago?" (should read)

1.Intend it. Flash picture. Ask, "Were you ever in a spin dryer?" They re-experience it.

2.Ask, "Were you stored in a big thing (electrosphere)?" "Re-experience being held in this big thing (electrosphere)."

3Ask, "Were you Hoovered?" "Were you sucked up by this thing?" "Re-experience being sucked up."

4.Intend, "Find the first sensation you had about evil." "Feeling that something was going to go wrong." "Find the first moment of evil." Get them to re-experience this.

5.Ask, "What were you doing just prior to the first sensation?" Get data.

6. Intend, "Free to go."

Note - If you get a bag, undo the cord.

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EXCALIBUR

MONITORS

21 NOVEMBER 1990

Monitors are an important element in Excalibur. A Monitor is a single Being, cluster or a whole plug that was set up to monitor a Being's activities, to make him behave in a certain way or believe in a certain way.

A monitor is usually attached near the top or at the top of a plug (org board). It can quite often be a cluster. It can also be an EB with a couple more EBs stuck to him in his valence. It's usually a pretty powerful guy. It is usually monitoring one way or two ways, and sometimes three ways.

When we say "one-way monitor" we mean the monitor is taking whatever occurs in a person's universe and relaying it somewhere else, usually to the original implanters who made the Pre-Incident I plugs.

An important point to realize is that all implanters are still around. So they can still get data from these monitors. Now you're starting to see the game. We can get data from them. They can get data from us and relay it to the implanters. The "two-way monitor" is sending information about you to some technician in the implanter organization.

When you do a little bit of Clearing on any "two-way monitor," he moves kindly off to the side or he blows off or he gives you the sight of the implanter organization. You find you now have a direct telepathic sight line to the implanter org. You can pick up whatever they are doing at the other end.

If it is a two-way monitor you will find out that you now are directly connected to the guys who were trying to make you PTS by activating your plugs. You can now Clear them if you want or you can simply say "bug off."

That's a two-way monitor. It is open at both ends. You can find out what's happening at the other end and they can find out what's happening on your end.

Realizing that the game is over, these monitors will now cooperate with you fully.

Once you handle the monitor you've got control of the line. Do what you want with it.

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EXCALIBUR

"STATIC" BEINGS

24 FEBRUARY 1990

STATIC (noun) 1. that which has no motion, no wavelength, no position in space and no measurable quantity, but possesses the qualities of life. (This comes from Axiom 1 which states: "Life is basically a static." Another way to say this is: "Life is fundamentally a quality of existence which is non-material.")

These are big Beings who rarely get trapped by anything but may have popped up in the session because of all the Beings they see "going free." They think "I want to find out how it's done" or they pretend to be in the plug so they can "experience" Clearing. The difference is these guys are fully aware of the game between the Implanters and those who want to free Beings (implanting vs freedom) but have not taken part in either side. They think they are very pan-determined, "know best" and think, "It has nothing to do with me." They have been meddling around in the affairs of Beings in the MEST Universe, but they don't have any tech; they just meddle. So that's their attitude.

Realize a Static Being has out-ruds and doesn't have any real tech, although he may tell you all kinds of stuff like "I'm a powerful Being - I controlled whole civilizations here on Earth as a God,"

etc.

HANDLING:

1. FIND THE OUT-RUDS AND HANDLE E/S TO BIG F/N Cog. (Usually it's a M/W/H or W/Hs or perpetrations or evaluation.)

2. R-factor: "This is the technology of Clearing. You see it works. (a) Do you want to help? or (b) Do you want to return to static state?" Rights of a Being can be given too. The Valence Process (What/Who?) doesn't usually produce any result because a Static Being will always answer "me" without any resolution.

3. Handle by: (a) Giving him a job that he likes, usually in line with his former interest that produced the perpetrations; but now he can use tech to handle. (b) or say, "Good, your session is over - YOU CAN NOW -RETURN TO STATIC STATE."

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EXCALIBUR

MOCO'S

25 NOVEMBER 1990

MOCO is short for "MOCOVP." "MOCOVP" means "Moment Of Creation Of View Point." This is an abbreviation of the command used to handle these entities. The command is "Return to your moment of creation of viewpoint" or simply "Return to your moment of creation."

MOCO'S are created entities. They can be found anywhere in a Plug.

These are Beings who have a limited ability because they were CREATED by a "big Being" on a postulate to DO or BE only certain things or only ONE THING. They are a "created viewpoint."

They have a track extending from their "moment of creation" to PT. They are different than clusters, but they can be in a group.

Basically a Static Being or Big Being has split off some of his theta and endowed it with a separate personality. MOCO'S want to come back and be the big Being again. But they are independent while they are out there; therefore, they have the Rights of a Being. So to tell them to go back to a creator may be a violation of their rights. If their creator is not a good Being, they may not want to join or go back to him or her. Tell them, "You've got four choices:

1. Return to your moment of creation."

2. Go free."

3. Wait at Static Point, outside the game."

4. Help me. Do something useful in the game."

The MOCO could have been created in an Earlier Universe game to "run" a mock-up for a "big Being" and then got neglected, dumped or CAPTURED by an implanter to use in a PLUG ON THE BIG BEING who made him . This gives the Clear a "strange" AFFINITY for what's in the PLUG as it's really a PART OF HIMSELF.

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EXCALIBUR

MEST BEINGS

F BEINGS (F=PHI=MEST) OR "TEENIE-WEENIES"

25 NOVEMBER 1990

These are smaller ("junior sized") Beings that were dumped "into" or became part of the MEST universe from Earlier Universe Games. They were not captured. They were dumped.

They are "resistive" because they don't like "big Beings" at all. Even the master implanters couldn't use them in Pre-Incident I plugs, hardly at all, because they refuse to DO or BE anything else or change in anyway for a "big Being."

These Beings are so ARC Broken that they are unwilling to play any game, even being implanted. That's one reason implanters had to capture Beings who were "more moldable" and still would "go for" another "game."

They have an ARC BREAK OF LONG DURATION from being "DUMPED into the MEST UNIVERSE" that may go back much earlier than Incident I.

After being dumped they then "joined" up with other F Beings in a sort of "social democracy" of their own as "LOSERS" and adopted a set of rules to "take care of MEST." They don't EVER

listen to any big Being because that's who dumped them.

You might find one or two of these F Beings at the bottom of a plug. After all other Beings have blown, -these F Beings still will be there.

HANDLING:

1) Check on the meter "DUMPED INTO THE MEST UNIVERSE?"

(check for read)

2)Run the ARC Break LD by asking:

"Do you have an ARC Break of Long Duration?" (Check for a read)

"How long have you had it? (Be prepared for a very large number.)

Indicate by saying, "I'd like to indicate charge has been bypassed because you've had this ARC Break for so long."

If not gone, do an L1 ARC Break Assessment on the actual ARC Break, whatever they said it was. Assess and indicate the BPC. It's usually "REJECTED AFFINITY" from the big Being who dumped them.

3)If they don't release or Clear on ARC Break LD, use "Rights of a Being," Valence Process

(What/Who?), or Orientation. They will release or Clear.

Now do the MOCO step.

* * *

RESISTIVENESS IN EXCALIBUR

2 APRIL 1993

When you have a BT who doesn't want Clearing, he is usually in an implanter valence. He was overwhelmed by the implanters and identified with them. (See "winning valence" and the PTS/SP tech.)

Occasionally, you will get in touch with a real and active implanter on some far-away planet who sits at his screen and keeps control of a monitor on you. He usually is the top holder of the plug. In the beginning days of Excalibur one was as well getting in touch with the chief associates of Xenu who where mentioned in "Revolt in the Stars," or even Xenu himself. Those were really battles. Nowadays such contacts have become extremely rare and, if so, light.

Whether you have a BT or an implanter-being on your lines, the handling is the same. They both were overwhelmed and implanted; they both wish to be able to use their Rights of a Thetan, yet they are so degraded that they don't know how to do so. Their desire to be free is your greatest asset as without that they'd never be interested in Clearing.

Their perpetration track may be just Incident II; it may go down to Incident I and pre-I as well. It's

different for each one; you'll have to find out individually.

The reason you cannot Clear their motivators as you could do with other BTs is that they are in an out-of-valence agreement with the implanters. They think it's all right to commit the perpetrations they have been committing. There is no awareness of perpetrations. As long as he hasn't confronted his perpetrations he will not be able to run his motivators, because of this agreement with the implanters. He will even tell you that he didn't have Incident II or Incident I or any implant himself. He is not aware of it at all.

The whole point in pulling his perpetrations and withholds is to make him free and ready to run his motivators. Don't get into extensive cleaning up his perpetrations as a matter of principle or because "he deserves it." The EP of the action is a freed being, not a completed and extensive handling of perpetrations. Never concentrate on the wrongness in a being; concentrate on his rightnesses.

You start out by getting data. What did he actually do in Incident II? In Incident I? Before that? How was he recruited? How was he pulled into Xenu's game?

When he refuses to be Cleared because he is afraid of punishment, you give him a thorough explanation of the state of Xenu's game as it stands in present time. As well, you will have to handle all sorts of gossip and false ideas he has heard about L. Ron Hubbard and against Clearing itself. They have been told that Clearing is our form of implanting and similar things. So give them a total education and be persistent.

When the BT refuses to be Cleared because he feels ever so right about all his perpetrations, you run "What makes it all right to work for Xenu?" or "What's good about implanting people?" As well, you can run "What are you trying to prevent?" or "What are you trying to obtain?" All these are done repetitive until flat and the cognition that it actually isn't all right.

The background of this procedure is contained in the bulletin called CYCLE OF A PERPETRATION. He accepted an uninspected datum, a false premise, when he was recruited or implanted and that makes it all right to commit perpetrations. He thinks it is all right because he believes he is working on correct data; in fact, he is working on the basis of a lie. After running the above processes for a while, he will come up with the false datum. You then find out who gave him that datum and under what circumstances and procedure. Now you have him on the motivator flow and you can run the incident which overwhelmed him. Having done so, you ask him what he thought was true before the implant or incident. Get his own truth. This will blow him out of his agreement with Xenu as it takes him down to the earliest postulate with regard to

Xenu's game and to the time before that. He will have a cognition on his own responsibility and then he'll be free again. When you now have him take another look at his perpetrations, he will run them very easily as his viewpoint has changed.

Please note that the basic-basic with SP-BTs usually is the first moment he met Xenu, admired him and accepted his postulates and accepted them along with the particles they are attached to. When you ask him what he was doing before that, he'll usually tell you that he was bored, didn't know what exactly to do or had a failure with his own propositions. He admired Xenu for being big, important and powerful; he thought he wasn't worth much (a typical mechanism of suppression) so he joined Xenu's group.

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THE THREE UNIVERSES

31 MARCH 1991

There are three universes:

1. Your universe (U1)

2. The universe of others (U2)

3. The physical universe or MEST universe (U3)

The MEST universe is made up of your universe plus the universe of others. This gives us the

equation:

U1 + U2 = U3

There is a definite relationship between each of these three universes. If you don't put anything there in your universe, it will not happen in the physical universe. If you want to put something in someone else's universe, you will need to put it there by means of intention. If you don't think it and intend it, it won't happen and the other person won't pick it up.

There is a continuous interaction of action, thought, intention and postulate going on between your own universe, another person's universe and occurrences in the physical universe. The physical universe does not think, it does not intend and it does not postulate. A live Being intends and postulates. Your universe is the universe in which you think. It is your mental matter, energy, time and space and it co-exists with the physical universe and the universe of every other person. Your universe is infinite and you are capable of putting into it anything you desire. The physical universe is patterned on the thoughts, intentions and postulates contained within your universe and other's universes. You will notice that any object that you have in the room with you right now has not moved since it was put in that position. The only way it can be moved is by you putting it in another position in your universe, intending it to be there and then picking it up and putting it in that position.

What does this tell you? It tells you that unless you think, intend and create a mock-up within your own universe, nothing will happen within the physical universe. If you are in a position of being in charge of other people, unless you put it in your universe first, they will not pick it up and duplicate it in their universe and be able to carry out your intentions. If you are confused in your universe, others around you are likely to get confused also.

MOCK-UP: A mental model, construction or picture created by a Being. A mock-up is distinct from a facsimile in that it is created volitionally, does not necessarily copy any previous experience, and is under the control of the Being.

When a person creates an intention within his own universe, it will always come about. When an intention does not manifest within the physical universe or within another person's universe, there are three reasons why it has not happened:

1. He did not really intend it.

2.He bought someone else's intention.

3.He has counter-intentions within his own reactive mind or from Entities and Clusters, which keyed-in and countered your own intentions.

In fact, we have found that for a Clear all case and manifestations of case come from Entities, Clusters and other more complex telepathic and sympathetic interactions with other Beings who are still very aberrated. It can finally be stated without a doubt that a Clear has no case of his own.

You should become aware of picking up other people's thoughts or ideas and going along with them. These are intentions which they have intended within their own universe. Because it co-exists with yours, you pick it up and go into agreement with it. Something can only happen for you when you go into agreement and you also intend it.

There is an interesting relationship between your universe and the physical universe. You can have only those things in the physical universe that you create in your universe. They will not be there for you in the physical universe unless you can first mock them up in your own universe and hold them there. The reasons why a person has difficulty creating and holding something within his own universe are:

1.He lacks knowledge of how to handle his own universe and how to mock up something.

2.He has a reactive mind and/or Entities and Clusters which come into restimulation on that particular subject causing counter-intentions which interfere with his own intentions and create difficulty within the physical universe.

* * *

EXCALIBUR

THE THREE UNIVERSES

8 APRIL 1993

There are three universes:

1. Your universe (U1)

2. The universe of others (U2)

3. The physical universe or MEST universe (U3)

The MEST universe is made up of your universe plus the universe of others. This gives us the equation:

U1 + U2 = U3

Close your eyes and have a look around. This is your universe (U1). Now have another person close his eyes and look around. This is the universe of another and is an example of the universe of others (U2). With your eyes open, look around. This is the physical universe which is

composed of the universe of others plus your universe (U3).

* * *

EXCALIBUR

END PHENOMENA OF EACH BEING

25 FEBRUARY 1990

1.Knows he is himself, single, no one stuck to him.

2.Knows what to do. Rehabilitated to Earlier Universe, helping in game, recovered purpose.

3.Leaves your U1 (Universe One) on his own determinism.

TYPE OF INCIDENT

ACCIDENT

IMPACT

INJURY

ILLNESS

A DRUG

SHOCK

IMPLANT

HEAT

BURNING

WAR

IMPRISONMENT

A CRASH

FREEZING

ELECTRICAL

EXPLOSION

IMPLOSION

TORTURE

SHOT

PSYCHIATRIC INCIDENT

LIGHTNING

VACUUM

RADIATION

COLLISION

HIT

ACCELERATION

DROWNING

CRUSHING

LOSS

EXCALIBUR PROCEDURE

1 April 1993

0.The stack wording must be found Listing and Nulling style and be an LFBD item. It helps if one encourages the Clear to formulate it as a beingness, because after all he is out of valence to the beings (entities) the stack is composed of. This means that their beingnesses combine and add up to the beingness of the Clear. By asking for the stack wording, one will find the Clear "gyrating" through the BTs and Clusters relevant to the stack and giving answers which are true for the individuals only. Only when the common denominator postulate of the stack has been found, will you get your BD F/N VGIs. This is because the Clear and Entities have now come to an agreement with each other. That is why you get an F/N here. Truth on the aberration has been established. Note that this process may take well over an hour. It takes excellent CEs and the ability to know the EP one is going for and to recognize it when it occurs.

1.You have a read on the question: "Are there BTs and Clusters connected with (stack wording)?"

a)Locate the B/C in your space, in relation to your body.

b)Describe it with as much detail as you can perceive. (Size, color, density, form, etc.)

c)Analyze it. (BT or Cluster? Several BTs? Several Clusters? BTs and Clusters? - Note all reads as you check these questions.)

d)Put a comm line across to it, wake it up if needed. Use "Hellos and Oks." When you get fear flows: "Xenu's game is over. I'm here to free you." (If this reads, repeat until flat.)

2.Now ask him the following questions and get all answers from him as he sees it from his

viewpoint:

a)"What are you?" (This is the beingness question. Note it on the worksheet as "What?" The question must read! Example: an antenna - F.)

b) "As an antenna, what are you trying to attain?" (Intentions)

c)"As an antenna, what are you trying to prevent?"

d)"As an antenna, what did you attain?" (Results)

e)"As an antenna, what did you prevent?"

Run b and c alternately to a flat point, then continue with d and e in the same way.

f)"As an antenna, when did you get connect to me?"

This satisfies the Clears curiosity about the BT or Cluster. It is not needed for the case handling of the B/C. Handle only if it reads well.

The steps above get the rudiments in between the BT/Cluster and prepare the Solo Clearing Practitioner and the actual processing, i.e., the running of the incident when the B/C became what it is now.

3. Ask "How did you become a (beingness from 2a)?"

4. Running the incident:

a)Run this incident from beginning to end; do a loose D/L if he doesn't come up with time and place himself. This is for his and your orientation only, not to handle his charge on the incident to EP. Don't do it down to the second or fraction of an inch. Starting Excalibur, you will find that it's mostly Incident II which made them become what they are now; later on you will find other incidents, quite often in the pre-Incident I area.

In running the incident do it by the simplest incident running: go through it from beginning to end, get all the details, find the earlier beginning. Run it again and again until he has confronted all parts of the incident.

You must get the moment of and how he became what he is now. Don't go for the general incident only. Get the moment he went into agreement with an other-determined postulate and became what he is now. This usually occurred at the very end of the incident. Remember - this the question you were asking in 3 above and you want it answered.

b)In step a above you ran the incident which turned the entity into what it is. Before that there were other incidents down to Incident I and the pre-I incidents. They all have in common a mass that was attached to the being - similar to Incident I, yes, but never quite that way. You have to get it exactly from the BT.

Make sure you have him run his Incident II and Incident I from his own angle of experience. Do not run him through the platens as you did on OT III. Get it from him - as if you had never heard it before.

Do not shy away from having him run his 36 days. You may do this now on Excalibur. You couldn't do it on OT III as it would have cause a tremendous cross-restimulation and a freewheel. Now, on Excalibur, you are dealing with BTs whose charge is very different for each one - which is why they don't all respond simultaneously as they would have done on OT III, with all of them having identical incidents. On Excalibur the Incident II and Incident I stories are all different for each BT; whereas, on OT III they were pretty much the same.

On Incident I, get him to tell you how exactly it ran for him - you will find very interesting details

which add to the information contained in the platens, and as well, variations from the platens. Each BT has a different story to tell on Excalibur. Listen to it. Make sure you put his attention on the "loud snaps" and what exactly happened there and what masses were put on him and how many and get the first moment the first mass was attached to him. This will disconnect the mass.

You proceed in the same way for each earlier Incident I, get when a mass was attached to him without his knowing it.

The result of this step is: BT free of all masses which were attached to him and which he was identified with and no masses left in his space which he didn't create himself. Usually you will get an F/N at this point. (It may be your first F/N on this particular BT. That's fine - you have come to the basic on the chain only now.

c)Now ask him: "Who are you?" If he didn't F/N on the step before, he will F/N now. If he did F/N already, ask it anyway. It will widen the F/N. He will say something like "I'm me," or "I'm a free being." He may want to go free at this point. Give him the Rights of a Thetan and he will go free.

d)If there is no F/N at this point, there must still be some mass sticking to him which he hasn't noticed yet. Have him look around his space and find it. It will be the earliest one, the basic-basic.

Not all of these masses have necessarily been created by an implant. Quite often you find them to be remnants of old games which he thought, at the time, were fun. So he didn't care particularly about the bits which were stuck to him after the game was finished. One very important basic-basic on BTs with perpetrations on Incident II and I is the first time he got in touch with Xenu, admired him, was addressed by him with intention and a postulate and went into agreement with him. You must get him to detect the particles (dimension points) which got stuck to him. These particles are the carriers of Xenu's postulates. Have him find the first moment when the first particle hit him and it will disconnect. Have him then tell all these particles to return to their moment of creation or go free; they will dissolve.

Now go back to 4c above. It will F/N now. You must get an F/N on the "Who?" question or else 5 below will not run.

5.Run his Earlier Universes to get him into a self-determined purpose. If he didn't go free on 4c above, it is usually because he feels disoriented and doesn't quite know what to do. Rehab: "Is there an Earlier Universe when you were happy with your own game?" Or simply ask: Is there a time when you were just happily being yourself?" As soon as he has contacted such a time, you give him a good acknowledgement on it and he will go free with a nice F/N. This is the second important F/N on this rundown.

End Phenomenon for each BT:

There are three EPs to go for, as long as the BT doesn't go free earlier:

1.Beingness-EP: Knows he is himself. No other BTs or masses are stuck to him anymore.

2.Doingness-EP: Knows now what he is going to do, by his self-determinism.

3.Havingness-EP: Returns to a universe of his choice, or goes into a no-game state, which is static. His power of choice has been rehabilitated.

End Phenomenon for the Clear:

No more attention on the BT or from the BT. The BT has left the universe of the Clear.

Make sure you don't keep him tied to yourself by your attention on him. If this happens, first allow him to acknowledge you (he may wish to do that). Then give him a good acknowledgement and he will go free and leave your space.

* * *

FINDING AND RUNNING A PLUG

1 APRIL 1993

1.When the BT you are Clearing doesn't answer any more, although your comm has actually been quite good so far, you know that there is a holder interfering. Find out from the BT if his comm line to you is being suppressed by another BT. This is the holder. You can find him by asking the BT where he is or, if the BTs origination line to you is cut fully, you can spot and follow the intention line, which goes into the BT, up to its source point.

2.Clear the holder as much as you can. If you do not reach the EP for him because he, in his turn, is getting suppressed now, find the BT holding him and Clear that one. Carry on in this fashion until you have reached the top holder at the top the hierarchy of BTs. You can recognize him by the simple fact that you can Clear him all the way to a complete freeing. So, apparently, no one was holding him. By finding him you have reached the top of the plug. You now know the size of the plug. It won't grow any longer as from now on you are going to Clear the chain of holders downward, taking each BT to the EP of "free"/F/N.

3.After having blown the BT at the bottom of the chain, you may find out additionally if that BT has suppressed or controlled anything in the body. You continue down the hierarchy until the whole plug has gone completely free.

4.Clean-up step: You have now freed the BTs the plug consisted of by disconnecting them from the masses which they had unknowingly identified with. The BTs have gone now, yet the masses (particles) may still be floating about in your space. These particles were created by another when he put energy and intention on the BT. They were created by another, in his universe, and then sent over to the BT, to the BTs universe, as a carrier of the sender's message.

Indicators for such masses: The F/N at the end of the plug handling not as loose and wide as it usually is for you. The space feels somehow "gooey." There is a slight pressure on the body in general (not on a particular location in or on the body).

To clean up the left-over particles you do a group Clearing process with the following steps:

A.CE 0 on all the loose particles. Once contact has been established you'll get small ticks which will widen to small falls. Just do a good long CE 0 until you are well in touch.

B."Who are you?" You may get answers or only reads or both. Repeat until flat or F/N.

C.Give them the Rights of a Thetan. (and repeat until flat or F/N). The Rights of a Thetan are:

A. The right to self-determinism.

B. The right to leave a game (so as to play another one or to go into a

no-game state, which is the static state).

D."Return to your moment of creation!" Repeat until flat or F/N.

E."Go free!" Repeat till flat or F/N.

F."You may help in some other game!" Repeat until flat or F/N.

Note that some may wish to help you. You will get a feeling of inflow. Do not resist that flow as resisting it would cause the pressure phenomena mentioned above.

6."You may return to static state!" Repeat until flat or F/N.

Go over this sequence again and again until all steps F/N or until you perceive that it is all gone and you have a smooth wide F/N.

Note: This is group Clearing. Do not wait for individual answers or concentrate on individuals. Just repeat the command and give good acknowledgements. The charge at this point is so light that they blow even on the recognition of their existence. Do not use effort as that would tend to glue them to you.

5.To end the session, do a wide CE 0 taking in all of the case and give the following instruction:

"You will all get Cleared and be free, each one when it is their turn. For now, we'll end the session. Tone 40: END OF SESSION!" This may give you reads. Repeat the instruction a few times. The reads will flatten out and there will be an F/N.

* * *

RESISTIVENESS IN EXCALIBUR

2 APRIL 1993

When you have a BT who doesn't want Clearing, he is usually in an implanter valence. He was overwhelmed by the implanters and identified with them. (See "winning valence" and the PTS/SP tech.)

Occasionally, you will get in touch with a real and active implanter on some far-away planet who sits at his screen and keeps control of a monitor on you. He usually is the top holder of the plug. In the beginning days of Excalibur one was as well getting in touch with the chief associates of Xenu who where mentioned in "Revolt in the Stars," or even Xenu himself. Those were really battles. Nowadays such contacts have become extremely rare and, if so, light.

Whether you have a BT or an implanter-being on your lines, the handling is the same. They both were overwhelmed and implanted; they both wish to be able to use their Rights of a Thetan, yet they are so degraded that they don't know how to do so. Their desire to be free is your greatest asset as without that they'd never be interested in Clearing.

Their perpetration track may be just Incident II; it may go down to Incident I and pre-I as well. It's different for each one; you'll have to find out individually.

The reason you cannot Clear their motivators as you could do with other BTs is that they are in an out-of-valence agreement with the implanters. They think it's all right to commit the perpetrations they have been committing. There is no awareness of perpetrations. As long as he hasn't confronted his perpetrations he will not be able to run his motivators, because of this agreement with the implanters. He will even tell you that he didn't have Incident II or Incident I or any implant himself. He is not aware of it at all.

The whole point in pulling his perpetrations and withholds is to make him free and ready to run his motivators. Don't get into extensive cleaning up his perpetrations as a matter of principle or because "he deserves it." The EP of the action is a freed being, not a completed and extensive handling of perpetrations. Never concentrate on the wrongness in a being; concentrate on his rightnesses.

You start out by getting data. What did he actually do in Incident II? In Incident I? Before that? How was he recruited? How was he pulled into Xenu's game?

When he refuses to be Cleared because he is afraid of punishment, you give him a thorough explanation of the state of Xenu's game as it stands in present time. As well, you will have to

handle all sorts of gossip and false ideas he has heard about L. Ron Hubbard and against Clearing itself. They have been told that Clearing is our form of implanting and similar things. So give them a total education and be persistent.

When the BT refuses to be Cleared because he feels ever so right about all his perpetrations, you run "What makes it all right to work for Xenu?" or "What's good about implanting people?" As well, you can run "What are you trying to prevent?" or "What are you trying to obtain?" All these are done repetitive until flat and the cognition that it actually isn't all right.

The background of this procedure is contained in the bulletin called CYCLE OF A PERPETRATION. He accepted an uninspected datum, a false premise, when he was recruited or implanted and that makes it all right to commit perpetrations. He thinks it is all right because he believes he is working on correct data; in fact, he is working on the basis of a lie. After running the above processes for a while, he will come up with the false datum. You then find out who gave him that datum and under what circumstances and procedure. Now you have him on the motivator flow and you can run the incident which overwhelmed him. Having done so, you ask him what he thought was true before the implant or incident. Get his own truth. This will blow him out of his agreement with Xenu as it takes him down to the earliest postulate with regard to Xenu's game and to the time before that. He will have a cognition on his own responsibility and then he'll be free again. When you now have him take another look at his perpetrations, he will run them very easily as his viewpoint has changed.

Please note that the basic-basic with SP-BTs usually is the first moment he met Xenu, admired him and accepted his postulates and accepted them along with the particles they are attached to. When you ask him what he was doing before that, he'll usually tell you that he was bored, didn't know what exactly to do or had a failure with his own propositions. He admired Xenu for being big, important and powerful; he thought he wasn't worth much (a typical mechanism of suppression) so he joined Xenu's group.

* * *

EXCALIBUR

REPAIR ASSESSMENT

21 FEBRUARY 1990

1. Have you lost interest?

2. Has a Being been overlooked?

3. Has a monitor been reactivated?

4. Did you leave a plug unhandled?

5. Has a stack been overrun?

6. Was it too incredible to believe?

7. Did you neglect part of an org board?

8. Are others stuck to you in your valence?

9. Has part of a plug been left unhandled?

10. Have you handled only the top holders?

11. Is there a holder?

12. Is a being holding another or others?

13. Wrong stack item?

14. Wrong wording?

15. Is an EB hiding in another dimension?

Excalibur Repair Assessment

3 August 1990

For use if an Excalibur session bogs or there are unidentified problems during Excalibur. Either solo or audited. Assessed M3 if in a bogged session, or M5 for C/S use.

Excalibur is not a rote procedure. The handlings given are only guidelines.

Always be sure to know whose charge it is. Another's? Entity's? Cluster's? Own?

1. There is a holder?

Handle the holder. Go back and handle the rest later.

_____

2. Is a cluster, not a single being?

Find the clustering incident. When? Type? Get it broken up.

_____

3. Needs 'Who are you'?

Get the answer to 'Who are you?'. Might be a list. Should give a 'myself' type of answer.

_____

4. Needs a new purpose?

Give it a new purpose, either of it's own or chosen by you.

_____

5. Needs PT orientation?

Orient it about this universe, current game, implanters, auditing, etc.

_____

6. Needs rights of a thetan?

Right to leave a game, right to one's own sanity.

_____

7. Other entities stuck to it?

Have it spot the other entities, probably in it's own valence.

_____

8. Incident II?

- 75 mill, other planet/citizen/loyal officer/implanter, capture, transport, volcano, explosion, ribbon, implant up to pilot saying he is mocking it up. Inc I on single beings remaining.

_____

9. Incident I?

- 4 Quad, loud snap, waves of light, chariot, cherub blows horn, snaps, blackness dumped.

_____

10. Pre-I?

Capture in other universe by Hoover, then electrosphere, spin drier.

_____

11. Coltus?

Before 75 mill up to PT. Loyal officers in plug, experiments, LRH third party etc.

_____

12. Stuck in earlier universe?

Spot purpose in the earlier universe.

_____

13. Copies?

Spot or indicate copies.

_____

14. Another universe?

Have the being spot where it is. Continue as usual.

_____

15. Another dimension?

Have the being spot where it is. Continue as usual.

_____

16. Invisible?

Have the being spot where it is. Continue as usual.

_____

17. Entities in your valence?

Spot the entities. Have them find out who they are.

_____

18. Monitor?

One-, 2-, or 3-way. Monitor sphere? Somebody being sphere? Usually handle operators as implanters. Follow the lines.

_____

19. Connection to someone else?

Entity transferred from another, or 3 way monitor.

_____

20. Connection to somewhere else?

Look for monitor lines. Where do they lead. Implanters?

_____

21. The entity is an implanter?

Get overts off. How many implanted? For how long? What was purpose before? PTS to Xenu? Betrayed? If necessary: Who would I have to be to audit you?

_____

22. Is not what it pretends?

Find out what it really is.

_____

23. Talking to a picture?

Find out who is putting it there.

_____

24. Talking to a via?

Find out who is putting it there, or who is using it.

_____

25. Wasn't woken up?

Wake up! (Tone 40) I am here to free you! The game is over!

_____

26. Sleeping?

Wake up! (Tone 40) I am here to free you! The game is over!

_____

27. Dead?

Wake up! What are you? etc.

_____

28. Don't want auditing?

Who would I have to be to audit you?

_____

29. ARC broken?

Assess ARC break. ARCU, CDEINR. Long duration?

_____

30. Failed purpose?

Which purpose? Indicate BPC.

_____

31. Entities being the scenery?

Ask what they are and have them run their incidents.

_____

32. Entities filling up space?

Ask what they are and have them run their incidents.

_____

33. Entities being ideas?

Ask what they are and have them run their incidents.

_____

34. Entities being lines?

Entity or cluster? Incident?

_____

35. Stuck flow?

Which flow? What went on for too long? When was it ok?

_____

36. Misunderstoods on games?

Clear up the MUs. Orientation.

_____

37. Misunderstoods on axioms?

Clear up what isn't understood. R-factor.

_____

38. Weird experimental track?

Run whatever the incidents are.

_____

39. Waiting for something?

For what? Run stuck incident. Give orientation.

_____

40. Waiting for someone else?

Who? Run stuck incident. Give orientation.

_____

41. Evil purpose?

What is it? When did it start? Purpose before? Overts? PTS?

_____

42. Suppressive entity?

Try implanter handling first. If very stuck run PrPr4: Tell me a source/Tell me a no source, PrPr5: What is/What isn't, PrPr6: Tell me an existing condition/How have you handled it.

_____

43. Copied other's cognitions?

Spot it. Who are you?

_____

44. It is a created viewpoint?

Mine? Xenu's? Another's? Muled? Mine/X's? Another's/X's? If only MOCO: Run inc of being in plug, Return to your moment of creation, go free, wait at static point, or help me.

_____

45. It is a mule?

Mine/Xenu's? Another's/X's? Mine/Another's? Run inc of being put in plug, being stuck together. When split up give each their 4 choices.

_____

46. It is a creation?

Get a C/S for handling it.

_____

47. An effort to withdraw?

Whose charge is it? Put the button in. Continue.

_____

48. An effort to stop?

_____

49. An effort to hurry?

_____

50. An effort to suppress?

_____

51. And effort to invalidate?

_____

52. Protest against the incident?

_____

53. An effort to hold on?

_____

54. ARC break about the incident?

Assess ARC break: ARCU, CDEINR.

_____

55. PTP about the incident?

Find out what it is.

_____

56. The incident is the motivator for an overt?

Get what the overt is.

_____

57. Too late on the chain?

Run the earlier incidents.

_____

58. Entities not blowing completely?

Find out if they have others stuck to them in their valence, or if they need orientation, new purpose, rights of a thetan, etc.

_____

59. Entities getting stuck in walls?

Get them to spot if they have others in their valence stuck to them. Or if they think that they are MEST.

_____

60. A fog of unhandled beings?

Run Inc I on all partially blown single beings until space is clean.

_____

61. A new OTIII case?

Run Inc I on all partially blown single beings until space is clean.

_____

62. Not getting top holders?

Spot beings holding the pOT, unhandled implanters, SPs etc. Handle with regular procedure, particularly implanter handling. Make sure to get all the way to the top.

_____

63. Being held by suppressives?

Spot beings holding the pOT, unhandled implanters, SPs etc. Handle with regular procedure, particularly implanter handling. Power processes if necessary. Make sure to get all the way to the top.

_____

64. Not interested in stack item?

Indicate it won't be run. Re-do DofP or find the next most interesting area and get it worded.

_____

65. Stack item incorrectly worded?

Get the correct wording. Continue with the new wording.

_____

66. Attention on something else?

Get a reading wording on what it is. Use as stack item. Go back and check the previous stack item when done with the new one.

_____

67. Attention on many different things?

Find a plug on what the pOT's attention is currently on. Handle one plug per session until it is possible to finish one stack item at a time.

_____

68. Attention on out-ruds with family or friends?

Thetans connected between ____ and me? Handle as plugs.

_____

69. Interference in PT?

Handle as implanters.

_____

70. Sudden headaches?

Check for Black NOTs interference. Handle as implanters. If not, check for entities being or being connected with headaches.

_____

71. Feel third-partied?

Check for Coltus plugs, or 3-way monitors.

_____

72. Disagreements with LRH?

Check for Coltus plugs.

_____

73. Xenu is a good guy?

Coltus? 3-way monitors? Mules?

_____

74. Don't want to go up the bridge?

To C/S for programming.

_____

75. Can't control plugs?

To C/S for programming.

_____

76. Can't close the door?

To C/S for programming.

_____

77. Stopped auditing after getting cognitions?

Entities being cognitions?

_____

78. No more entities?

To C/S.

_____

79. Body is transparent?

To C/S.

_____

80. Something else wrong?

Handle if possible. Otherwise to C/S.

_____

81. Is nothing wrong?

Indicate BPC. Continue Excalibur.

_____

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CONFIDENTIAL

EXCALIBUR

CHECKSHEET

22 JUNE 1990

PREREQUISITE:

1. QUALIFIED SOLO CLEARING PRACTITIONER COURSE
2. CLASS IV OR ADVANCED SOLO CLEARING PRACTITIONER COURSE
3. BEGINNING ENTITY CLEARING CHECKSHEET
4. ADVANCED ENTITY CLEARING CHECKSHEET

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____DATE COMPLETED:_____

REQUIREMENTS:

The checksheet is one time through materials and practical.

As this course contains all the materials with which you will need to do solo Clearing through EXCALIBUR, it is extremely important, that you really get this tech under your belt. You will need to know all these materials and procedures stone cold as there will not be any time in session to look up something you might have forgotten. Even if you run this level with only 98% of the full understanding, you will still be able to get some very big results, and it might even satisfy you. BUT, unless you handle ALL with the entire scope of the tech, you will not be able to do the next level PHOENIX and will have to go back and complete EXCALIBUR anyway. So it is by far thesmartest to study it well the first time and fully get all the different techniques available here. When you have the tech 100%, you will have an easy ride and a lot of fun and new abilities and positive gains too.

LENGTH OF COURSE:

This is VERY individual. It depends on how well you use your study tech. If you have experience with not fully grasping stuff you study, and not being able to handle yourself rather quickly, it is suggested that you do a restudy of the Study Course materials. When you know the study tech and use it fully, you will be able to complete it in 6 -10 days full time.

ATTESTATION:

With these materials you will be able to free any Being or Cluster of Beings. Some people are not interested in this as they use control of other beings to further their own game. We know who they are, and they have other people working for them who have already attempted to get hold of these materials as they see them as a threat to their own purposes. It is therefore vitally important that these materials do not fall in the wrong hands. You are therefore asked to sign the attestation below that you fully understand this and will not give the materials to any unauthorized person.

SIGN ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: THE TECHNICAL BRIEFINGS

1. READ: TECH BRIEFING #1 ___@____

2. ESSAY: What is the purpose of the PDC Course _____

3. ESSAY: What is the "Shades of Night"? _____

4. ESSAY: What is the purpose of the conditions formulas? _____

5. READ: TECH BRIEFING #2 _____@__

6. ESSAY: What is "green on white"? _____

7. ESSAY: Why is organization important? _____

8. ESSAY: Why did "The Old Organization" fail? _____

9. ESSAY: What purpose do the people who are try to control the Planet NOT have. _____

10. ESSAY: How would you apply policy in a new organization? _____

11. ESSAY: How can you handle a Marcabian? _____

12. READ:TECH BRIEFING #3 ____@___

13. DRILL: Write down 3 examples of "Product" _____

14. ESSAY: What is an"Overt product"? _____

15. ESSAY: What is the intention behind lying? _____

16. ESSAY:What does LRH mean with: "You haven't done anything in this life that could aberrate you?" _____

17. READ: TECH BRIEFING #5 __@_____

18. ESSAY: Explain the relationship between implant and mystery. _____

19. ESSAY: What is the "power" of the implanters? _____

20. ESSAY: Why did the implanters HAVE to take over the Church? _____

21. ESSAY: What does it mean that the upper levels are "booby-trapped" and how do you avoid these "booby--traps? _____

22. READ: TECH BRIEFING #6 __@_____

SECTION TWO: EXCALIBUR BACKGROUND DATA

1. READ: NONE DARE CALL IT CONSPIRACY __@_____

2. DRAWING: Draw the diagrams on page 29 and explain how we have been tricked in to believing false data. _____

3. DISCUSSION: Discuss the forces at work on this planet and their background. _____

4. READ: ADVANCE ABILITY 3 PACK _____

5. READ: CLASS VIII TAPE 10 ASSISTS ___@____

The film manuscript for the film "Revolt in the Stars" appeared in 1979. The rights to produce the film have been sold several times to different film producers and other people who bought the rights and then didn't produce the film. It is not known who has the rights at this moment and if any honest measures have been taken to actually produce the film. It has also been transcribed into a novel. This manuscript gives all the details about Inc II. The entire planning and carrying out of this incredible mass murder, and how it was finally stopped.

6. READ: REVOLT IN THE STARS __@_____

7. READ: SECTOR 9 OPERATIONS MANUAL ___@____

8. DISCUSSION: Discuss all this information with the Course

Supervisor using flip-charts until you have no

further questions. _______

SECTION THREE: ADVANCE ENTITY CLEARING

1. READ: THE HISTORY AND THEORY OF THE FIRST STEPS OF

ADVANCED ABILITY V - AAV SERIES 1 ______@_

2. READ: AAV SERIES 2 _____@__

3. READ: AAV SERIES 3 - THEORY OF AAV ___@____

4. READ: AAV SERIES 4 - DEFINITIONS SHEET ___@___

5. READ: AAV SERIES 5 - DIANETICS AFTER CLEAR ____@___

6. READ: AAV SERIES 6 - ASSISTS ____@___

7. READ: AAV SERIES 7 - MISCONCEPTIONS ___@____

8. READ: AAV SERIES 8 - TIPS ON HANDLING ____@___

9. READ: AAV SERIES 9 ____2___

10. READ: AAV SERIES 10 - TIPS ON HANDLING PAST AUDITING ____@___

11. READ: AAV SERIES 11 - OUT-INT ___@____

SECTION FOUR: THE AWARENESS LEVELS

1. READ: THE AWARENESS CHARACTERISTICS __@_____

2. READ: GLOSSARY - AWARENESS CHARACTERISTICS ____@___

3. READ: USES OF THE AWARENESS CHARACTERISTICS ___2____

4. EXERCISE: Take someone up the Awareness Characteristics _____

SECTION FIVE: THE ORGANIZATION BOARD

1. LECTURE: THE ORGANIZATION BOARD AND THE AWARENESS CHARACTERISTICS _____

2. READ: THE ORGANIZATION BOARD _____@__

3. READ: ORGANISATION CHART _____

4. EXERCISE: Make a large drawing of the Organization Chart showing the Awareness Characteristic for each department. _____

SECTION SIX: GRADE V - POWER PROCESSING

1. READ: REVIVIFICATION __@_____

2. READ: THE PURPOSE OF POWER PROCESSING ___@____

3. READ: INTRODUCTION TO THE POWER PROCESSES ___@____

4. READ: THE DEFINITION OF "IS" __@_____

5. READ: THE POWER PROCESSES __@_____

SECTION SEVEN: INTRODUCTION TO CONFIDENTIAL DATA

1. READ: FROM CLEAR TO ETERNITY ___@____

2. READ: POSTULATES AND INTENTIONS - THE DIFFERENCE ___@____

3. EXERCISE: Make a list of postulates and show some intentions that could come from those postulates _____

4. READ: THE THREE UNIVERSES ___@____

5. READ: WHY BEINGS MOCK UP ____@___

6. READ: THE BASIC TENDENCY OF LIFE ___@____

7. EXERCISE: Make a list of 10 different types of organization. _____

8. READ: THE RIGHTS OF A BEING _@_____

9. READ: EXCALIBUR - INTRODUCTION __@_____

10. CLAY DEMO: The way in which Entities and Clusters are organized. _____

SECTION EIGHT: BASIC PROCEDURE

1. READ: RULES FOR HANDLING ___@____

2. READ: OVERALL ROUTINE ___@____

3. READ: MISCELLANEOUS HINTS ___@____

4. READ: SAMPLE PROCEDURES __@_____

5. READ: ADDITIONAL HINTS ___@___

6. READ: ALL IN A FLASH __@_____

7. READ: NOTHING LEFT TO HANDLE ____@___

SECTION NINE: CONFIDENTIAL TECH BRIEFING #4

1. READ: TECH BRIEFING #4 ___@____

2. ESSAY: Why is Inc I start of the track? _____

3. ESSAY: What happened during the "Snaps" in Inc I? _____

4. DEMO: "Dianetic Clear" and how it is reached _____

5. ESSAY: What is handled in Power Processing _____

6. DEMO: Do a " Bunk" _____

7. ESSAY: What is a Past Life Clear? _____

What is a C.C. Clear? _____

What is a "Clear Cog?" _____

What is a Natural Clear? _____

8. DEMO: Who gets the auditing on AA 2? _____

9. ESSAY: What is the purpose of AA 2? _____

10. DEMO: What could happen if you put a person directly on AA 3
after AA 1 skipping AA 2? _____

11. ESSAY: Describe "Fac One" _____

12. ESSAY: Why did some of the Beings not get the bombing of Inc II? _____

13. ESSAY: Why do you run Inc I and Inc II on AA 3, and not some of
all the other incidents on the track? _____

14. ESSAY: Why/How does "Earlier Universe" work? _____

15. ESSAY: What is the idea in Axiom 29? _____

16. ESSAY: At which point does a Thetan go crazy? _____

17. ESSAY: What is "experimental area?" What happened there? _____

18. ESSAY: What is "Organization?" _____

19. ESSAY: What can happen if you handle top of an Org (Plug) only?

What can happen if you handle bottom of an Org (Plug) only?

_____

20. ESSAY: What does "Out of valence in R6" mean? _____

21. ESSAY: Give 3 examples of Laudable Withholds. _____

22. ESSAY: In which sequence do you handle a Plug? _____

23. ESSAY: What will you do if the Being will not take responsibility

for the overt in,for instance, Inc II and goes: "Yeah, I killed

4 million people by bombing, but that was my job.

I just did my job!" _____

24. ESSAY: How will you handle if you get a R/S (Rock Slam)? _____

25. ESSAY: When and how will you orient a Being? _____

26. ESSAY: If the Being's answer to "What" is: a) related to the body,

b) related to space opera - where is it most possible he is

stuck on the track in relation to Inc I and Inc II? _____

27. ESSAY: What is Revivification? _____

28. ESSAY: What is the "36 days" of Inc II? _____

29. DEMO: How case can prevent medicine from working _____

30. ESSAY: What is 9th and 10th Dynamic? _____

31. DEMO: The sequence of Lambda, Theta and Phi when you bring a being up with Clearing. _____

32. ESSAY: The rights of a Thetan. _____

33. ESSAY: What is Entheta? What is EnMEST? What does Entheta and EnMEST have to do with Out Int on a EB? _____

34. ESSAY: What is the "Theory of Games?" _____

35. ESSAY: What are "Prep Check Buttons?" _____

36. ESSAY: Give 3 examples of "Hatting a Thetan" _____

37. ESSAY: What is 2nd and 3rd universe? _____

38. ESSAY: When do you bridge over from non-solo to solo? _____

39. ESSAY: What is "Black NOTs?" How do you handle it? _____

SECTION TEN: CONFIDENTIAL TECH BRIEFING #7

1. READ: TECHNICAL BRIEFING #7 ___@____

2. ESSAY: How does the auditor determine what to run? _____

3. ESSAY: How does he verify that what he has found to run
is the correct thing. _____

4. ESSAY: How does he get into the first Plug? _____

5. ESSAY: When does he end the session? _____

6. ESSAY: When do you end off on a Stack? _____

7. ESSAY: What is the "Major Action" on Excalibur? _____

8. ESSAY: How much attention is put on handling ruds
when you are handling stacks? _____

9. ESSAY: What do you do when you have completed all the Stacks from the first DofP? _____

10. ESSAY: Explain the relationship between Thought, Function and Structure _____

11. DEMO: What happens to the person who only runs Beings low on the Org board (Plug) and not the top holders? _____

12. DEMO: What happens if you only run the top holders of the Plug? What will you experience? _____

13. ESSAY: What is "In Session" and how does it relate to Excalibur? _____

14. ESSAY: What is a Pre-I Plug, and what kind of Thetans are in it? Where do you find Pre-I Plugs on the track? _____

15. DEMO: A Plug; A Stack _____

16. ESSAY: What is the sequence of "Spin Dryer," "Hoover," "Electrosphere?" _____

17. ESSAY: What is a "Jelly Bean?" What is a "Bag Mann?" What is the

relationship between them? What is a "String Cluster?"
How do you handle it? _____

18. ESSAY: What will you do if a blowing Jelly Bean sticks to the wall? _____

19. DEMO: A Monitor and it's purpose. _____

20. ESSAY: How do Implanters get data about what a person is doing? _____

21. DEMO: A "2-way monitor" _____

22. ESSAY: How do you get a direct telepathic sight line into an Implanter Org? _____

23. DEMO: How you handle the other end of a 2-way monitor _____

24. ESSAY: What is a "String of Pearls?" _____

25. ESSAY: Why is it very important to handle the Monitors? _____

26. DEMO: A "Monitor Sphere" and how you handle it. _____

27. ESSAY: Why does "Overpopulation Scenarios" exist? _____

28. ESSAY: How can you prevent getting Implanters on your lines in the future? _____

29. ESSAY: What is "Giant Crystal Bodies" and "Honey Combs?" What are their purpose and function? _____

30. ESSAY: Draw up the "Chakkras." Explain what it is. What does it have to do with religion? _____

31. ESSAY: Describe a "Pyramid" and give examples of how or where it is dramatized today. _____

32. ESSAY: Name at least 3 "Standard Plugs" _____

33. ESSAY: What are the possible ways to handle if you find "Reserves?" _____

34. ESSAY: Draw up a 3-way monitor. How does it function? What is it's purpose? _____

35. ESSAY: What can you check on the meter, if there is a holder you can't find, and the held being can't tell you? _____

36. ESSAY: What happens to the Pre-I Plugs at body death? _____

37. DEMO: The "Clean Flows" R/D _____

38. DEMO: "Super Int R/D" _____

39. ESSAY: Describe the "Cyclic Aspect" in Excalibur _____

40. ESSAY: What is Coltus? Where is it? What was done there? _____

SECTION TEN: PROCEDURES

1. READ: PRE I FREEING PROCEDURES __@_____

2. READ: BEFORE INCIDENT I BUTTONS __@_____

3. READ: OUT OF VALENCE IN R6 __@_____

4. READ: HARD TO BLOW OR GET IN COMM WITH ___@____

5. READ: MONITORS __@_____

6. READ: YOU GET WHAT AND WHO BUT THE BEING IS STUCK ___@____

7. READ: ADVANCE ENTITY CLEARING - TYPE OF INCIDENT __@_____

8. READ: END PHENOMENA OF EACH BEING __@_____

9. READ: BASIC PROCEDURE ___@???____

10. READ: MEST BEINGS ___@____

11. READ: "STATIC BEINGS" ___@____

12. READ: MOCOS PROCEDURE ___@____

13. READ: FINAL COMMENT ___@____

14. READ: EXCALIBUR - CORRECTION LIST __@____

15. READ: BRIEF SUMMARY OF PROCEDURE STEPS ___@____

SECTION ELEVEN: ADDITIONAL DATA

1. READ: ETHICS PROCLAMATION ___@____

2. READ: BLACK NOTS ___@____

3. READ: LATEST "X" TRICKS ___@____

4. ADMIN BRIEFING #2 ___@____

5. READ: THE ROAD TO TRUTH - CLEARING LEVELS _____

6. READ: THE STRUCTURE OF THE ROAD TO TRUTH __@_____

SECTION TWELVE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has completed the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

EXCALIBUR

COURSE CHECKSHEET

C O N F I D E N T I A L

RON'S ORG

C O N F I D E N T I AL

NAME:_____DATE:_____

PREREQUISITE

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ATTESTATION

With these materials you will be able to free any single being. Some people are not interested in this as they use control of other beings to further their own game. We know who they are, and they have other people working for them who have already attempted to get hold of these materials as they see them as a threat to their own purposes. It is therefore vitally important that these materials do not fall in the wrong hands. You will therefore be asked to sign an attestation that you fully understand this and will not give the materials to anyone. So please see the supervisor and get the form to sign.

SIGN ATTESTATION

_____

SECTION 1

In all auditing there are two factors: "WHAT to audit" and "HOW to audit". This section

deals with "HOW to audit" and is of course geared toward solo auditing. It contains most of what you have studied before on the Solo Course, PLUS additional data such as LISTING & NULLING and other data regarding upper levels. Do the drills well so you can really use this stuff in your soloauditing!

PART 1 - GENERAL

1. HCO PL 7 Feb 65 KEEPING SCIENTOLOGY WORKING _____

2. HCO PL 8 Jan 81 ADVANCE COURSE REGULATIONS AND SECURITY

_____

3. HCO PL 14 Oct 68R THE AUDITORS CODE _____

Rev. 19 June 80

4. HCO B 27 Dec 82 TRAINING AND OT _____

5. HCO PL 27 May 65 PROCESSING _____

6. HCO B 14 Sep 71 SOLO C/S SERIES NR. 1R SOLO AUDITORS RIGHTS

_____

Rev 3 Feb 75

7. DEMO: Each of the manifestations of the Rud's going out during session, and how each would be handled. _____

8. HCO B 7 Mar 75 EXT AND ENDING SESSION _____

PART 2 - RUDIMENTS

1. HCO B 11 Aug 78 RUDIMENTS, DEFINITIONS AND PATTER _____

2. HCO B 12 Feb 62 HOW TO CLEAR WITHHOLDS AND MISSED WITHHOLDS

_____

3. DEMO: The difference between a withhold and a missed withhold. _____

4. HCO B 15 Aug 69 FLYING RUDS _____

5. DRILL: Flying the Ruds (on a doll, unbullbaited) _____

6. HCO B 6 Sep 68 CHECKING FOR FALSE READS_____

7. HCO B 27 May 70 UNREADING QUESTIONS AND ITEMS _____

Rev. 3 Dec 78

8. Tech Dictionary: "Cleaning a Clean" _____.

9. DRILL: Do a drill using "Suppres" and "Invalidate" _____

10. HCO B 14 Mar 71 F/N EVERYTHING _____

11. DEMO: Why every item or question that reads must be F/Ned. _____

PART 3 - E-METER

1. HCO B 11 may 69R METER TRIM CHECK _____

2. DRILL: Do several E-meter trim checks _____

3. HCO B 7 Feb 79R E-METER DRILL 5RA CAN SQUEEZE _____

4. DRILL: Doing a correct can squeeze _____

PART 4 - ASSESSMENT AND PREPARED LISTS

1. HCO B 29 Apr 80 PREPARED LISTS, THEIR VALUE AND PURPOSE _____

2. HCO B 3 Jul 71R AUDITING BY LISTS _____

Rev. 22 Feb 79

3. DEMO: How to do an assessment Method 3. _____

4. HCO B 19 Mar 71 LIST 1-C (L1C) _____

5. DRILL: Doing L1C on a doll. _____

6. HCO B 22 Apr 80 ASSESSMENT DRILLS TR 4/8 Q-1 _____

7. DRILL: TR 4/8 Q-1 _____

PART 5 - LISTING AND NULLING

1. TECH DICTIONARY: Clear the definition of the following terms:

a) Listing _____.

b) Nulling _____

c) Assessment _____

d) Listing & Nulling _____

e) Item _____

f) L & N List _____

g) Correction List _____

2. HCO B 20 Aug 70R TWO COMPLETE DIFFERENCES ASSESSMENT AND LISTING AND NULLING _____

3. HCO B 1 Aug 68 THE LAWS OF LISTING AND NULLING _____

4. DEMO: Each of the laws of Listing & Nulling _____

5. HCO B 22 Aug 66 FLOATING NEEDLES, LISTING PROCESSES _____

6. HCO B 19 Nov 78 L & N LISTS - THE ITEM "ME" _____

7. DEMO:

a) A right item _____

b) A wrong item _____

c) An imcomplete list _____

d) An overlisted list _____

8. HCO B 11 Apr 77 LIST ERRORS, CORRECTION OF _____

9. HCO B 17 Mar 74 TWC CHECKSHEET - TWC USING WRONG QUESTIONS _____

10. HCO B 28 May 70 CORRECTION LISTS, USE OF _____

11. HCO B 23 Sep 68 VIOLATIONS OF THE LAWS OF LISTING AND NULLING _____

12. HCO B 29 Sep 68R LIST CORRECTION - SHORT L4 _____

13. HCO B 15 DEC 68R L4BRA _____.

14. DRILL: Do a Short L4 on a doll _____

15. DRILL: Do a L4BRA on a doll _____

16. BTB 7 Nov 72R AUDITOR ADMIN SERIES 18R L & N LISTS _____

17. HCO B 22 Apr 80 ASSESSMENT DRILLS, TR 4/8 Q - 2 _____

18. DRILL: TR 4/8 Q - 2 (L & N DRILL) _____

PART 6 - SOLO AUDITOR AND E-METER DRILLS

1. HCO B 26 Apr 71 TRS AND COGNITIONS _____

2. HCO B 26 Apr 71 SOLO COGNITIONS _____

3. HCO B 30 Apr 71 AUDITING COMM CYCLE _____

4. HCO B 5 Dec 79 THE DIFFERENCE BETWEEN THE COMM CYCLE IN REGULAR AUDITING AND CYCLES OF ACTION IN SOLO AUDITING _____

5. HCO B 22 Jul 71R SOLO AUDITOR ADMIN _____
REV. 22 FEB 81

6. HCO B 9 Jul 80 SOLO SERIES 1, CHECKLIST FOR SETTING UP SOLOSESSION _____

7. DRILL: Drill the checklist for setting up a solo session, until you can do it rapidly and flublessly. _____

8. HCO B 6 Dec 79R SOLO AUDITORS DRILLS _____

9. SOLO DRILL #1 _____

SOLO DRILL #2 _____

SOLO E-METER DRILL # 8 _____

SOLO E-METER DRILL #9 _____

SOLO E-METER DRILL #10 _____

SOLO E-METER DRILL #11 _____

SOLO DRILL #3 _____

SOLO E-METER DRILL #14 _____

SOLO E-METER DRILL #15 _____

SOLO DRILL #4 _____

SOLO DRILL #5 _____.

SOLO E-METER DRILL #19 _____

SOLO E-METER DRILL #21 _____

SOLO E-METER DRILL # 24 _____

SOLO E-METER DRILL #26 _____

10. HCO B 14 Oct 81 TR 8-Q DRILLS FOR SOLO AUDITOR TRAINING _____

11. TECH DICTIONARY: Define "Tone 40" _____

12. DRILL: Solo-TR 8-Q _____

SECTION 2

1. Listen to tape #10 _____

2. ESSAY: What is a contact assist? _____

3. ESSAY: What will you do if the person you give a contact assist will not go near the object or place where he was injured? _____

4. ESSAY: Will you do a contact assist or a touch assist if both are possible? _____

5. ESSAY: Why must a touch assist go to the extremeties of the body? _____

6. ESSAY: How do you handle an "Unusual Case"? _____

SECTION 3

1. Restudy AA3 Pack as needed _____

2. DRILL: Date/Locate procedure _____

3. DRILL: Handling a cumulative cluster _____

SECTION 4.

This section is the filmmanuscript by Ron for the film "Revolt in the Stars". This manuscript appeared the time in 1979. The rights to produce the film have been sold several times to different filmproducers and other people whe bought the rights and then didn't produce the film. It is not known who has the rights at this moment and if any honest measures have been taken to actually produce the film. It has also been transcribed into a novel. This manuscript gives all the details about Inc II. The entire planning and carrying out of this incredible mass murder, and how it was finally stopped. Each scene is described in detail. If you have not read a filmscript before, then this will also be interesting for you from a filmtech viewpoint, as each scene is described minutely, and therefore gives the "picture" very solidly.
STUDY: Read the filmscript (or the novel manus) for "Revolt in the Stars"

_____

SECTION 5

Section 5, 6 and 7 contains basic tech which has been called different things such as NOTs (in The Church), AL 5, AA 5 and Excalibur. They are NOT THE SAME!! You will be studying selected materials from AL 5 and AA 5. These combined is the BASIC tech of Excalibur. NOTs materials are not available and are not to be used. They were incomplete and had even faults in them that caused people to go on and on, and never complete and not achieving the results promoted by the Church. You will be using the materials in these sections in session. You need to know these procedures stonecold when you soloaudit. All the drills must be done to full certainty that you master the doingness.

1. THE THEORY OF AA5 _____
2. ESSAY: When is AA3 complete? _____

3. DEFINITIONS _____

4. DEMO: Demonstrate for you twin or the supervisor - all the definitions. _____

5. SOME GENERAL DATA ON BTs AND CLUSTERS _____

6. ESSAY: Describe how a Pre-OT gets a somatic in the right eye. _____

7. HANDLING BTs AND CLUSTERS THE VALENCE TECHNIQUE _____

8. DEMO: The Valence Technique _____.

9. FLYING RUDIMENTS ON AA3 AND ABOVE _____

10. DRILL: Flying the rudiments on a doll who is on AA5 _____

11. SOME GENERAL ASPECTS OF AA5 SESSIONS _____

12. WAYS TO HANDLE BTs WHO DON'T BLOW OR ARE PARTIALLY BLOWN

_____

13. LISTING FOR THE ANSWER TO THE WHAT QUESTION _____

14. ASSISTS _____

15. ACKNOWLEDGING THE "ME" ANSWER _____

16. BTs WITH OUT INT _____

17. PTS BTs/CLUSTERS _____

18. HANDLING OF CORRECTIONLISTS ON AA5. _____

19. AA5 CORRECTIONLIST _____

20. DRILL: Drill using the correctionlist on a doll. Drill handling each question on the

list, full admin. _____

SECTION 6

1. Listen to tape #14 _____

2. ESSAY: Why would you not list a question like "What is wrong with my case?"?

_____

3. ESSAY: How do you get standard tech in? _____

4. ESSAY: When does it mean if the TA is rising during listing? _____

5. ESSAY: What will you do if in L & N the item IS on the list and nothing reads on

nulling? _____.

SECTION 7

1. AA SERIES NR. 1 _____

2. DEMO: How to handle BTs on a Pre-OT when asking E/S _____

3. ESSAY: Explain the liability of BTs being highly suggestible. _____

4. AA SERIES NR.2 _____

5. DEMO: The purpose of the question "What are you?" _____

6. DEMO: The purpose of the question "Who are you?" _____

7. DEMO: How to handle a BT who does not blow on answering "me" or "myself"

_____

8. DEMO: Demo what can happen if you do not limit your attention to ONE BT/

CLUSTER _____

9. DEMO: Automatic Blows _____

10. DEMO: The most fundamental about AA5 _____

11. DEMO: Why AA5 session can be short _____

12. AA SERIES NR.3 _____

13. DEMO: "Can of beans theory" _____

14. DEMO: An Aura _____

15. AA SERIES NR. 4 _____

16. DEMO: All the definitions in the definitionssheet not yet done _____

17. AA SERIES NR. 5 _____

18. DEMO: Why Clears should not be run on Dianetics _____

19. AA SERIES NR. 6 _____

20. DEMO: Write a C/S for a Pre-OT on AA5 who has just had an accident _____

21. AA SERIES NR. 7 _____.

22. DEMO: Revivification _____

23. AA SERIES NR. 8 _____

24. DEMO: A Pre-OT who is fearing the future. Demo must show why. _____

25. DEMO: How to handle a BT who repeats his answer to the "Who" question.

_____

26. DEMO: How to handle a dead energy mass_____

27. DEMO: How to handle a ridge. _____

28. DEMO: How to handle a BT who is flashing pictures to misdirect _____

29. AA SERIES NR. 9 _____

30. AA SERIES NR. 10 _____

31. DEMO: Repairing past auditing steps _____

32. DEMO: Overhandling past auditing _____

33. AA SERIES NR. 11 _____

34. DEMO: How to handle Out-Int. All handlings. _____

35. AA SERIES NR. 12 _____

36. DEMO: EP of AA3 _____

37. AA SERIES NR. 13 _____

38. DEMO: "False Ext view" and how to handle this _____

39. AA SERIES NR. 14 _____

40. DEMO: Floating TA _____

41. AA SERIES NR. 15 _____

42. AA SERIES NR. 16 _____

43. AA 7 AADITIONAL STEPS _____.

SECTION 8

1. TECH BRIEFING #1 _____

2. ESSAY: What is the purpose of the PDC Course? _____

3. ESSAY: What is the "Shades of Night"? _____

4. ESSAY: What is the purpose of the conditions formulas? _____

5. TECH BRIEFING #2 _____

6. ESSAY: What is "green on white"? _____

7. ESSAY: Why is organization important? _____

8. ESSAY: Why did "The Old Organization" fail?_____

9. ESSAY: Which purpose do the people why try to control the Planet NOT have?

_____

10. ESSAY: How would you apply policy in a new organization? _____

11. ESSAY: How can you handle a Marcabian?_____

12. TECH BRIEFING #3 _____

13. DRILL: Write down 3 examples of "Product" _____

14. ESSAY: What is an "Overtproduct"? _____

15. ESSAY: What is the intention behing lying? _____

16. ESSAY: What does LRH mean with: "You haven't done anything in this life that could aberrate you?" _____

17. TECH BRIEFING #5 _____

18. ESSAY: Explain the relationship between implant and mystery. _____

19. ESSAY: What is the "power" of the implanters? _____

20. ESSAY: Why did the implanters HAVE to take over the Church? _____

21. ESSAY: What does it mean that the upper levels are "booby-trapped" and how do you avois these "booby-traps"? _____.

22. TECH BRIEFING #6 _____

SECTION 9

This section contains data about what is going on in this part of the universe and also what happened to The Church. Some of these issues are in original form in LRH's handwriting at Flag in the vaults of "The Bank", a building being part of Cof S properties there. A lot has been written in this world about the reasons and whys for suppression on this planet, and many writers have found a lot of true data. Some have also correct answers and some have not. The facts that remains is that there IS a lot of suppression

going on and the result is that not all people can enjoy their native freedom and abilities. This section gives facts about the games going on. We have collected some of these books, and in case you are interested in further study, you can ask your supervisor for these. Recommended are books like "Alternative III", "None Dare Call It Conspiracy", "The New Unhappy Lords". There is also a taped lecture called "Sector 9 in PT" which you are welcome to listen to. It is about 2 hours long and there are some lecture graphs to go with it. There is a little addition called "The Ripper". Another interesting tape is "Illuminati". Also W. Broward's unpublished notes for a book called "The Invisible War -WWIII".

1. SECTOR OPERATIONS BULLETIN NR. 1 _____

2. ESSAY: Describe what it means that planetary control and administrative structures become "top heavy" and what the result of this is. _____

3. SECTOR OPERATIONS BULLETIN NR. 2 _____

4. ESSAY: Describe the purpose of The Galactic Patrol _____

5. SECTOR OPERATIONS BULLETIN NR. 3 _____

6. ESSAY: Describe the Non-Interference decree from Grand Council _____

7. SECTOR OPERATIONS BULLETIN NR. 4 _____

8. SECTOR OPERATIONS BULLETIN NR. 5 _____

9. SECTOR OPERATIONS BULLETIN NR. 6 _____

10. ESSAY: What is the purpose of the film "Revolt in the Stars" _____

11. SECTOR OPERATIONS BULLETIN NR. 7 _____.

12. ESSAY: Why is it neccessary that people joining OT-Projects agree with the points 1 - 9? _____

13. SECTOR OPERATIONS BULLETIN NR. 8 _____

14. DRILL: Pick a game you are part of on the 3rd Dynamic. Run it through the steps "first" to "eight". Write down how you see the points in relation to the game you play in with all the involved terminals and flows, etc. _____

15. SECTOR OPERATIONS BULLETIN NR. 9 _____

16. SECTOR OPERATIONS BULLETIN NR. 10 _____

17. DRILL: Write down your own answers to the 20 questions _____

18. SECTOR OPERATIONS BULLETIN NR. 11 _____

19. ESSAY: What is PrPr6? _____

Why would some rulers of the Planet like to take over Scientology? _____

20. SECTOR OPERATIONS BULLETIN NR. 12 _____

21. DRILL: Find a "Model" in society that you know. List all the present "scenarios" in it and all the future "scenarios" you can expect to see. _____

22. ESSAY: How do you see the future for yourself in relation to "models" and "scenarios" being run on this Planet? _____

23. SECTOR OPERATIONS BULLETIN NR. 13 _____

24. ESSAY: Write down how the points 1 - 8 are being followed, or any change you have noted. _____

25. SECTOR OPERATIONS BULLETIN NR. 14 _____

26. SECTOR OPERATIONS BULLETIN NR. 15 _____

27. SECTOR OPERATIONS BULLETIN NR. 16 _____

28. SECTOR OPERATIONS BULLETIN NR. 17 _____

29. SECTOR OPERATIONS BULLETIN NR. 18 _____.

30. DRILL: Go buy a major newspaper. Find some examples of point 1 - 14 of SOB Nr. 18 in the newspaper. Write your observations down. _____

31. SECTOR OPERATIONS BULLETIN NR. 19 _____

32. ESSAY: What is it the Marcabian want here and how do they try to obtain it?

_____

33. Describe The New Civilization Game _____

34. SECTOR OPERATIONS BULLETIN NR. 20 _____

35. SECTOR OPERATIONS BULLETIN NR. 21 _____

36. ESSAY: What is the "The Third World War"? _____

Name at least 3 examples of losses and 3 examples of wins in The Third World War

_____

37. SECTOR OPERATIONS BULLETIN NR. 22 _____

38. SECTOR OPERATIONS BULLETIN NR. 23 _____

39. "PLAN FOR WORLD PEACE" _____

40. "THE NEW CIVILIZATION GAME" _____

SECTION 10

1. Listen to tape PDC Supll #2 _____

2. ESSAY: Describe "Living by flows" and "Living by postulates" _____

3. ESSAY: What are "The Motor Controls"? _____

4. ESSAY: Define "Theta Clear" and "Exteriorized Thetan" _____

5. ESSAY: What is "degradation"?_____

6. ESSAY: What is a "Big Thetan"? _____

7. ESSAY: Describe the relationship between the Thetan and the body and "cells" in the body, and groups of "cells" _____.

SECTION 11

1. TECH BRIEFING NR. 4 _____

2. ESSAY: Why is Inc I start of the track? _____

3. ESSAY: What happened during the "Snaps" in Inc I? _____

4. DEMO: "Dianetic Clear" and how it is reached _____

5. ESSAY: What is handled in Power Auditing _____

6. DEMO: Do a "Bunk" _____

7. ESSAY: What is a Past Life Clear? _____

What is a C.C. Clear? _____

What is a "Clear Cog"? _____

What is a Natural Clear? _____

8. DEMO: Who gets the auditing on AA 2? _____

9. ESSAY: What is the purpose of AA 2? _____

10. DEMO: What could happen if you put a person directly on AA 3 after AA 1 - skipping

AA 2? _____

11. ESSAY: Describe "Fac One" _____

12. ESSAY: Why did some of the beings not get the bombing of Inc II? _____

13. ESSAY: Why do you run Inc I and Inc II on AA 3, and not some of all the other incidents on the track? _____

14. ESSAY: Why/How does "Earlier Universe" work? _____

15. ESSAY: What is the idea in Axiom 29? _____

16. ESSAY: At which point does a Thetan go crazy? _____

17. ESSAY: What is "experimental area"? What happened there? _____

18. ESSAY: What is "Organization"? _____.

19. ESSAY: What can happen if you handle top of an Org (Plug)? _____

20. ESSAY: What does "Out of valence in R6" mean? _____

21. ESSAY: Give 3 examples of "Laudable Withholds" _____

22. ESSAY: In which sequence do you handle a Plug? _____

23. ESSAY: What will you do if the being will not take responsibility for the overt in for instance Inc II and goes: "Yeah, I killed 4 million people by bombing, but that was my job. I just did my job!" _____

24. ESSAY: How will you handle if you get a R/S (Rock Slam)? _____

25. ESSAY: When and how will you orient a being? _____

26. ESSAY: If the being's answer to "What" is a) related to the body, b) related to space opera - where is it most possible he is stuck on the track in relation to Inc I and Inc II? _____

27. ESSAY: What is "Revivification"? _____

28. ESSAY: What is the "36 days" of Inc II? _____

29. DEMO: How case can prevent medicine from working _____

30. ESSAY: What is 9th and 10th Dynamic? _____

31. DEMO: The sequence of Lambda, Theta and Phi when you bring a being up with auditing. _____

32. ESSAY: The rights of a Thetan _____

33. ESSAY: What is Entheta? What is EnMEST? What does Entheta and EnMEST have

to do with Out Int on a BT? _____

34. ESSAY: What is the "Theory of Games"? _____

35. ESSAY: What are "Prep Check Buttons"? _____

36. ESSAY: Give 3 examples of "Hatting a Thetan" _____

37. ESSAY: What is 2nd and 3rd universe? _____.

38. ESSAY: When do you bridge over from auditing to solo? _____

39. ESSAY: What is "Black NOTs"? How do you handle it? _____

SECTION 12

1. TECHNICAL BRIEFING NR. 7 _____

2. ESSAY: How does the auditor determine what to run? _____

3. ESSAY: How does he verify, that what he has found to run, is the correct thing?

_____

4. ESSAY: How does he get into the first Plug? _____

5. ESSAY: When does he end the session? _____

6. ESSAY: When do you end off on a Stack? _____

7. ESSAY: What is the "Major Action" on Excalibur? _____

8. ESSAY: How much attention is put on handling ruds, when you are handling stacks?

_____

9. ESSAY: What do you do when you have completed all the Stacks from the first D of P? _____

10. ESSAY: Explain the relationship between Thought, Function and Structure

_____

11. DEMO: What happens to the person who only runs being low on the Orgboard (Plug) and not the topholders? _____

12. DEMO: What happens if you only run the topholders of the Plug? What will you experience? _____

13. ESSAY: What is "In Session" and how does it relate to Excalibur? _____

14. ESSAY: What is a Pre-I Plug, and what kind of Thetans are in it? _____

Where do you find Pre-I Plugs on the track? _____.

15. DEMO: A Plug. A Stack _____

16. ESSAY: What is the sequence of "Spin Dryer", "Hoover", "Electrosphere"?

_____

17. ESSAY: What is a "Jelly Bean"? What is a "Bag Man"? What is the relationship

between them? What is a "String Cluster"? How do you handle it? _____

18. ESSAY: What will you do if a blowing Jelly Bean sticks to the wall? _____

19. DEMO: A Monitor and it's purpose. _____

20. ESSAY: How does Implanters get data about what the Pre-OT is doing?

_____

21. DEMO: A "2-waymonitor" _____

22. ESSAY: How do you get a direct telepathis sightline into an Implanter Org?

_____

23. DEMO: How you handle the other end of a 2-waymonitor _____

24. ESSAY: What is a "String of Pearls"? _____

25. ESSAY: Why is it very important to handle the Monitors? _____

26. DEMO: A "Monitor Sphere" and how you handle it. _____

27. ESSAY: Why does "Overpopulation Scenarios" exist? _____

28. ESSAY: How can you prevent getting Implanters on your lines in the future?

_____

29. ESSAY: What is "Giant Crystal Bodies" and "Honey Combs"? What are their purpose and function? _____

30. ESSAY: Draw up the "Chakkras". Explain what it is. What does it have to do with

religion? _____

31. ESSAY: Describe a "Pyramid" and give examples of how or where it is dramatized

today. _____

32. ESSAY: Name at least 3 "Standard Plugs" _____

33. ESSAY: What are the possible ways to handle if you find "Reserves"? _____.

34. ESSAY: Draw up a 3-waymonitor. How does it function? What is it's purpose?

_____

35. ESSAY: What can you check on the meter, if there is a holder you can't find, and the held being can't tell you? _____

36. ESSAY: What happens to the Pre-I Plugs at body death? _____

37. DEMO: The "Clean Flows" R/D _____

38. DEMO: "Super Int R/D" _____

39. ESSAY: Describe the "Cyclic Aspect" in Excalibur _____

40. ESSAY: What is Coltus? Where is it? What was done there? _____

SECTION 13

This section is very important too. It contains technical data which have been "found" or "developed" since the above. It has mainly come about after more experience with Excalibur has been gotten. More cases have gotten through this level and the experiences which they had, that have proven to be general, have been written up for others to use and benefit.

1. 22 Apr 86 Latest "X" Tricks _____

2. 22 Apr 86 Ethics Proclamation _____

3. 10 May 86 Letter regarding MEST-Thetans, Static-Thetans and "MOCO" _____

4. 20 Aug 86 Tech Advice _____

DATE COMPLETED: _____ STUDENT SIGNATURE:_____

EXAM %: _____ EXAMINER: _____.

END OF CHECKSHEET

TECH BRIEFING No 1

Frankfurt, 12th October 1984

by Capt. Bill Robertson

It is important to understand what LRH did during the last 20 to 30 years. His main job was to develop, research and publish the technology. The other things he did, like starting the orgs and doing management and so on, were secondary. That was done as a necessary thing to protect the technology, and to keep it expanding. But he has stated many times, that when ever things got tough in the world, or if there was a big attack on Scientology, then he would always go back and finish the technical research for the next level, so that this new or later developments that he would find and put out, would keep people moving up the bridge, and they would there+ore be better able to confront and handle whatever attacks were being made against Scientology.

The last time that I have seen LRH personally, which was in the year 1980, in the fall, he had just completed the final technical development and research on the presentation of standard tech by film, by pictures, so it can never be altered by anyone in the future.

It is very interesting to note, that those films are no longer available in the church. We are trying to get copies, but the excuses they give are, that the films show people who are declared, and that they are scratched, and some are damaged, and that "we don't use them anymore".

Now, anyone of you that knows the HCOPL 17Jun70 "Technical Degrades", will realize that this is the technical proof that LRH could not be behind RTC, because he would never have allowed anything that he developed to give exactly how the TRs and metering should be used, not to be used anymore. We are just talking about the technical side this time. In the years, that I worked with Ron, he explained to me a few times, what his main job in the research was. It was basically, he said, like going into a dark room, opening a door into a dark room, and trying to find a door at the other end. Without a light or a guidebook. He said the only thing he would go in with would be an E-Meter. As he would bump into things, or run into difficulties in the "room" (or level) that he was researching, he would then have to find out, how he could get back to the door and start again with the E-Meter. And finally after exploring the various ways to get through this area, he would finally find the door at the other side, and could go into the next level.

"Now, he said, the bulletins you see written, are the exact path through the room, there are many other things that could be written, but they are not the direct path through the room."

In the C/Sing of a level we find certain remedies and corrections, which help people get back to that path through the room, if they go off into the wrong direction. These are the correction programs and so on. You see that in various things like the green form, the resistive case bulletins, and the things handling various types of things on the GF40 and other list actions, and so on. These exact things and some of the remedies, and some of the OT Correction handlings, when a case caves in, these are the various ways to get back on to that path.

Now we have found out, that after 1980, when Ron did go off the lines (because he disappeared from the place where he was working at that time in California), that certain technical bulletins have appeared, but I happen to know, and so do many other technical terminals, that in the materials parts are written by LRH. Parts of them. Other parts are not written by him, these are parts of his research, they come from his research notes of the past, which he did not want to put into the levels, because they are not the direct path to the door. Alright, this is the reason, that in the Free Zone technical centers there are many Solo Nots Completions, I think there are 20 to 30 right now, and so far in the church there is only one or maybe a few more, but they are only promoting, that there is one.

We cannot analyze the church s technology anymore by the policy of Scientology, we can only analyze it by the emotion of greed in asking people "pay,pay,pay" for more, to not go through the room, but wander around in it for d while until all the money is gone.

I hope you understand this. That describes to you, what Ron went through to do the research to give you the bridge.

His work day on the Flag Ship, when I was there for 6 to 7 years, that I observed him working was: every day in his whole schedule was approximately eight hours a day devoted to tech and eight hours devoted to handle management, admin and ships affairs. I never saw him work less than 16 hours a day in that six years, never saw him get a pay-check for the week of more than 80 dollars. I do know, that when we were ready to come to America and go off the ship, that if Ron had wanted to take all of the Sea Org reserve monies, which was at that time about a hundred million dollars (for the Sea Org, for the churches for making buildings and continuing expansion, that is what it is for), that if he wanted to go and disappear with all the money, that we would have said, "OK, fantastic, he has done a fantastic job". But he didn't do that. He went to America and carried on finishing the NOTs research and OT level research, and doing the films, the technical standard films, knowing already, that there were many, shall we say people, who in the United States were waiting to attack him and his family. This does not sound like the actions of a man who is operating on a basis of just money.

The lies spread about LRH are proportional to the overts,

that those people, who spread the lies, have done against him

and his family.

The people, who transmit or relay the lies especially amongst Scientologists, are merely people who probably have not made the place on the grade chart, where they are supposed to be. Because anyone who has gains from Scientology and real wins or abilities, knows Ron s purpose on this planet.

His first duty was to help thetans to rehabilitate and go back to their native state, and that it was in fact a way to become self determined and pan-determined and at cause again.

Even the last possibility of a person remaining at effect was covered by LRH in the tech, where he said on the Class 8 course, "the last thing you will have to run out, the last thing, is your track of auditing, because, you realize, that from the definition of a thetan at cause, that whenever he is sitting in an auditing chair, no matter how good the auditing is by the auditor s code, which puts the PC at cause over his case, and helps him, he was still scheduled by the auditor, he was told to pick up the cans, told to start, and to end, and he was under control, though it is a control that is leading him in the direction of getting him free", and Ron said, even that little bit of the person at effect has to be audited.

So, auditing is not a trap, Scientology is not a trap, but it can be used as a trap, if the purpose of LRH is not followed.

Now to that point I ask you if there are any questions about LRH or anything I have said, because now I tell you next about what we do in Frankfurt.

Question from a person at the event: "There are many bulletins after 1980 like data about checking grades processes for reads and that sort of thing, now how do we know where ends the data?"

I covered this point with several tech people in England and America between 1980 and 1982,

and it was decided at that point {it is arbitrary of course, but it is a decision and it works), that we take the end of 1980, because that is the last time, we can be sure, that LRH was there and receiving any technical bulletins back and forth for OK, and his approval, and all these auditors that have audited some 20 years, and when done correctly, have great results with all the tech from before that, so there seems to be no reason to actually change it.

Ron did that continuously, as he would get feed-back. You see, the Flagship was an experimental place also. Many of us that were on board, were asked, if we would volunteer to take part in research sessions.

I might add to that point about the research, I told you before that Ron didn't write the bulletins immediately after getting through the dark room himself, but would make sure that cases of all types, difficult cases or easy cases, or people that have gone up the bridge this way and that way, whatever, that old timers, new people, could all receive the same results by getting PCs and auditors to do it on the Flag Ship. So there was continuously, as they came out, there was always the way, that every single person could go up the most, perhaps shall we say, not particularly the easiest, but the most efficient way. It does not mean fast, it means the person would be able to confront and handle that, which came next and go up the bridge.

Now, on the Class 8 Course he made his point, that it was all conforming to the basics of Scientology, so the only changes you would see in the bulletin after that was, if there was some pretty large percentage of when they put the tech in the field, that some problems arose, and it wasn't found on the Flag Ship, then there would be a slight revision or something.

Now you have to realize, that since 1980 there has been another motive in this, and that is to keep the person paying for his auditing.

As Ron said on the Class 8 Course, there are a million ways to do it wrong and there s only one way to do it right, and you can make a million dollars doing a million wrong things and finally come back to the right one, or you could put them through the correct way the first time, and then you can make a lot of OTs.

Ron s purpose in the Tech was to get the thetans up to OT, and we can not see this purpose in the bulletins, that have come up since 1980.

The actual additions of various rundowns, and things people must do, some of these are merely, shall we say, special handlings. They are not major actions. That means, that not every one on

the planet would need a R/D concerning how to better fix an automobile, or how to handle their 2nd dynamic or something like that, or how to handle their problems with Ethics. Some people would need that, but the others would handle that on their regular bridge.

So we have a path, that is very well researched, and very well experimented and very well taped out, which does result in increased abilities and causativeness, and I have compared the case levels of people, who have done the bridge before 1980, and the ones who have done it since with the church, and there is a great difference. It is a difference, which can be measured in terms of dynamic responsibility, the responsibility in life over the various dynamics, and in the reality and communications levels of the people involved. I think, you may yourself know of some of these examples.

I have found people in the church doing NOTs auditing, which is now the top level of the released bridge, who were afraid to communicate, afraid to find out everything, they kept very low profiles, they were very effect. This did not seem to me that they were able to cause much effects.

Another thing that people may be interested in, and this is to finish the answer on the question, is what Ron predicted for Scientology on the PDC tapes of 1952.

The PDC Course was an actual OT-Course, it dealt with the thetan s ability to mock up things and to make things of his universe and to reduce his being effect of the MEST-Universe (matter, energy, space, time}.

He said in those lectures, that Scientology had a short space on earth to flourish and prosper between the time that man had gained control over his environment and his machines, where they released him for a little more free time to do spiritual things, and before those men with evil purposes would use those machines to enslave you.

This apparently has been a repeated history on the track, we see it happening in the world. He also said, that we must get the tech fully developed and in use, before the "shades of night" fall, and he referred to that as the "Shades of Night" coming down or keeping all ideas and new developments a secret, so they could be used to control people rather than let them gain more freedom.

You see that today with all these mysterious secrets, that are going behind the scenes, and you never get to hear about what is really developed. All the ideas for a New Civilization for instance

are kept from you, or not let be developed.

I think that fully answers, why we put that arbitrary date in there.

I also might mention one other thing about the Grade chart, since you are all on it, we are all on it.

The grade chart represents the majority of cases at the time it was developed, how they can progress. However, as a C/S you do not always go by only that, because as you know not every one is average. You must do the basics of Scientology with each case on an individual basis, this is the only way you can handle resistive cases or someone that comes, and has just recently arrived, and is already a Natural Clear, and has no drugs or medicine in this life time.

So each is different, there are the extremes, and there is the middle, but no case is exactly like the others, as no thetan is exactly like the others. In fact you will find, that, if every case was the same, all their cognitions and all their answers to the questions on the processes would be the same, but they are not.

The questions are the right ones, the answers are the individual ones from that thetan to get him through that particular ability level. And if there is something necessary to be done to get him to that "going up the bridge in the middle", then we must choose the exact thing that will get him there without any problems so he has no difficulty in continuing, which brings me to the reason why I am giving you this tech briefing.

We will be starting now full time 1st or 2nd week in December the moving of all cases in the Frankfurt area that can exchange right up the bridge.

Now you ask "why here in Frankfurt ? Because you are supposed to be in Spain?" and all that stuff. The same thing we are doing in Spain, but I do not speak Spanish and the cases in Spain are all at a level, where they can be handled very easily by a lower class auditor, many have not had much auditing at all. I have programmed or C/Sed for each of the people there. I have trained up a Spanish speaking auditor on the DCSI, so we can which ever ones that are clear going on up.

But also there is a matter of exchange, and there is not much exchange in Spain, the people there

do not have any extra money to do anything under the socialist government, and to tell you the truth, I couldn't survive on just doing tech in Spain. In fact I was not even going to do any tech anywhere, I was depending on David Mayo's and the other AACs to expand quickly, but something a bit upsetting to me has occurred in the last 4-5 months, that is despite all our advices to them on policy.

Remember what I have told you about policy. It is the 3 dynamic tech, which protects the technology. The AACs have actually stated in writing to me, that they do not intend to use Ethics, they do not intend to use Policy. I happen to know that persons, that all people will not go up the bridge without those things in use.

If you understand the mechanics of PTSness, when that occurs, it must be handled. It s Ethics, it s an Ethics handling. If you don't have that, it s a roller coaster.

Policy and Tech complement each other. But that is not the most upsetting thing, that was the first one.

The second upsetting thing was, it is allowed and even promoted by Div 6s and Div 2s, - I do not accuse any tech people for this, because I am sure they do the right things with their tech-, but the administrative people and publics of those AACs are permitting extreme criticism of LRH and repeating of the enemy s stories, that are appearing in the newspapers and were started by known SPs, such as Nibs Hubbard-deWolfe, who was Ron s antagonistic son from a former marriage.

They have thought it OK to keep promoting the words of Flynn, who is dedicated to destroy the church, Ron de Wolfe, who is dedicated to destroy LRH and Scientology, and I have that in writing from Ron de Wolfe himself. In a letter he stated, he has been trying to take apart Scientology brick by brick for 30 years, and yet it is OK, it s allowed to say, "I think, this is right, LRH was in black magic, and he was taking drugs, and he was doing all this, and he ripped off all this money" and they are allowed to say that. They even write that down in their magazines and stuff like this.

Now I ask you: If this is permitted and they send a person up the bridge, in the future when he goes out and says "I am a Scientologist", (by the way, they also send out letters stating "We do not say we are Scientologists anymore". I have a letter saying that from Harvey Haber from the AAC, who is the DIV6 of David Mayo s.), when they say that and go out and say, "Well, I've had my auditing" to someone they are in communication with for business or a job or just contacts, these people could just turn around and say, "Well, that s very funny, because 5 years ago you told me, this guy who founded all this stuff was crazy, black magic, and he was this and that". To put it mildly and in the most lightly way, they are destroying their own future. It is like a man climbing a rope ladder up the side of a cliff and saying, "Man, the guy who built this ladder, he

didn't know what the hell he was doing. The things that hold the ropes are all weak, and it s going to fall in any minute." Well, why the hell is he climbing the ladder? Why doesn't he just stay down there? It is not understandable.

This is why I realized, that they needed a C/S in Frankfurt, I realized also, that many people have been shall we say, a little bit messed about by the old church. I realize, that people are willing to exchange to have all this handled and go up the bridge standardly. I can also read and speak some German, although I must translate some of it. Also Frankfurt and Germany are a very key part in the 4th dynamic, which I also take responsibility in my universe for handling , so that we do not become slaves. So for all of these reasons I decided to actually start some very standard going up the bridge for people from any level, because at first it was going to be OT levels, but there are not enough people just there yet. But we will get them all the way up and then carry them up to the very standard OT abilities.

As I say, I can recommend any technical person, that anyone wants to ask on the planet, that is doing standardly the tech. David Mayo does very standard tech, and so do all the people he trained.

All I am stating here is that the environment, which they are in, tends to make them PTS. Eventually it will stop or hinder or cause them to drop the cause levels or the ability levels they have obtained.

So it is not the fault of the auditor, it is the fault that they do not have a 3rd dynamic tech in the org, and the Ethics around it to protect it.

Now perhaps you have seen the order that Dorothee wrote with my approval about the drug-scene over at the "Avalon". This is an example of a gradient of ethics being applied and the correct policy being used to handle PTSs and giving them a chance to get back on the standard line. Do you know, that there is no AAC in the world, that I have seen an issue from, that there is no tech delivery center in the world, that I have seen an issue from, to handle an ethics situation. They can't confront it. I could handle it as a C/S with them. Because they have been hit by incorrect ethics by RTC they backed off from using it totally.

To stop using it totally is like a man, who has a wreck with his car, and he never wants to drive again, or like a person, who has had a bad auditing session and they are very hard to get back into session. There are handlings for this.

LRH said, the tech could be used to suppress people, Policy can be used, Ethics can be used with

Policy, but when used correctly, no problems, you go right up the bridge. Actually I wrote the chapter about Ethics in "What is scientology". I wrote that chapter and sent it to LRH, and he personally OKed it. What was written was put in the book. And in that it states, that Ethics is a technology, and it covers conditions, it covers getting off overts, and sec checks, and covers the PTS/SP phenomena, and boards of investigation and other justice actions.

These are all technical tools, and when used correctly and for the right thing, without the way RTC is using them, saying "I don't like these findings for the Comm Ev, you find it this way, now go back and do it the way I say", which is totally against policy written on it.

You think, why can't people see this. The Convening Authority or authority who calls the committee cannot influence the committee, he can only accept the findings or reject them, he can not tell them what they should be. It is an evaluation, and in fact you don't even need a committee if you don't follow that policy.

And now you find in the writing of RTC itself, they even say "we now declare people at the finger". They even say this themselves, no comm ev. They will even tell (we have witnessed statements), they will even tell the person "you can have a committee, but you will loose." The other thing is, they are mixing the technologies again, they are alter-ising the technology of ethics, they are confusing conditions with justice actions.

A justice action is a 3rd dynamic action, when the person cannot get his 1st dynamic ethics in himself, so he needs the help of the group.

Condition formulas are actually the way to expand and flourish and prosper in the universe. They are meant to be applied causatively by the person on an individual basis. If the wrong one is applied, and this is stated in Policies on Ethics on a tape, if the wrong one is applied, the person will fall down the conditions to the one lower. Very exact. This happens all the time.

You notice, how many SP-declares have come out in the last few years, 2000 and more, and from the viewpoint of the church all those 2000 fell to the next one lower. If you look at an SP being an enemy - they went to treason and they resigned from the church. It was the wrong condition. Obviously they didn't come up.

Ethics is to get the guy up. Some of them went to doubt and did a whole doubt thing, and when they did that correctly, back to treason they went again and were gone. Some of them went down to confusion and remained there, and they didn't want nothing to do with anyone. That is an

example of misapplication of ethics. But what we have been doing in OTC WW is trying to make sure, not only the tech survives, but the policy and ethics as well, all those technologies.

So in Frankfurt we will find, that we will do it that way. When for instance you hear some one carrying on and nattering about this and that and the other, it should be reported to ethics, the person is called in, and HCO justice policies are applied. It s called Manual of Justice where by finding out, who told you that, and you trace it back to the source, and when you get to this source, he either agrees to have his overts and withholds pulled on the terminal he is criticizing or if he doesn't agree, then a justice action is called by the 3rd dynamic to decide, where this person is sitting in relation to the group, like a Comm Ev or what ever.

There is no condition formula, which says, criticisms are handled in this condition. That's not the purpose of the condition formulas. You can't put a person in a condition because he is critical.

The church does this all the time. (Ha, you are critical of us, you must be with the enemy, you are suppressive.) There is not such a thing, the technology for handling criticism is given in the red bulletins also, it comes from O/Ws and M/Wh Technology.

It is very easy and everything has a basic and a way to handle it. When you mix these up you get salt in the coffee and sugar on the meat.

First of all we will star* this program off by making sure we collect whatever data we have on the case, or what ever auditing you have had. We can do that with a white form plus a DofP interview, or you can write it up yourself and we check it with a DofP interview, or summaries, what you had on the bridge or off the bridge. It is up to the DofP to get the complete data now.

I m a permanent Class 8 awarded by LRH and I know what to do with a case problem. You have to have the data on the case. We get these data together, and before anything else is done, I look it over as a C/S, and then I make sure, that the next correct action is done, after which the person should be on the bridge. Now that means, he may be on the bridge already, but so far I haven't found anyone that is standardly on the bridge.

Some people have had invalidative sec checks, some people have started to go into endless corrections, and some people have been programmed to, shall we say, to do actions on the side, which are not necessary to go up the bridge and probably not needed.

For instance, a girl asked me in Vienna, "I have this problem of playing before an audience, I m anxious, I m nervous." So she said, "can you handle that?", I said "yes. Well, I m also a C/S. Where are you on the bridge?" "Well, I think, I've done ARC-Straightwire/Life-Repair."

She really wanted this handled. Now, if I was interested in just money I would say "sure, it will take 50 hours, I ll handle it." No. I only want the fair exchange, but I want the best thing for the PC, so I told her "First go up the bridge. Get your grades. You can do it here, or in Langenthal or what ever, and when you are up the grades it should have been handled. If it is not, then let me know and we will handle it."

She was surprised. I said, "Well, what do you think, the grades are for?" The things like that, that the thetan can obtain, each grade handles the different parts of these things. If you know the grade chart, you can see all the abilities that people achieve on those grades. If they really achieve that, I don't think she would be nervous after grade IV.

Well, if you look at it, it could be a problem in communications, it could be a problem with a problem, about it she could have O/Ws and be a little nervous about being found out. It s right there somewhere, or an ARC break or dramatization of a service fac, it could be anything. So, honestly as a C/S I have to tell her, "you go up the bridge". The church would probably say, "ha, you need a Sunshine Rundown, so you are happy all the time." 50 hours of that, that s a very high price. So you see, this is what we want to get back, the intention of LRH in developing the Tech, and in addition to the intentions of LRH, we want to get back in, (I say get back in because it is not there now), the recognition of source, because there are people now in England going around and saying that, "Ron didn't develop the tech", and they are saying, "John McMasters developed it", and other people like David Mayo, and some of the Class 10s, "Otto Roos developed the Tech".

How soon they forgot, that I was there on the Flag Ship for 7 years, when he, LRH, developed everything.

From the Class 8 Course all the way through NED for OTs, starting with the NED course, all the tech in between and including the Ext/Int-Rd and the Drug-Rundown, OT Drug Rundowns and everything was developed right in that period.

As the captain of the ship I made a tour of the ship many times a day, and I saw him at the office, working on the Tech 8 hours a day. I didn't see any of those other guys doing it.

So it s very strange to me, that these stories can be circulating amongst Scientologists, that s as silly as me saying, that since I was used on a pilot process or an experimental process of some of the L s, (you know, the Ls, L10, L11, L12). I was given some of those on the Flag Ship, as an experiment. But its like me going around saying "I helped develop the Ls." I didn't do any of the research on the L s, I was a PC or a PreOT.

You see the difference. And even then, I mean, that people would believe this, it shows me, that we are on the correct path only here in Frankfurt, and in Spain, or where ever we are putting the OTC WW. Because, as I said, the other areas are becoming more and more increasingly (as they are not getting their overts pulled), they are getting more and more critical, and spreading these rumors and so on like that. They are false.

OK. That s my viewpoint and I hope you like it. But I think, what you are being given, if I may look at it now from another viewpoint, what we are doing here is actually also a pilot process in Frankfurt, right, and as a result of this you may be the first people to be able to promote the results of the most standard bridge since LRH was actually running FCCIs at Flag, that s Flag Case Completion Intensives on the Flag Ship, and he was C/Sing all of their cases.

So, next year we can start over here the Universal Church of Scientology somewhere in Europe, where all the training and auditing, that has been lost, all of his training, all the Policy, all the Ethics, all the Tech come back in.

Because that has not been duplicated yet, I consider I ll take the responsibility to start that and help start that, because no one else, again, is doing it.

I also like to state, that when you get to your OT levels and so on, that my main experience in missionairing in Tech was to be the Commanding Officer in most of the AOs on the planet.

I've been the Commanding Officer for the AO at Alicante, which was the first one on land, and the one in Edinburgh, which was the first AO in England, and the first one in California, which was the AO L.A., and on other missions I have run for a while the AO in Copenhagen. And believe me, I know everything, that can happen with an OT case.

Before those jobs I was in the Advanced Org on the Flag Ship on the following posts: Tech Sec,

Qual Sec, Dir of Review, and the Review Auditor for all OT cases.

And before that, when the Sea Org just started in 1967, I was the I/C of Review, and that included sec checking, included all of the review actions on all the persons in the original Sea Project. Before that I was Senior Lead Review Auditor at SH England, and Director of Review Qual Division, and before that HGC auditor and also Class 7 Intern, which is Power Processing Auditor.

So I have a lot of technical qualifications on my track for handling these types of cases, and I can say in truth that the AOs were never run better by anyone else except of course LRH.

I m not bragging about that, I m just telling you that, because I've duplicated, what LRH wants. And most people, that have been to those AOs and have been through them, when other people were running them later, will tell you the same thing.

The reason they tell you that is because when ever I went to correct an AO later, the first people who would come to me, would be the old timers who had been there earlier, you know, and gone up the bridge, and they would say, "I m glad you are back. Now I want to tell you something." "OK," I said, "go ahead and tell me because I m here on mission, to handle whatever it is." And they say, "We can't promote for people to come here anymore, they just don't do it right anymore."

These were the most influential and wealthy and the most known public, and I would pull the string and get the data, and I would find that who ever was running it, he had gone into the idea, "We are just going to make the money, we are just going to sell Power processing and something or other and we are not going to get them up the bridge."

One place in one time in Copenhagen I even found they had a C/S, that was blackmailing PCs. I declared him and I'll even let you know the name, because I don't want him ever again in Scientology. That was Belkacem Feradj, French Algerian, he is maybe not known in Germany, but he was at the AO in the 70s, he is now in the US. Anyway, that is probably the most betrayal, I think, to do to LRH, that someone could blackmail a PC, find out about W/Hs from the government or his W/Hs on wife or whatever and then say, "If you don't give me this money, I will tell."

Now, that is about the most betrayal that I have run across on the tech lines.

But these Guys, that are going around criticizing LRH, if they keep going like that, they may reach No.1 position in betrayal.

We have tried as OTC, and my friends tried, Maria has gone over to the US, Hermanns in Switzerland have gone there, John Caban has gone over there, and every time we brought them the same message.

"Hey, knock off this criticism and this Bla Bla Bla about LRH, and pull their overts and withholds, and trace it down to the source and expose, who is doing it." They won't do it.

Anyway, it s time now to create the alternative for the

alternative, OK ?

I ask you, if you want to help in this. I m going to do C/Sing and so on, and in special cases I might even do some Review Handlings, because there are some people I understand have been screwed up, messed up on the OT levels, that requires this type of AO review auditing handling, which I can do and get everyone back on the bridge and on up through OT. We do need more OT s as LRH always says. Real ones.

Because, shall we say, he is feeling a little lonely. He has left the bridge here for us. He is waiting there to say "Hello!. Glad you could make it!"

So, anyway, that s what the plan is, and I would like now to know any questions you have about this, before the tape runs out.

Oh yes, one other thing. My rate as a permanent Class 8 as C/S is DM 300.- per hour.

Maria is going to do the DofP stuff, DofP interviews and also operate as what you call a tech page, getting the folders together and doing all the things, she knows the whole line, she has worked at Flag and in AOs and so on.

Now I want you to realize something, right ? Marianne is going to continue auditing and so will Franz and anyone else.

Like that I hope we will get the whole thing together and just start a flow, that will be filled by all around Europe. We will have to train people and get them out and just bring the whole level of technology up.

Also I want to point out that DM 300.- an hour C/Sing once the person is on the bridge right, really on the line, and when I know what is happening in every session, then it is not necessary to have the Senior C/S, (I m calling it Senior C/Sing). Anyone that is trained to run those levels can probably just C/S the next steps on the thing. Like you have run OA on the communication thing, the next thing you run is OB. So when you went standardly on OA you go on to OB.

So I m sure Marianne can handle that, or Franz, or any person. What I m trying to do is once getting the person by making sure that he his totally right on the bridge without any BPC, picking them up again at the point where they go into the Solo-Assists and then giving them the C/Sing from there all the way to OTIII. And I ll even state here, that anyone that wants to go on the old OTIV,V, and VI, we have those materials as well. But that is only once they have finished OTIII, then they can sort of communicate back and forth in writing to the C/S and we will see, if that is the best line. But by that I think I ll probably have done my NOTs training as an auditor and C/S, so I can carry on with that. If not, there is always Per Schiottz in Copenhagen, so we will work the whole bridge.

Please address any communication, if you have anybody interested for this, to Maria. She will be keeping the logbooks of who has paid for what. So we can give the service on the basis of policy, you know, the service to the people, that have given exchange and buy the preference rates, and so on.

Also the C/Sing does not take as long afterwards as it does in the beginning, because in the beginning you have to work with little data from the DofP and the White Form, you have to guess at what all is in the folders that the church is holding, and you have to pick out what BPC they have missed and handle those and make it so, that the person is ready to go.

When you have them going already it is very easy and may take 5-10 minutes to do the C/S. If there is a little bit of trouble it doesn't take very long, because you have already done the basics.

So out of DM 300,- we say that DM 150,- is half hour and DM 75,- is 15 minutes and if it is a fast thing, 5 to 10 minutes it s DM 50,-. So that way everybody can have their folder C/Sed by me if they want, if they don't wish to, they can just have the beginning done and will then be given on to their regular tech lines, and after they get to the Solo Assists, then I ll take it on from there.

Now, for the auditors here, the people that are tech people, I will tell you one other thing. Here, we are applying the policy of Qual. OKs to audit and OKs to the C/S etc., etc. are obtained in Qual. And this is how all tech got started on the Flag Ship. That s why I m using this, because we do not have a training course, where we can train a whole bunch of C/Ses. We will have in the future, but until then, if there is something you want to C/S and you have the qualifications as an auditor there, well, then you bring the bulletins, you study the pack and so on, and as Qual Terminal I ll give you checkouts and meter checkouts, everything on that pack, and give you the OK to do it.

That is how it was done originally in the Sea Org. You check out, you show me the checksheet, you've twinned, or where ever you have done the whole check outs and so on. Like a tech training thing on it, on the exact thing you want to do, like you want to be able to C/S or audit on the DCSI. Well then you do the Pack, Bla,Bla,Bla, bring it here, I give you an exam, give you a check-out and so on.

Well, I think that is about the end unless there is any other question.

To end off, that is the purpose of this. It is to put in the bridge like LRH originally intended. The alternative to the alternative, that will bring Europe again into a position where LRH stated in 1966 "Europe must be ready, in case the United States go down the drain, to take over the entire responsibility for Scientology in the world."

I think it is time again to do this.

Frankfurt, October 26th, 1984

by Capt. Bill Robertson

Hello again !

The first tech briefing was on the OTC's operation in Frankfurt to set up a delivery center here going up to OT III and possibly beyond.

This week I want to talk about the organization, the reason for the organization, in respect to the tech, and how it protects the technology.

I have given this lecture once in Spain, but we didn't record it. It was very well received there.

I try to give it without a blackboard, because many people will hear it on tape. Normally I draw a picture, but I will try to make a picture, so that you can hear it.

Many of you have studied green on white and red on white, and you know that one is the technology of auditing and training, and one is the technology of organization and ethics.

How do they relate to each other, why are they both important, and you can t just throw away one and use the other without having a serious consequence?

To look at this, let s go back to 1950, and let us imagine, that LRH has come to earth to handle the aberration on the planet. All by himself. Now you know that he was working by himself when he wrote Dianetics. So, if you imagine, now I make a drawing, and up here I put a thetan, LRH, a theta symbol at the top. That's LRH, a person, a being, that is clear enough to observe that the planet is aberrated, and wants to do something about it. So he writes up Dianetics and researches it. And now we draw down below here at the bottom a big ball, which represents earth. And on it we put a lot of little black dots, which represent aberrated people or beings. Some think they are

bodies, some think they are animals, and some think they are robots, and, anyway, they are aberrated. And around this ball down here with the black dots we draw a whole bunch of little waves and squiggly lines, all representing their banks interconnected, and the aberration that is being dramatized on the planet. A whole bunch of little lines there that looks like a mess, like spaghetti thrown on the floor.

Now, the thetan up here, LRH, takes one of these points, with the little bit of squiggle, that is with that point representing a person and his bank, and audits him. And we see that, halfway between here, we see, that this guy has come up here and has been audited, and a lot of that has gone away, a lot of the spaghetti. And we repeat that process. He must have audited many people in his research, so we put a whole bunch of dots in the middle here, and with not too much spaghetti around them.

Now we see, if you take the viewpoint of LRH, how long it would take to handle all the dots on the planet, if he did it all by himself, when there is about a billion thetans in human bodies and plenty more just floating around, not even having a body or stuck into some part of the MEST universe. It s a long and tough job for one person, one being.

So he trains one of these dots up here, that he has already audited, and he trains, let s say, about half of them as auditors. And he sends them down into the planet with all the dots there to audit. And they disappear into the spaghetti. They make a little bit of space there, where it is a little bit cleaner than the other space. You can erase some of the spaghetti where these little dots went back onto the planet. But they are not really high enough up as OTs to keep themselves totally keyed out and carry on and repeat exactly as LRH did, because they are not quite all the way up there.

And some of them stop auditing and go back into the spaghetti, and the little space disappears around them.

So, if you are looking from the viewpoint of LRH, he says, "We need something now to protect the auditors and help them confront that bank, that spaghetti, that aberration. They keep drowning."

So, what do you do here? You divide the parts of the spaghetti into their component areas of aberration because some people have aberrations more about communications, or they are PTS, or they have aberration about money, or they have aberration about doing something without approval, or they can t operate on their own, because they don t have anyone to support them, or they have some problem in their own case, which makes them not confront all the spaghetti around their area. Or they are afraid to get into conflict with the government or the other powers that be around, and the authorities that are around the planet telling them, that psychology is the only way to handle the mind and so on. Or they are afraid of getting into trouble with the

government or the tax people.

Now, so you divide all of these fears and put an expert in charge of each one. And you surround the auditor with these people, or you surround more than one auditor with these people. And you have each of them trained to handle that portion of the bank, exactly. So, you then put that onto a pattern or a plan.

And in 1965 he released the final plan on that, which was the Org Board.

Did you notice, that the people, who handle communication successfully, just communicating, no matter how aberrated someone is, they are people who like to do that. Yes, they are always pleasant, and they don t key in, those are good people for reception. And there are those, who can confront evil very well, and they are good for ethics people. And there are those, who can confront the problems and aberrations about money very well, and those become good registrars and treasury people. And of course the auditors can confront the individual bank and so on if they can get the safe space. Or they are the tech people and the qual people.

But the qual people are more high than the tech people, because they can also confront the aberration of the organization, to try and keep it all sane in the organization. They also correct not only the tech people but also the organization as well.

And then there are people, who like to play with groups, and can confront groups and are not afraid to stand on a stage and talk and lecture to people and all, and they become a Div 6. And there are those that like to run things and can confront a lot of things, and these people become executives.

And there are people, who like to confront the governments and someone like that, and so on, and they become members of the GO.

You realize, that these qualities, although the people are trained to do this, trained to confront, they also must have some inherent purpose or ability in that, that they have retained or kept from the track, or have that degree of OT-ness in that area, that they can do it well. And that is, how you get your first people on to post, the ones you find, that have this sort of ability left over from the track, that didn't get suppressed or aberrated.

I'm sure, you have all heard of people, that come into the org and right away they do real well on the post without any training. But, if you move them into another post, they go "Whoof". That is because they need to have trained and processed out the aberration of confronting the other area.

But as you get trained and processed on all the levels of the bridge and policy, you can then confront all of it and become an executive. And yet you know some people, that, when they get linked into a managerial network of managers, who are controlling not only one org, but many orgs, that some of them failed terribly, didn't confront it, and went back just becoming an auditor and confronting one person at a time.

This is only a problem of handling a persons case and their confront level, and their training of course. But in the beginning you have to start with something. So, LRH put in a rule, in policy, to handle the fact that not all of them have got to be totally handled and processed at the beginning. He made them make an OT-postulate of their necessity-level so that the rule became: "No case on post". Very important. Because, wherever that happens in an organization, it makes a weak point.

No case on post. You follow the policy and the tech. You operate at cause, like the auditor does. In the TRs the auditor learns not to have a case when he is auditing the PC. The same applies to people in the organization.

So now you can have a successful organization to protect the auditing and in this ball down here you can spread out a much larger area of clearing. And in the Div 6 you can train everyone that comes through the organization to go out and start the small groups in the field, or in the spaghetti area, to also start their own little group of clearing supported by the large group called the organization.

These are expressed in the Volunteer Minister s- programs, the Gung Ho Group- programs or OT-Gung Ho Groups, and the Dianetic Field Auditor- program, and the programs for setting up franchises and missions, and FSMs.

So you can start to see, that the whole of policy is designed to put strong points into this aberrated planet, of relatively clean theta, which can then expand and can themselves put other points out into the environment, which can then expand, and which can meet together, and finally the spaghetti will disappear as people get trained and processed.

And you also can see now the starting of a flow. We bring these little black dots into the beginning of the organization with all the spaghetti around them, and we bring them through the organization; reception, registrar, treasury, tech services, training, auditing and in qual for the examinations and certificates and the feed back line of review to make sure, that everything is OK, and finally to Div6, and they are then hatted to go out into the field as FSMs or as field auditors, or volunteer ministers or franchise holders or whatsoever.

Now you see that flow, and as it goes through in the organization, and the people each time they come through the organization they are going up the bridge, higher and higher. Theoretically this is a machine, this is a clearing machine. Do you see how it is? It brings in the dirty particles, cleans them off and sends them out, and then it brings them back through again, cleans them off some more and sends them out,and so on and so on. And it sets up more and more little organizations to do that. Look at the basics of gradient scale here. It s not cleaning them all totally the first time. It s doing it on a gradient. The gradient scale is called the bridge. And it moves up on a gradient to Clear and then up to OT. That is the flow and the pattern that LRH designed to protect the auditing and to make sure this clearing machine works on the planet.

Once you have this machine in operation, it is very difficult to stop it. About the only way to stop this machine was to move in at the top and turn off the switch.

You notice, that the people at the top of the organization, LRH, MSH, Quentin, even myself, Diana, Bill Franks, all these people were the most heavily attacked by the take-over people. It is understood, that before 1980 there was still aberration in this machine, because it is a gradient, it wasn't intended to be perfectly right at the beginning at every level.

We maybe can do that on the next planet we clear because everyone will be all trained and processed and ready to go, when we go to do it. But in this one it was doing it with the tools that were available, since it was a restricted zone planet, and not only the technical experimentation was done here, but also the ethics/policy - experiments. The people, or beings, who originally volunteered to do this mission with LRH, immersed themselves all into the spaghetti for many many lifetimes, to actually test the validity of the technology in getting them out of the spaghetti.

When this was proven that it could be done, it was also proven of course, that it was not dangerous anymore for this planet to be restricted so that thetans could not come here. In other words, you would not contact a fatal theta-disease and never get well again. Because the technology existed to get people back up to their original state of whatever it was when they came to the planet, when they started their voluntary mission. These were the people that Ron asked for to help him in the Sea Org and Sea Project. Since they were already members or volunteers from other civilizations, and they were already dedicated to helping LRH, that was their original agreement.

And some members of, well let s say galactic network organizations, such as the Patrol and the Biological Survey and various other interested scientific groups, these people were the ones that LRH was showing "Hey, let s get back together in the Sea Org here". And that s why they had the billion year contract, because those people would respond to that, because they were already on a long purpose line before they came here.

Of course anyone who has found out how successful the technology is was also invited to join if they wanted to take that purpose.

So today, the situation is that the organization had a couple of faults in it. All were either covered by policy already and were just ignored -in fact all the situations including infiltration and take-over could have been handled by following policy more rigourously.

This has been analyzed, and we will not repeat the same mistakes that were done at that time. In short, there are some policies, that become now more important than other ones to prevent that type of thing from happening again. All of them you see already being employed in the Free Zone. And one of them is the fact that you don t make a total step ladder of command, where no one can communicate to some one higher in the organization without going through all people in between for information.

The information about the take-over, infiltration and all the problems that occurred with the GO and so on was known at certain levels of the organization, but was prevented from getting to the top. That s covered in my debrief tape.

This time we have it as a network, a net like a spider s web but without a spider in the middle. All linked together, but the information can travel as fast as a telephone or a computer or telepathic communication can travel. That way anyone that tries to take over the organization is soon revealed and spotted. OTC has successfully handled 7 such attempts in the last 8 months. Some of them were attempted by other independent groups. Some of them were attempted by RTC, and some of them were attempted by hired telepathic people by the Marcabians themselves. Let us not deceive ourselves this time either about the importance of Scientology for this planet and the universe. This is another thing which was a little bit, let us say, made of lesser importance than it should have been in the old organization. Everyone was striving to be recognized where those people, who are suppressing the 4th dynamic, were well aware of Scientology, and had already made many plans to take it over and to try and keep it from being recognized. In the highest level conferences in banking and government they used to discuss Scientology at least 2 hours a week. And they also instructed the press and the other officials, to make nothing of it and to invalidate it and to keep it seeming like it is some kind of crazy cult. It is obvious from this that the people who are currently trying to control the planet do not have clearing as a purpose. Understand this very, very, well.

Because if they do not have clearing as their purpose, they are totally opposed to Scientology, not individually, but as a group. It threatens the vested interests. Then what is the purpose of these vested interests? Since we are striving to free people, make them more independent, clear and sane, then these people have the opposite idea, and they intend to enslave people and make them less aware and more insane.

And you only have to look around you and find out what the programs are to have this happen. It s very simple.

Why the sudden increase in Drug-taking in the civilized societies since 1960? Why the criticisms of all religions and things that would make people more spiritually aware? Why the more tight control of peoples money and finance and ideas? Why the more threats of war and civil disturbances and terrorism?

All these are planned. And if we look at the other side of it, the side of clearing, have you ever spoken to anyone that has gone into an area, let s say in the country, or not near the major cities, or in a small country and found out how easy, they tell you, it is to expand Scientology and how eager people are to have it? It works. It handles their problems, their ARC-breaks, all of their engrams etc. They love it. And in many areas they welcome you with open arms, and say, "Oh, I want more of that! Would you please talk with us? Will you please come and talk to the leader of our group, right away?" This has happened many, many times in areas, where the evil ones have not had much control. But as soon as they hear about it, then they come in and put the suppression on it. It is rarely a mistake made by the eager Scientologists in the area.

It's usually -if we look at policy the reason is an omitted use of policy to handle all the various aberrations that can be dramatized or restimulated on the population. You see this in the field of Scientology, where the people say, "Oh we don t need ethics out here. And we don t need Guardian Office activities out here." And believe me, when there are bad activities, off-policy ethics, and off policy GO-activities, you certainly don't need it. But when they are the correct ones and done according to policy and the data series evaluations then they are very successful.

So, what we have seen in the last 5 to 10 years is a gradual going away from policy and implementing arbitraries into the policies and into the organizations. And these were deliberately done and restimulated on the minds of Scientologists by the outside vested interests and their infiltrated agents. for reference on more data about that is Sector Ops Bulletin No. 12, called Models and Scenarios.

The world press criticism of LRH and Scientology stems exactly and directly from these sources, and the people that were involved with it have actually admitted to it in writing to us. We have also information from, shall we say, files of various governments, obtained through the "Freedom of Information Act", or the "Freedom of Looking Act", that first of all there have been plants into the organization in high positions since the late sixties and being well paid by the governments and pretending to be very good Scientologists. But only pretending.

And you noticed, that they never went around an auditor that was C/Sed by somebody who was trained by LRH. They never got near an auditor who was trained or C/Sed by LRH. And if they did, they demonstrated very strange case-phenomena such as no case-gain, incredible withhold-phenomena, and always trying to excuse it and saying it is something else.

One such planted agent in the USA had 300 hours of audited NOTs without case-gain.

There are many more stories, but I am not interested in the stories right now, I m just interested in giving you the picture, of why the organization and the ethical surroundings of the technical lines is very necessary in any game or any attempt you are going to make to get tech in. The tech can be given at reasonable prices, the tech can be given with high ARC, and it should be, and it should be in a friendly and safe environment. But there should be something else as well. It should be an on-policy and on-ethics environment. The gauging of the importances of the various policies is a very important thing to do.

In the Free Zone or with the people who carry on with Scientology in spite of anything we have found out that there are certain importances in policy and tech of course to be used while we are coping.

For instance, if an auditor is not trained to do a certain action, we can without going through half a year course and keep the PC waiting we can check the person out on that action and get a "Qual OK" to audit that action and do it.

This is the original Qual - Policy, that qual gives all the OKs to audit anyway, no matter whether the person is trained or not. If he hasn't taken the auditor course for a certain list he has to do, the next thing on the PC is a list, and no other auditor for a 100 miles, and he is the only one, and the PC needs that list- well, he can be trained to do that particular action and go and do it. If he went away to get trained that would be only one hundredth part of his training, but he would be away for six months.

How do you think all the processes and the training levels were developed anyway by LRH. The courses were not the first. The auditing processes were the first. We are just going back to this historical thing.

LRH had to train auditors himself to audit the processes, that he developed. And each time on the Flag Ship, when he would develop a new process or a new level, he would first train one or two auditors to do that process, particularly that particular thing, and use it on a few PCs. That might be with one bulletin or one LRH-handwritten despatch.

Later, as it was proven that that was the way, as I mentioned in the last lecture, that that was the correct way to get through the room, and it all worked on all levels of cases, then it would be written up as bulletins. And you might then eventually in 4 or 5 months have a whole course for that. And then would come the thing that everyone must be trained on this because there was now enough material to make a whole new class of training. Now this is of course, where the Class VIII, IX, X, XI, XII auditors courses came from. Of course the Class VII-Course as well because it was for specific processes, power processes. The class VII auditors were for that. But the first people, who audited them at Saint Hill were only class VI, And they were checked out on the processes in qual, and then they started auditing it under supervision. And from that developed the class VII course.

So we have to repeat the evolution, until we are big and strong enough to have these various facilities again. You understand that is a more important policy of following the research and the development line on a proper gradient. We already have all the research done, so it s just the development of the tech. And it s not the tech, that we are developing, we are just developing the policy around it. We are putting in more and more policy on a gradient. That way it has to be done to actually survive. If you try to apply all policy at once, then you can t do anything, because somebody will come up and say, you don t have a certificate to do that, and there is no real HCO here, and there is no real Qual here, and there is no real CS here, and you have no OK from this, and even no Flag here, so you can t do anything. And if you can t do anything you fail.

So you must judge the importances very carefully and apply on the proper gradient the policies, that you can apply at that time, which will ensure the success and won t stop the action.

Let me repeat the last sentence: You must gauge very carefully, when you are coping, like we are doing, the exact policies you can apply at the level of the gradient where you are, which will result in success and expansion, and which will not stop the development of the organization and expansion. You are essentially therefore being confronted with what is the purpose of what you are doing. I refer you back to this drawing that we mocked up here. What was the purpose of LRH when he started developing Dianetics? Well, he wanted to help people. He wanted to help them spiritually. He wanted to remove the aberration. He wanted them to regain their abilities. It was a doingness. It was the activity of auditing.

Now, maybe, another policy leaps to mind: "Any auditing is better than no auditing". So these are the important policies, the ones that when you follow the purpose line and how LRH did this, and how he developed the organization to surround the technology and protect it and expand it. These are the important ones, you can see them yourselves very clearly. Just like the one I mentioned before: "No case on post", because not everyone is totally trained and processed at the beginning. And "Any auditing is better than no auditing", because if you want to stop all auditing, then you don t clear.

But, of course, the best auditing is standard. And we have all the standard auditing processes.

And now we are putting in the correction of all the auditors and PCs that have been messed up in the past. So essentially, what we are doing here in Frankfurt is, we are putting in Qual. There are many people auditing, there are many little tech areas around, but we are putting in a qual action, which is to actually select out the exact policies and correct the exact outnesses that will permit the expansion steadily of the tech areas again. And that is the whole purpose of this lecture, so that you see that viewpoint.

I have seen people in the past go through policy volumes for many hours to try and find a policy, that says "You can t do that". But those people were only interested in stopping. They weren't interested in making it go, in making it expand. Now, of course, this is not a license to violate policy. It is an invitation to use policy analytically, which of course is another failure of the old organization. I can give you one great example of it right now: concentration on statistics, without ensuring there were products behind those statistics.

I mean, if you wish to make a false stat, you could say, "We have 4 billion Clears, the whole planet is clear, it s finished". But where are the products? That is why LRH eventually after writing all the volumes O to 7, wrote the Management Series where it tells you in there the data series and the organization series and production organization actions -and what is important. That s why that volume, the management series is very important. It tells you what the important things are.

The whole purpose of this lecture then is to reinstill in people who might have been disappointed in policy and ethics in the past, and sort of rehabilitate their failed purpose in the use of policy and ethics by bringing them to a point where they can see it as an analytical tool that Ron had to use to handle all these little dots on planet Earth without getting so involved in the spaghetti.

A little bonus on the end of this: You may also have seen in this a reflection of dynamics. The first auditing by an auditor in the field usually involves only the first and second dynamics. The auditor is handling the person and his family associates and maybe audits the wife and the husband and

children, and maybe there is some things to do with that, and he can usually handle that pretty well because most auditors, who are in good shape, can confront family problems, they confronted their own, and so they handle family problems and people pretty well.

But when it moves to the area of third and fourth dynamic it s a bit harder to confront. There are many third dynamics on this planet, that are very, shall we say, have a lot of MEST power. When you move into the area of policy, however, you are in to third dynamic technology. Because what you are doing is, you are organizing a group around a common purpose. And the goal and the purpose are always at the top of the admin scale. That s another very important thing, by the way, because policy, although we know you shouldn't be off policy, no policy should be off purpose. And the purposes shouldn't be off or away from the goal. This is, what is called aligning the admin scale. Alright, that's in the Management Series.

You are seeing here a third dynamic technology, and as soon as you start applying that in planet Earth you run into those who are attempting to control all the third dynamics and enforce control on the whole fourth dynamic.

So there is another level of dynamic confront, that is needed by the group. Because the purpose and the goal can not go forward if there is a very powerful 4th dynamic conspiracy to suppress it. So you use Scientology and its tech and its policy to handle that also.

Now we can expand this even further. Because there are many kinds of 4th dynamics on this planet, mankind is only one of them, supposed we had all of certain 4th dynamics of insects, that were against mankind, and we had to fight those also, or supposed we had 4th dynamics of bacteria and viruses and so on that were against mankind and we had to fight those, or certain kinds of animals, you see we are another 5th dynamic.

Well, in actual fact, as you go through the 4th dynamic level of confront, you find there are such things. What are these strange diseases that inflict many of mankind? You know, these viruses and cancers and things like that, and we can show you books also where it is shown that the, shall we say, enslavement purpose people, the people who have the purpose of enslavement, are utilizing research and science in these virus and bacterial areas to further enslave people, so they actually use the 5th dynamic against mankind.

And in the 6th dynamic we find the same thing. Certain electromagnetic radiations and certain chemicals of matter, energy, space and time such as drugs are being used against mankind as well,

And we also can peek into the 7th dynamic. And we find out, there are several classes of thetans, that are being used against mankind. Spiritual things. We can also take a look into the 8th dynamic and say, "What are the gods, that these evil ones are saying, are their gods?" A lot of them worship a thing called Lucifer, which is, we all know, the devil.

If you are a good Scientologist, you note that it is probably just an implanted item from the track. But it is very effective in controlling humanity through secret societies of black magic and things like that. Mystery.

And we look into the 9th Dynamic, and we see some anti aesthetics, a sort of off - purpose aesthetics. They go on, they try to make people sort of not think, and just sort of going around in a daze most of the time. They are actually showing you what are the dynamics of the evil ones or the Marcabian side.

Some of the music, some of the art, is totally insane. It is only art, because there are enough insane people to appreciate it. It is a communication line to them.

I went into the Pompidou - Museum in Paris, and I saw a demonstration of modern art. An entire floor of the museum given away to that. It actually smelled bad. A big board with old shoes and dirty socks and pieces of shit and paint all over, posted up as an example of modern art. And this kind of stuff and twisted shapes and all kinds of distorted bank-type pictures and people going through there, going "Oh yes". The whole floor given over to this, a real Marcabian art show.

Let s take a look at their ethics, dynamic 10. Lets look at the ethics dynamic on the planet, that we have to handle as well. Ethics in the current world consists of two things. Actually 3. They are in fact the same thing. They club people who resist with money, with legal, and with force.

These are the gradients of ethics in the wog-world. They try to fine you or take your money, if you won t have that, court cases and legal actions, and if you won t have that, then it is the mafioso actions, and they throw you in the jail or send some guys to blow up your house, or whatever. Why do you think all these people, who did a little resistance got assassinated in the last 50 years? I refer you to an excellent book that was published by VAP Wiesbaden, which is by Des Griffin, called "Descent into Slavery". He explains this very well. Here I am not talking about the normal justice of the city or the state, the normal things that you see in the rules that go well. I'm talking about the justice of the enslavers where someone is going against their actual plan. They try those 3 actions.

That s if you can escape the first light gradient which is just black PR. Now, that is why you see such things such as models and scenarios being performed on the world leaders and / opinion leaders and inventors and people who go away from that side and try and free people and try to give them new inventions and try to make their life better, you find them being attacked with those methods.

I can give you examples of Scientologists, who have invented fantastic new things. And first of all they were told, "It didn't work". Black PR. Next they proved it worked. So next they would be tried to be bought off with money or restricted with money so that they couldn't get any to develop. And next legal actions were put against them, and next threats of force. And finally force itself.

They might have even used things from the fifth dynamic, like some of those viruses and so on that we were talking about. There are several stories of this, people that have invented things, not only in Scientology, but in the regular world, that have tried to free people.

This is not a dramatization. The people, who are doing that know exactly what they are doing. It is a deliberate restimulation. It is intended to frighten everyone by example not to do the same thing. Having those dynamics of the other side- (and you know what your own dynamics are towards freedom and so on, and a new civilization and a renaissance of arts and aesthetics, and a generally high ARC,high KRC planet)- and when you see the difference you see what the job is you have to do with policy and with all of the data series and handling all the rest of the dynamics. You can also analyze from this little talk exactly who is in the camp or is on the side of the people who would destroy freedom. There are people who use the purposes and policy of the enemy.

So you can even analyze the old church by that criteria and you can see exactly whose policy and purpose they must have.

I hope, that has been helpful and instructive to you, and I also want to tell you, that the great mass of humanity still lies in the spaghetti, but they also have their own abilities, and they are deliberately being restimulated to keep them from realizing those abilities.

The main technology method of the Marcabian side is concentrating their intention on keeping people at fear and below on the Tone Scale. 1.0 all the way down to apathy. Because then they can control all the planet with their 1.1-actions. That is why they would then be the highest toned people on the planet. 1.1 .

They really can not confront Scientologists at all, because my goodness, they are most all above 2.0 on the scale. And all those Marcabians have retained certain OT-abilities themselves, because they are relatively new to the planet, the ones who are here recently. You can handle 99% of them by TRs. A good TR1, "Get out of here", and they will.

So they are not very effective, except the cases, where the people have so much spaghetti around them that they are restimulated by their intensity and their flow. And the thing they fear most, of course, is exposure of themselves: 1. as being aliens to the planet, 2. as being the masterminds behind trying to suppress all the people of earth, 3. as being the people who are stealing you all blind of all your gold and real currencies, now owning more than 60% of the wealth of the world and 4. of having their basic false data exposed such as man only lives once.

You see, if man only lives once, then you can really scare the hell out of him with death. They are also being afraid of the money being found out to be worthless they are issuing. And they are also afraid of the wrath of humanity, once all the other four things are found out. They are very afraid of mob action against them. That s why they protect all their premises and so on with very heavy security operations. What other explanation do you have? They are running the terrorists. They are running the communists. They are running most of the politicians. So they can tell them, "Don t do anything to our area."

No, they are afraid of people, that aren't under their control. And there are lots of people that are not under their control. There are lots of people that are in apathy and don t know what to do.

So that shows you that they don t have a control over the planet yet, and in fact, a very accurate analysis, they only have a great deal of control in the western world. They are only using 1.1 tactics with the rest of the world. And it is only at the top levels, they have the control. They don't have the control through the middle and the bottom areas and the ordinary people in the street.

They don t have that control. They try to enforce it with the 5th and 6th dynamic procedures I mentioned before -the drugs and electronics and radiation, and blabla stories on TV, and so on. So that gives you a pretty good picture of the world as it exists today.

For more Information you can refer to the Sector Ops Bulletins 18, 19, 20 and 21 to see what more of the game is being played on the 4th and the 7th dynamic and other areas of games.

Do you see the importance of policy and ethics in use to protect the technology in such an environment as this planet, which is constantly being restimulated at all times by intention of people who try and control?

Anyway, we must acknowledge here that Ron did have the answers. He gave them all to us in his policy and tech volumes and his tapes, and we are here on that purpose line, and therefore we have all the materials we need to carry on and do it.

And whatever civilization comes out of this, because remember the definition of a civilization "an economic engine, fueled by ideas", all the moving parts are exchanges. And the fuel which keeps this engine running, is ideas. If people don t have the ideas there can t be any exchange. Because ideas result in products whether it s an art product or a physical product you can buy. All those things you see in this room are ideas somebody had, and now they can be exchanged. And that is what makes a civilization. Of course it has to be based on something- such as a planet, and that's Earth. So the new civilization can exist. Once the economics is freed up of suppression, exchange can occur freely.

This is not capitalism, by the way, it's a free exchange society. People try to confuse them and say they are the same thing. They are not. Free exchange society postulates a stable currency. A stable medium of exchange which can be used, or barter, so that a person can produce and actually exchange without having to borrow, by applying, of course, the condition formulas of ethics, and work himself into a higher condition and then cope and organize. In that way you can expand.

Capitalism is the making of money by use of money. It has nothing to do with production and exchange. Communism is just a slave state. The ideal scene of the Marcabians, -where it is just a little group at the top that runs it. And all ideas and all exchanges are totally suppressed and controlled.

The ideas in the New Civilization are those ideas which promote the survival of the dynamics. This does not include biological, chemical and atomic warfare, but it should include things like use of the same scientists to create food for the entire planet. And energy sources so that everyone is freed of the necessity of having to purchase large amounts of inefficient energy. So you start to see, by reading "The New Civilization Game", exactly what could be achieved. This is a game to expand into when we clear people. You have to give them a game. You can t just free them into nothing.

This is covered in the policy "Mistakes of Simon Bolivar and Manuela Saenz", which is the famous Bolivar-Policy, written by LRH. It is an ethics policy. You see it is all very important what LRH

wrote down there in green on white.

And to finish off, I just want to say, anyone, who has a logical and analytical viewpoint of all this can look through all the written works of man, all the written books, and they will never find anyone who has put it so clearly, and so fully there on how the dynamics can survive.

The only people who would criticize such a person or such a being, must then be those people who do not want those dynamics to survive and expand. Anyone can trace back to the sources these criticisms and do a proper ethics action on them. I guarantee you, the tracing of these criticisms will go back originally and will come from the original attacks against LRH and Scientology. The people, who were doing that attack, they are all on the side of enslavement.

What people should be doing is looking at how LRH set up a situation so that we could enjoy and play a game of freeing people and analyze all the activities and reports and data in the light of these two purpose lines. One of freeing people into a New Civilization or enslaving them in an old and apathetic civilization. And any logical person, who has no case on post, will come to the correct answer.

And I think, by doing that, his purposes in Scientology and on the planet would be rehabilitated.

So we must thank Ron for even the way to rehabilitate those purposes once they have been side tracked or confused. He truly has stated in the tech, in the red on white, that we can handle all cases. Anyone who will sit down to be audited we can handle. So, as the nucleus of the New Civilization, all we have to do here is make sure that the tech continues and that policy continues and the proper ethics continues and it all expands and we inform more and more people.

In that way I think we will very quickly achieve what we want, which of course is, again, clearing of the spaghetti all over here and giving the little points here, which all now become little thetans, a purpose and a game that will help them and the planet to survive and eventually will enable them to be welcomed again into the community of other civilizations in the galaxy.

And that is simply, what we are doing. There are no secrets about it. And anyone who tries to find hidden meanings in that will not find it. That is what Ron and the people who volunteered to help him or who willingly joined him realized or saw or agreed to when they did so, I think, that if they realized that, they might have a purpose like that too, they may have had the same purpose themselves many many years before that, and they merely aligned their purpose.

In all of these cases we have people who can and will make a New Civilization and clear the

planet. And therefore we can acknowledge again, what LRH has given us, which is worthwhile, and which is fun. And there are no secrets about that as long as we are all promoting that there is red on white, there is green on white, and all of his works if it is applied correctly. And let us do so.

And to end off, once again I will end off with this statement, because I have heard so many strange statements by people who now say that they don t even call themselves Scientologists.

How on Earth or in the universe could such a thing as Scientology or these policies or books be an implant? I have audited many people on implants, and I have audited myself on many implants, and I will guarantee you, in all the reading I have done in my life and other lifetimes, I have never never anywhere found those implants written up and given freely to everyone so that they realize that they were implants and handle them. Implants by their very nature must be kept secret so they will be effective on the person. He doesn't know they are there. He just operates reactively.

No, the true measure of implantation is, they never tell you, they are implanting you, and give you a textbook to tell you what they are doing. Never has it happened. When you can really know and understand things and hear and apply it, that s analytical stuff, that's not reactive. Implants are reactive. Truth and knowledge and application and results are analytical. In conclusion then I will again say: "Thank you, Ron, for all of the technology!"

And I ask again, are there any questions here about anything I've said? Otherwise I will end off the tech briefing at this point.

Question: Don't you want to announce the attestations?

Oh yes, I wanted to mention a little success, that we have had our first Clear in the Frankfurt Network. (We call it Ron's Organization and Network for Standard tech. That abbreviates to RON'S). It was attested last Sunday so we are already started people up the bridge and the people are moving up at a very good rate. We are also in communication right now with 5 other of our network people all over in the various countries of Europe, and they have also given us their support, and are willing to exchange with us and help develop there, and we help them and they help us, so there is starting to be some sort of the network part of Ron s going on in Europe.

Thank you very much.

TECH BRIEFING No 3

November 9th, 1984, Frankfurt

Capt. Bill Robertson

This is one of the centers of the Free Zone in Europe.

In the first talk we gave you a bit of the plan for opening up a bridge in Frankfurt for making OTs.

In the 2nd talk I covered why Organizations and Ethics are necessary to help produce those products.

In this lecture I want to go over briefly, exactly what a product is and how that applies to what we are doing here.

First I want to define a product from the Flag Executive Briefing Course tapes by LRH.

"A product is a high quality service or article in the hands of the being or group it serves in exchange for a valuable."

In the Admin Dictionary that definition is stated in slightly different words, but I think that one is in there too. That is from the tape.

Now let s take up the various parts of that definition and see how it applies here in Frankfurt.

"A high quality service or article:"

We know, that first we are delivering a service when we are auditing or training. And we are delivering an article or a thing when we are selling a book or a course pack or some other physical man-made articles. An E-Meter is an article. Now I think you will immediately appreciate, that the word high quality has to be there because low quality products people will not purchase. And if the quality is even below zero and turns into an overt-product, people actually run away from it.

You can find many examples of poor quality or overt quality products in the world. You can find them in the area of tech. I have seen some of the write-ups and folders of people who actually had overts committed on them by the church. They were left in the middle of something and didn't get through it, they were put on cycle after cycle leaving all incomplete or they were invalidated after they had a win and tried to complete something. And all the time the interest was not so much in the product as it was in them paying for it.

So all these are examples in the tech area of poor quality or no quality or overt quality products.

In Frankfurt we want people to go up the bridge, so every level or every grade or every review that gets them back on the bridge is a little product and it must be of high quality. It must be according to the actual grade chart and the bulletins in the reality and the understanding level of the PC that we are working with. We do not mechanically just give a person all the commands and then say he is finished and have him falsely attest, because a person can also accept himself an overt or poor quality product and fool himself. And in this case, a lot of times it has been done before for status reasons or to try and save money or for other reasons best known only to those PCs who have done it, and possibly students as well.

But in the long future ahead of you as a thetan this does not compute because the things you learn in Scientology training and the things you realize in your auditing are forever. You're receiving the training and auditing as thetans and a thetan does not die, he carries on.

So, when you get your product from a high quality source you can use it throughout your whole

future. And that is the way you should approach your training and auditing.

Scientology is the science of knowing how to know and it gives the basics of life. So when the thetan really duplicates it, then he uses this in his life right into his future. When he has a no product or an overt product or a poor quality product, then you can state with certainty that his future will be of that same quality, because that is the knowledge he is using. I think you understand, why it has to be high quality, especially in the technology and science of Scientology.

The next part of the definition states that

"It must be in the hands of the being or group it serves".

A pile of books, that are not sold, or not in the hands of anybody that is reading them, is not a product. It may be a product of the book publisher, because he sold them to you all printed, but you must get them to the individuals to use them.

And that is the same when a person is trained. He becomes the product of the people who trained him, but he really is a useful product when he can deliver the knowledge he has of auditing to others. So he has to be "in the hands of the being or group he serves".

That means that he should be delivering that auditing to preclears because he is trained to do it. Now when we have a solo auditor trained he is in the hands of the being he services -himself - and he has the responsibility to carry himself through to OT.

The product must be transferred over to the hands of the people that it is used by or it serves.

So the third part of the definition is:

"In exchange for a valuable".

The people who make the products will not be able to make them very long even if they are doing high quality products if they do not get exchange for it. This is very obvious.

The people who like to give away their services for nothing don't have any support, so the exchange must be in. Of course if they try to get too much out of reality and charge too much also they don't get support. In the middle somewhere is a good place to exchange.

Now the valuable does not have to be money because money is only an idea, a consideration of value, something you can trade for the necessities you need to survive. It s based on confidence that people will accept it and give you something for it. If somebody comes and says, (Capt. Bill shows a sheet of paper) "that piece of paper here is money, and you should give me a pound of coffee or a kilo of coffee for that", they laugh at you. No confidence. But since this (the piece of paper) is an OCA, scoring things for a personality test, somebody who is starting up and needs one of these, he may consider it valuable enough to give you a pound of coffee for it, because you share the same confidence that this is valuable.

And that is the same thing with paper-money. Everybody has this agreement that it is worth something. The valuable could be anything however, it could be gold, silver, paper money, it could be lodging, food, it could be something that the person needs in exchange for his product.

LRH once mentioned that when the confidence goes out of the money, the world will revert to a barter system or a trade system such as that. I don't have to tell you very much about the problems with paper money here, because I know you have all read about the Weimar Republic, where the money was inflating so fast that you used to have to take big thousands and thousands of Marks to buy bread and they only were printed on one side because they had to issue so much of it.

But that was not a situation that only happened in Germany. The same situation with money has happened in France, America, England, and other countries throughout history. However, they do not much put it in history books, because it is upsetting and it might start people thinking about it -"Why do I think that paper is valuable today?"

So, not to get too far away from the concept of product, but the idea is: Make sure that when you are producing, you are also making a viable exchange. Viable means, you are able to live with it. You are able to have confidence in it, that you will survive with it.

So your exchange should be able to help you make more products, correct? Part of it. Part of it should be able to help you survive in the future. And part of it should be for your daily survival. In other words, how you eat and have to pay your rent and the telephone and everything every day ?

By the way, that is all covered in Financial Planning Policy of how you make reserves for your future and how you handle you daily necessities and how you invest in service facilities for your production.

So we have come around full circle again to why you also need to know Policy while you are delivering tech. And you also need to know Ethics so you do not accept an overt product and you don't give overt products. And you have to know the basics of Scientology so that you can help all the dynamics to survive. And when you know the basics that will give you the confidence to live throughout the future.

This sort of summarizes what I said in the last lecture that you cannot just deliver tech forever without also including Policy and Ethics.

I assume that you understand what a product is, and why it is important.

Now I will like to give you to end off this tape just one example of a very overt product and what methods have to be done to make people accept it. And that is a product, which we call commonly in Scientology an implant. Or to make more understandable in today s language, an attempt to control your mind, or an attempt to influence your thinking and your decisions. Many, many years all the way back the track, some people, mostly suppressives, have tried to do this. That is one reason why scientology is so popular amongst the people that really understand it. It is a very worthwhile product, because it also keeps them from falling into that trap.

Now, if you realize that an implant or mind-control operation is a product that nobody wants and nobody needs then you realize that the person who is delivering that product must do it under false pretenses or do it secretly or do it covertly and give you a false reason why you should accept it.

This is what has happened in the past on the track and is happening in present time. These overt products have been used to control people and especially try to control those people and groups who would resist that product, I should add who resist violently this type of product. In other words,

people like us.

Because many people will just accept it and go along and reduce their awareness and just play a game at a lower level. And thus you find people who are just interested in their first dynamic or their second dynamic. They haven t any others. They have all been not-ised, suppressed, with the agreement of that person. They cannot confront it because there is force there.

So, when people start taxing you heavily, over 50% going up to 60%, there is a gradient there, you know, a product you don't like. You see, they don't just come in and say,"there is no taxes today, and then tomorrow there is going to be a 100% tax". They don't do it that way. Everybody will go "NO!".

First they say, "we have this very good reason,"(false reason) "that we must take a little bit of your income for your old age. And we must take a little bit more for the people that are not working. And we must take a little bit more to handle the bad guys over there and to make weapons to keep them out. All for your safety, you understand. And we must take a little bit more to run all the administration and everything, all the people and posts and all these people who control this money". (And make sure that you don't know where it s gone).

You realize that if all the tax money of any country or even half of it was in vested in Scientology for each person in the country, they wouldn't need all these things. And very shortly in the future they wouldn't even need to tax anyone, because the people would all be making products and getting exchange.

And they wouldn't have any reason to fight other Scientologists in other countries. And they wouldn't worry about growing old, because they d know, they would take another body. And they wouldn't worry about getting sick too much, because they could handle auditing and handle most of it right there in their auditing. And they wouldn't have to worry all these insurance problems and worry about whether they have an accident or not, because the people who are PTS would have been handled and they wouldn't have accidents.

It would be a quite different world. There may be some normal understandable taxes such as for instance a little tax on the roads or the gasoline, little ones, just to keep all the roads going. Or a small tax on the properties to make sure that they have the gas, electricity and everything. But that is a service or a product or an article that you understand. And you can understand it and you can pay it, if it is reasonable.

But how can you understand a government taking over 50% of your working wage in addition to those. They don't tell you what they do with all the money. And the insurance companies don't tell you what they do with all the money they collect.

You figure it out some time by the number of people in the country employed or driving a car multiplied by the amount you have to pay in one year for your insurance and your taxes and figure out, just how much money that is, going through the government or through the insurance companies and then divide it by the number of people in the country and see if you get that much exchange back. You find you don't.

So, where does it go? Well, a lot of that money is going into methods of controlling you so that you won t ask those kind of questions. A lot of it is going in the public scenario so that you will realize "I m glad they have all these weapons and somebody is taking care of it over there."

So to keep people under control when they are able to think, they must get very clever. They must take any group that starts to protest and make sure it is not listened to. They must make sure that any individual who writes a book or something like that does not get it into the bookstores. They must make sure that anyone who comes up with a much better way of living is actually made a terrible person with all the press and reports that they can find.

And they must keep telling you lies. Such as "You only live once." "You are an animal." "You are going to get sick and you are going to die sometime in you life." "You need Protection from all the bad people in the other countries."

These kinds of lies. Another thing is, "You shouldn't think about the mind. It s dangerous. That's best left in the hands of those qualified to do so." (Who have the marvellous technologies of taking out a light bulb and inserting somebody s hand into an electric shock, or putting the electrodes on the head. And all done with great scientific precision.) And anyone who believes that %his bullshit works I would love to see them hold two bare wires from a light socket in their hands for a while to get better. Anyone could test it in their house. You don't need a psychiatrist at a very high fee to find out that it is a very overt product. But look how it is promoted! You see what I mean.

The whole world, the western world especially, is sitting in a made-up series of lies. I give you another one. What about astrology? Anyone, who examines astrology will find out that it could have only one purpose: and that purpose is to keep you on this planet. Because it s nowhere else where you could get star-charts from and your planetary movements except from this planet. In actual fact astrology is an implant that was given to thetans long ago on the track and it was said to predict what your life is going to be like in a body, and you better follow or you are getting a lot of trouble. And to follow it you have to stay on the earth and keep watching the stars and the

planets. So it makes a wonderful way to keep people on the planet not wanting to go elsewhere. A great trap.

And they make you afraid, for instance, to go to some other countries outside of Europe for instance, because it s so much trouble out there, it s so much crime, it s so much terrible people. You see it in the newspapers every day.

All this is created. It s a game to keep everyone's attention firmly fixed and firmly afraid of doing anything except what they hear and what they are told. In actual fact, when you go around the world to different countries -I have in Africa, South America, Central America, and of course all the countries in Europe- you find, that people, if you treat them as a thetan plus a body normally, (unless they are very keyed in or aberrated), they are very much the same all around. They all like the same things. They are trying to survive. And they are trying to make a better life for themselves and they are very friendly. They are not enemies.

Man is basically good, LRH said. He said also a very interesting thing on an OT briefing tape in 1952. I don't know if I quote it exactly, but you will get the meaning. He said that if someone wanted to control you, they would have to lie to you. And then he said, "If someone is lying to you, or more, anyone who is lying to you, is trying to control you." That's a very deep statement.

Anyone who is lying to you is trying to control you. So when a person says, "he, this newspaper story, I know, that's not true, it s only a little bit, some is true, but the rest is totally false." then, who ever wrote that story or their senior or their boss is trying to control you. That's how that goes.

And you have used it in your daily life, I bet. Somebody is upset. You go over to him and say, "Oh, that's alright, it s going to be alright. You are OK." You know that it is not OK. The truth is that it is not OK. That the person has an ARC-break or something that has to be handled. But using all that "OK, relax" and "all will be alright", what do you think you are trying to do? You are trying to control it to stop that dramatization. You are trying to control it. That's why Scientology is so valuable. Because a Scientologist will look at it, and say "tell me more about it", and he can talk about it and get rid of the charge. Or, if he is an auditor he can get in session and say, "Do you have an ARC-Break, present time problem," and get the data from that person, because that person has the truth.

And that is the difference between a control operation and a freeing operation. In the control operation they will lie to you and they will evaluate for you, and they will tell you, what is true for you. "Oh, you are getting old, take it easy... you must go to a doctor two times a year for a check-up." I haven t been to the doctor in 20 years. What for?

So the thing is, in a freeing operation, they will tell you the truth. But more importantly, they will ask you what your truth is. Moreover, the communication is free, is open. And you learned that in auditing to tell the difference between what is a person s own communication and which communication they are repeating, that comes from somebody else.

There is an interesting policy about this called "The Third Party Law", where LRH even says that this is one of the major policies that in ancient civilizations has been out. No one understood the third party law. And that is one reason they failed, because they did not spot who was doing it.

Here in Frankfurt, what we are doing is making OTs. And an OT is a being who is at cause over matter, energy, space, time, thought and life. Or you could also look at it as a person who is cause over his dynamics. Because all these things are in the dynamics as well.

And it s a gradient, because you can be more at cause, more at cause, more at cause. And you can even get at cause over other dynamics as well, especially when you start creating products.

So, what we want to do is create that operation that leads towards freedom. And not one that leads you into being at effect or being controlled.

It is unnecessary to control people when they have their own sense of ethics. And as they go up the bridge they will develop their own sense of ethics and apply it to all dynamics.

This is why you see different grades of OTs and phenomena on the bridge. You have probably known OTs that don't seem very causative. For instance, they may can keep their body pretty healthy but they are still having situations on the second dynamic or third dynamic. And they never even moved onto the forth or the seventh dynamic. It s a gradient. And you find others that can do more things on some other dynamics. Well, as you go up the levels on the grade chart then you will find that you become more cause on all of those dynamics and all of those areas. And the main thing you want to see is more people doing it.

Because you always like to have a good game and good communication, and if you don't have anybody to communicate with it s very lonely. You have to restrict all of your areas of information and knowledge and so on and only speak about those things which other people can have.

So there are actually two solutions: You can Q and A and go back down scale and become just a human being who believes he is a body. Or you can try to get other people up to where you can have friends across all the dynamics.

Now with these data you can start looking around you in life, and I advise you to read more of

LRH s books, especially "Creation of Human Ability", the Axioms, and other of his books, your dictionaries, Tech- and Admin Dictionaries, and really get an idea what this is all about. It is something that I have been waiting for, and I know a lot of you have been waiting for, for a long long time in this universe.

And I believe that we should not Q and A and start reducing our cause level just because there are still some suppressives around and implanters who want to control your mind and your body and your thoughts because that is the way down into succumb.

So this is what you look at when you are going up the OT levels. You look at this very carefully and it all becomes fun. It becomes a game. Realize that you can be, or do, or play at any level. You can go into a place, where people believe they are bodies and play like you are a body. You don't have to agree to it. You can just play it. But you can always be creating a better world and a better set of dynamics for yourself and others.

And if you look at yourself at the top of the freeing movement, then you realize, that it is our job to make sure the others don't Q and A. The people who are believing in control, let them make Q and A. Because they are all thetans as well. They just became so used to it over the centuries and years and years of the track they can t see any bigger. It s like people who are totally in astrology. They will tell you how wonderful it is. And they also won t have any idea or hope or any purpose of leaving the planet.

The implanters who are putting these overt products on the thetans for so many years and so on, added to the own overts of everyone on the track of knocking out other people s dynamics just brought the whole game down to a rather dull level.

LRH states in Volume 2 of the Red Volumes in an HCOB on randomity, he says "the randomity level of Earth is somewhat like a snail crawling across a lawn on a hot summer day." He also stated on a Briefing Course tape, that "you haven t done anything in this life that could aberrate you". You may have restimulated something that you did get aberrated by in the past, but you haven t done anything in this life that is really aberrative.

Because your cause level back the track was a lot higher than it is now. And the things you did that brought you from OT all the way down to where you just became a PC some time in this life were much more powerful than the things you have done in this life. Realize, your state of ability before was without all the knowledge and the data we now have.

So when you move back up toward OT it is not only the abilities you gain back, but you have the technical data, the basics, the axioms and the knowledge o use it correctly. And use it for the betterment of the games and improvement of dynamics, and to get more people able to play. So that's what it is all about, that is what we are doing here. And that is, what LRH intended to do when he started writing his books and to audit.

He never has changed that purpose. The people, who are lying to you about him, about LRH, they are lying in the newspapers, in the RTC, and so on... are trying to control you. The people who are writing the stories about him in the papers are trying to control you. If you want to find out, what LRH really intended for this planet read his books. If he had any other purpose he wouldn't have written those books. He wouldn't have given you 2000 tapes about how to get free. In other words, he was trying to free you. It is only people that are lying to you that are trying to control you.

So this, I hope, gets spread out widely through the free zone, and people take another look at all these rumors and stories and everything they hear and go back to source and read what LRH wrote and what he said on the tapes.

You have also heard, "if it isn't written, it isn't true". But the opposite isn't necessarily true either. If it is written it does not always mean it is true. There have been many lies written.

That was only stated in policy as the first point to consider to avoid rumor lines. It was first to get in writing, and then check it our. See if it was true, if it really came from LRH or not. And you can always tell whether something came from LRH or not, because if it did come from LRH it would be in line with his basic purposes and goals given in his books and tapes.

So, I hope that I have been able to tell you, one, what a product is, two, what making a product called an OT is all about, and three, what the overt product makers and the control operations are all about as well.

I think I have made it pretty clear there and always, when I come to those points I realize that I couldn't have been standing here talking unless I had absorbed and duplicated a lot of this knowledge during this lifetime. That is the certainty of it, from having used this and applied this and seen it work, knowing it is a high quality product.

The knowledge applies, it works. And again, we have to acknowledge that LRH has put it there for us to learn and to use and play a better game.

So on that note I would like to end this Tech Briefing No. 3 and encourage anyone or any auditing group that is around the planet, if they want to connect up with the Frankfurt group -which we are calling Ron's Organization and Network for Standard Technology, which abbreviates to RON S- if they want to be part of that network which believes, or let s say knows or has confidence in these very some things (because believe is a little bit lower on the scale than knowingness). If you really apply that and you really apply that and you really see it works, then you know it works. Then those people will join in that agreement and that understanding and that confidence and I believe we can create in the coming year a very strong new civilization based on the truth and based on the creative abilities of the thetans and OTs we are making. And improving their abilities to where they can have a New Civilization.

And with the full confidence and other people supporting these postulates in the coming year we can create a very strong New Civilization which is based on freedom and people moving up this gradient to OT. And we will all be able to play a better game and have a lot of fun.

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TECH BRIEFING NO. 5

Captain Bill Robertson

14th September 1985

CLEARS AND ABOVE

This is the 14th of September 1985 and is just a little organizational and technical briefing here. The data here we have is, that people involved here, are wanting to make a technical team, all right? That's what you are here to do, make a technical team to handle not only the point of getting guys up the bridge and out of the soup. The exit-point type of action here, where we really handle people and beings of all types, but also you want to eventually have the skill to handle the Implanter guys, all right?

To do that, you have to confront a few things. That's a very good purpose by the way, because I haven't found many people that have enough courage to even want to do it, or even admit that they still may be around; but of course they are, because we are still around, and it's silly to think, that just because we are around, the other guys aren't around; that's not the way to think.

If you look at it logically, you look at all of why we are doing Scientology here in the first place on this planet, and you find out, that we're doing it here because this is a real aberrated area of the universe. And why is it so aberrated, and why did Elron Elray - or Ron - want to make this the testing place for the tech, is because a lot - well, all the people here have received one or more - I would say in most cases more - Implantings on the track, right?

And they have been very confusing and very degrading to the Thetan, and make the Thetan very confused about who he is, what he is doing, why does he think, he is a meat body, why does he have to live on this planet, why can't he exteriorize, and all of that stuff; in other words, they FORGET, that they are spiritual beings, all right?

Now, that you all know from Scientology basics - but the rest of it you can read in HISTORY OF MAN and basic books like SCIENTOLOGY 8008, THE AXIOMS, those are the things that tell you what happened to a Thetan, and what he should be like, when he's cleaned up, all right?

But here we are just dealing with a special thing and that is logically, when you look at it - now take the viewpoint of the Implanter for a minute, this is the only way to see it ethically, and when you are in Ethics you have to be able to confront evil, right? You have to confront evil, to handle Ethics, I mean you can't just sit there and think "everybody is great ..."

Ok, so to do that, you have to look at: What is the game of an Implanter, what do they want to achieve, right? Well, it's pretty obvious that they want to achieve an enslavement or a control over all Thetans, for their own reasons, all right? So, they want to stay at the top and make all the other

people stay down here. That's the basic suppressive mechanism. So, it's a game.

All life is a game. This is a very serious one, of course, on that level it's very serious, when you first contact it, it's here is the Implanters and they are trying to put all Thetans down here, so they can control everything. Have all the wealth, all the Planets, all the control-lines. Now, if you're an Implanter and you're doing that, what would be the most dangerous thing to your game? That's where you must set this, you see?

Well, first would be a person, that understands what an Implant is and what a Thetan is. That would be very dangerous. Because Implanting by it's very nature has to keep you in mystery - it has to - keep the person confused, and keep them: "what happened, what happened ....?", you see? It has to be secrecy, it has to be 1.1, somebody around understood what a Thetan really was and what an Implant really was.

And of course LRH understood both of those. So, of course they had to attack LRH and his family and Scientology. So you know, those were really after LRH, I mean knocking off Quentin, throwing his wife in jail, law-suits against him, several attempted assassinations, that were prevented in the Sea Org, a lot of things, right? This is - would happen to anyone that tried to say: "you know what Thetans are and I know what Implanters are." Right?

You have to be a little careful. 'Course you don't want to stop doing what you're doing, but just be ready to watch for these guys trying to come along the line and stop you from doing that, you see? Ok. Now that's the ONE thing they would be afraid of, it's an individual, that knows about Thetans and Implants, all right?

Now, what's even more dangerous for them? You see, 'cause they're organized... Implanters are organized - they have Implants like you have cassette records or books in here on your shelves. All right? I mean, if they want to say: "Ah, we're going to handle the population of England. Ok. What's the Implant we have here that would be very useful to restimulate in England? Ah, here are some good ones about the coalmines, ah, here's the 'Coalmine Implant' for instance, you know. So, let's put all that on television. A lot of these pictures on television. Key everybody in. HAHA, blowing up coalmines, people dying from gas in the coalmines, that's good" - good for them, you see?

They might even send out a terrorist team to blow up a coalmine, just so they get the pictures on television. I mean, that's the way they operate, you see? They actually think like that, you see? "Oh, these are getting unruly, you know, they're not paying their taxes and stuff, ah, get some coalmine implants and let's key them in."

Or if it's rain, you know, rain, they say: "Oh, we got any good rain pictures, rain pictures of Implants here let's key them in on rain, yeah, here's some where they get sick, when it rains. Ok, let's put this on television."

Somebody writes a story, here's a guy who wrote a story about rain making people die from pneumonia, and all that and the 40 days of rain in the Bible - "Let's put a lot of that on television and key everybody in." They do that! Implanters think like that, right? "Let's get the files." They know what pictures people have already - of course you are Clear, you don't have pictures - but the composite case has pictures, and the bodies might be having pictures sticking to them - ok.

Well, what's MORE dangerous than one person - that knows about Implants and knows about Thetans - is a GROUP. Hmm? 'Cause they're organized and they know they can't be really hurt by anything, except an organized group, all right? And they know also that if it's just on the body dynamics, if it's just a group that's out for money, if it's a group that's out for control of the land, if it's an army, if it's, you know, business, trying to take over their businesses, they can handle that, 'cause they can restimulate those Thetans that were doing that, because those guys are operating on the BODY dynamic and they're operating on a Thetan dynamic, so they can handle them by keying in their Thetan, and that's it.

So, they don't worry about that too much, and even print it in the newspapers: "This guy tried to take over IBM and he failed and we'll put him in jail" - and stuff, discourages people from trying to do something against the Implanters.

Anyway, what they are really afraid of is a group, that is on the 7th Dynamic. In other words - Thetans that understand this, and are organized and trying to handle it, all right? They're afraid of that. So the first thing they try to is to make it seem that there is not such things happening, and nobody should believe them and they're all crazy and they're all hallucinating. That's what they're trying to do - also all "Science Fiction", that's it. Try to do that with Scientology, and so on, you know, all the stories: "Oh, Scientology is just Science Fiction" - you see? Ok.

But the group - when you look at it in present time, and right now today - when they see a group in present time - they're also afraid of another thing: that that group might have existed before, ' cause they know THEY existed before, so it might be the same group coming after them, that came after them before, and often got them, and often won, breaking up their Implants or arresting their top guys in it, or whatever...

Like LRH did in "Revolt in the Stars", he ended up arresting and capturing the guys, who were doing the Implants, and the destruction of the populations - he arrested and brought them to court,

to trial. Ok. So, they are afraid of that.

Now do you think in the long history of the universe, which is gone on a long time, that anything that's happening now on this planet is the first time things happened? Or the first instance of that? It's not! Because the group, which is getting together to fight Implanters on this particular planet NOW, probably was the same group, one of the same groups, that did it before, see? You understand...? Now, some of the times they won, and some of the times they lost. Any game - you win some and you lose some, right?

Now we got a real good Tech, see? We can win all the time, I guarantee you, we can win all the time now, if we just get the Tech done.

Ok, but sometimes you did lose. Now, what happens when you lose, what is an Implanter going to do, if you're the one that get's captured and you're one of the dangerous group members, right? They're going to give you a special treatment, right? A special treatment is going to be to prevent those too dangerous from coming up, they're going to give you a special treatment, let's call it PDH or Implant: Pain, Drug, Hypnosis, Implant - all the same area - but they're going to make you believe, first of all that you're not a Thetan. That you're a body or a - you know - just something, but not a Thetan.

Second thing they're going to make you do - trying to make you believe - is that you're very suspicious of anybody that talks to you about Implants or anything like that, and you don't believe them - in other words: they try to keep the group from getting back together. They're trying to make you totally stay by yourself, hm? They try to keep the group split apart, they might even install false Overts & Withhold Mechanism between the group, you see, putting a guy here and somebody over here, that he believes is a member of his group, and then saying: "Now you just did this to this person, and that person did that to you..." - and Overts and Motivators and all that - "you're going to be punished for it now..." - and then - zapp, zapp, zapp - with the big electricity shocks, so that the persons then go: "Ha, ooh! I must have done something bad, I got a really bad shock" -you see? And the next time they meet that person in another lifetime, or on down the track, you know, and then they go: "Huuuh, I want to have nothing to with that person" - you understand? That's the second thing they're going to try to do: keep the group from getting back together.

First thing is going to try to make them think they're not Thetans. Now, I know that all of us - at one point we didn't really have the idea what a Thetan is. I didn't - early in this life I was going along: "Yeah, but there is something more, something more." I didn't know what to call it exactly. You know - "ME, I feel more than just a body..." - but I didn't know exactly what it was.

But everybody got to the State of Clear right here, so they do understand that they're beings, right,

thanks to LRH. So we got out of that first trap. We now realized again that we are Thetans. Second thing is, we realized that there are other members of the team that we want to handle things with. You know, to handle the Implanters.

Then we get into the third thing they will do - that's simply distraction. A distraction, you know what I mean? To take your attention away from doing this, and put it over here. Ja? Q & A, make you Q & A, that's what it is. They say: "Well, IF they realize they're Thetans" - 'course the Implanters are thinking of - "IF they ever realized they're Thetans, and IF they ever get back together as a group, and IF they run out this stuff about they have conflicts between them themselves, well, let's get them something else to worry about, you know, let's give them some distractions, all right?" PTPs, ARC Breaks, Problems, Missed Withholds, you know everything...

Now one of the easiest things to give people, to distract them, is of course anything to do with the body, ja? If they figure they're going to have you in a body, or you're going to be operating from a body after they knock you with the Implant, then any distractions with the bodies: "So let's give them a whole thing of programming them to get sick. Let's give them a whole thing of programming to have 2D troubles. Let's give them a whole thing to have them programmed - to have troubles with eating, you know, - can't eat certain foods, and ah, must eat-can't eat, ah, food, ah, I'm worried, disease, I don't know whether I should eat..." you know? "Let's give them a lot of problems: food, sex, bodies, sickness - yeah - illness, that's good. What else? How about air? Let's give them some trouble with air. Breathing - yeah - all right, pollution - yeah - that's a good thing." Worry, worry, worry.

They try to restimulate with all this stuff, that's all. So if you give a person a body, enough to worry about, you know, and you can do it many ways, by sickness or illness, good food or bad food, good air or bad air, 2D problems, you know - should it be this person, I'm jealous, Missed Withhold - all this kind of stuff, you know, sex flows, all of that.

And they can give also things to do with "bodies killing each other", you see, so keep showing a lot of pictures of wars, bodies killing each other, and movies and stuff like that, and that gets people worried about they might die, you see, that distracts them.

So they have to buy life insurance, and then you get down to the BIG distraction, which is they have to have money to do all this: to go see the doctor, to go to buy the food, to have 2Ds, to have good air around, to keep from getting in wars, you gotta have to defend yourself, you've got to have a house to protect yourself, you've got to have locks on the doors - all of this. So you make an economic trap, to hold all this together, you see? A nice economic trap and then people are totally distracted, they have to keep getting the money to handle these problems all the time.

And if they are doing that, they can't realize - they hope, they hope - that they can't realize that

they are Thetans, they should be working together as a group, and they should be organizing to knock out the Implanters, you see?

Now, all this goes on all the time on planet Earth. It's going on continually, it has been going on. When you're at the effect of it, you don't even notice it as a plan. When you come above the level realizing that you're a Thetan - a Clear starts looking around and you all say: "Hey, this is crazy". And they only do what they have to do - to do basic survival, and so on - and then always keeping some attention going on the purpose. And then as you get more and more ability - like as you guys all get trained as auditors - then you can be more full time on the purpose, you see, you get stronger and stronger, klar? Alles klar?

You see, training auditors is another thing that Implanters would not like, you see? 'Course people can't get out of those traps by just reading a book, they have to be audited - they can maybe get part of the way out - but they can't get all the way out without some good solo auditing, all right? So, if you have the purpose to get trained and so on like that, and realize all these other distractions - or what is meant to keep you from doing that - is the Q & A mechanisms, you know.

So, if you want to get trained, get together, have your common purposes and so on and just take the other stuff and laugh at it and say: "Well, that's probably some shit the Implanters laid on us, man, let's just go ahead and get trained. Or let's just go ahead and enjoy life, you know, enjoy really."

First give an example of what is life to be a Clear, to be more or less knowing what the game is, so that other people can see, that you're not affected by it, you see? So, you have a duty as an auditor, and as an OT or Clear, to give an example to people, say: "Hey, you don't have to Qing & Aing and restimulated by all that stuff."

Yeah, as you really get up there you know that: "Hey, man, the attacks are getting really heavy on the 7th Dynamic!" Take it as a win! You weren't getting attacked ten years ago by the 7th Dynamic. They held you totally under control, all the way pushed down to think you were a body and you were probably going back and forth between the hospital and the job and the food store and the television, you know. Now, you're becoming an auditor, oh boy!"Hey, look man, I must be winning, the Implanters are attacking me, that's great!" you know.

And then you pop through that, you finally just pop right through, and as you will do the Solo Course, you do the Clearing Course, you do the OT Levels, you come through that, and you're just looking and: "These guys are crazy. They're just crazy, aberrated Thetans, that are doing this game on Earth, to just keep people keyed in and so on."

That's it, it's all it is. Then you can pick out, what is the good part of the civilisation, and what is not the good part of the civilisation, and what is the not so good parts are the ones controlled by the Implanters, but they don't control everything, 'cause there's too much Theta around. There is too much Theta, because people do survive. And they survive because of their Theta, not because of the Implanters...

So, there are some good Thetans around, you have good ARC, good friendship, good group, good culture, good environments, there are good places around, good things, good people.

So, you can recognize that and sort of: "call them over to your side" so to speak - and the auditor that will be getting PCs, ja, getting people on Comm Courses, and things like that, you just say:"Hey, come on, you know, we can help you." - but you want to always remember that you are the prime subjects of the game on the Implanter's side, right?

The Implanters are looking for people popping up above the level of confusion to become: "HEY!" - you know - "Haha, Implanters over there, look what they're doing" - you know - "Haha...". Do you see they will see them - "Oh, oh, there come some people, that could knock us out" - 'cause they're easy to knock out.

All their power is obtained by restimulation of their earlier stuff they've done with Thetans. That's all the power they have. Everybody would laugh at them, if there wasn't their ability to key in people, you know, it's true you get to the point on the OT Levels, where anything they can throw at you, you just laugh at it. It's so, so silly, you know.

Even if it's horrible flows, and beams, and horrible pictures, and so on, you know. I mean they try to key people in with horror movies and stuff like that. Some people can sit there and look at a horror movie and say: "Yeah! Ok. Great! That's a good... I see how they did that in Hollywood!" you know, it doesn't bother him. Other people go: "Aaaaagh..." - like that. Well, they're more effect of the restim.

So anyway, when the Implanters see you coming up above the level of the Humans, and you're now up here as a Thetan and you're organized, then they say: "Oh, oh, those guys are playing against us."

So, you're on a game level now: 7th Dynamic - it's like a chess game, you know - 7th Dynamic:

here's the Implanters, here's the guys trying to free people, see? So, then you just have to realize that once you get there, and once you realize you are there, the best thing to do is to get more able than the Implanters.

And you can do that very quickly. A solo auditor that goes on through OT III and onto Super NOTs, is more able than an Implanter. He knows more about it - I mean, just knowing LRH's data, you know more about the mind and the Thetan, than the Implanters do. 'Cause we can undo them, we can get people out of them, all right?

But remember, you should be now, as a team, above the level of getting restimulated by these Implants and things like that, right? And don't fall for the silly games.

Now the other thing I want to mention is: don't try to get somebody to Itsa about things that are above the case level or should be handled in session. You understand? In other words: there are some things that can only be handled in session, right? And those are things - well, as Franz can tell you - they have to do with the case data, and the ability of a solo auditor to handle, and the level he's on.

So, I can talk about Implants, 'cause all of you have seen them in your folder, and you know what LRH says about them and so on, right? But then, to go in and try to figure out very little things that happened in that Implant, right? - let me tell you, some of them are very, very tricky. If you got a thing F/Ning, and it's not bothering you anymore, leave it, it'll come up later, you handle it on a higher level. But they have - but it's not bothering you anymore, ok, it'll still be there - if you have attention on it - it will still be there later to handle.

You don't have to - you know, somebody comes in and says: "You know, oh God, I've got this pain here, I think it's, you know, from an old thing they drilled into my head or something..."

"Yeah, well, tell me about it."

And the guy says: "Yeah, well, you know, feels like a drill in my head, you know, oh, maybe it was an Implant, you know, they implanted me, put me on a pole, and drilled that thing through the body. It was...a doll body, that's what it was, and they drilled this thing through, but something else...eh,eh..."

But you don't have to go and find out, you DON'T HAVE TO find out ALL the details of the Implant, because that will come up later, you'll find it, you'll be more experienced on Implanting, than anybody in the world, when you run through OT III and Super NOTs, you understand Implanting better than anybody.

But you don't have to find out how they did this whole thing, all you have to do is: date it and locate it - and it will key out. Or a little even if some of the charge may erase and blow. So, all the guys has to really know is: "Oh, it isn't now, it happened back here on the track, oh yeah, over there..." - POOM - "Ahh..." - and it relieves.

Because what they're doing is: trying to restimulate the earlier one in present time by doing different beams, radiations, television programs, news stories, etc. like that, they try to keep that restimulated.

You can also at the lower levels key it out, not even by D/L, but just finding when it keyed in: "Oh, when did you start feeling that?"

"Oh, yesterday about 3 o'clock."

"Ok, yesterday, 3 o'clock. Where were you yesterday 3 o'clock?"

"Well, I was at my house and was watching television."

"Oh, ja, ja, what did you see on television?"

"Oh, ja, ja, I saw how people get shot in their head. Oh ja, that's what it was. Haha..."

So, at a lower level, he can get it just by getting the lock of the restimulation off. For a person that's Clear, they can D/L the Implant itself and that blows it even further away. It didn't - not likely to even restim him again, you see? So, a lower level guy gets it off as a lock, and a Clear gets it

off - as a sort of - like a date/located engram, and then on Super NOTs and OT III you actually can find out EXACTLY everything that happened, right? And you erase it and anything connected with it.

And it's not advised for a lower level, 'cause you have to be a solo auditor, you have to be trained, and you have to be able to handle the stuff very fast and understand what it's about, right? So, the best thing you can do when you get together as a group, is to get yourself up the bridge to that point, right?

Now, I don't want you to think, that the whole of OT Levels is "negative gain", which means only things being done to you that go away, right? You also get a lot of abilities back, and you find out WHY you don't - weren't able to hold those abilities and they come back to you as "positive gain" as well.

So, those are the two sides of it: You find out - yes - what has been done; but you also find out what you DID and also your abilities come back as these things, which were blocking your abilities, leave or get as-ised, right? So, there you come out of it having a lot more ability.

You have all experienced telepathy and different things turning on as you go up the bridge. You get more telepathic, more control, you get more knowledge of your whole track, you get more certainty of your beingness and your identity, you don't particularly fear for your body anymore, you may even find you have a "preferred name" as a Thetan, rather than as a body, you know, so all this shows that you're coming along up the bridge.

But I just want to caution you, don't get too diggy into the details of these things, because they ARE very complicated, they HAVE to be complicated otherwise any guy walking on the street could certainly read a funny-book about it or something, or an LRH book and totally get out of it. But he doesn't. Why not? Because it does need auditing and it does need training and it does need a special handling of the whole complexity of it, all right? THAT - then you can get through. I guarantee you, right? So, as a group you can operate very well, just keep in comm, but don't try to dig in on it, just date/locate - psst - blown - out.

Or: "When did you first notice that?"

"Ah, this day", and you can do it by the lock, when the lock keyed in, which restimulated the earlier one.

Or in session you can do a D/L - as you know. The date-to-blow-locate-to-blow-thing erases all. Doesn't mean it's totally gone - something is gone though - it does relieve it, and erase the parts that were sticking to you.

You will find out on OT III and Super NOTs that there may be more to it, and then it'll be totally gone when you handle it there, it will be totally gone, can never affect you again. You'll never be restimulated by the Implanters again either - that's the interesting thing on those levels. Once you handle it on those levels, IT CAN NEVER BE RESTIMULATED AGAIN. 'Cause it isn't there anymore. You understand?

And that's why they're afraid, and that's why they had to take over the Church very quickly after they started getting the NOTs tech, you see? Because if the people got through - a lot of people came through and got onto NOTs - they wouldn't be able to restimulate them anymore, you see? They would loose very badly, they couldn't CONTROL THESE PEOPLE ANYMORE.

So, when you look at it from the viewpoint of an Implanter: they want to have happen exactly what the non-optimum or the problems or distractions you're having - they like that. They think that's great. You know, if you were poor and don't have any money - they like that. If we have problems with 2D or body problems or physical injuries - they like that - that's wonderful for THEM. All right?

So, remember in a game - look at it : what would be good for an Implanter? "Hey, let's don't validate that around here." - if it's a key-in, just say: "Well, that's good for the Implanters, but now, what is the date that this keyed in? When did it key in? Yesterday, the day before?" Get the thing - blow it out or put him in session and do a D/L on the actual doingness, the incident. That's a simple way to handle it until you get up there.

I don't recommend this for everybody, but a Tech-team should be knowing this, because they have to keep a total auditor attitude toward the public, toward new people, toward the PCs, etc., etc. Ok? You have to be totally able to do that, otherwise you can't hold your position very well as an auditor, you know, if you can't even communicate to the people you're doing the business with, that are auditing with you, or the PCs that are on your lines or whatever, you know.

You have to look at each of them as a person coming up there to realizing they're Thetans, realizing they're a member of a group with a purpose - or at least they certainly want to get free - and then helping them get there. And that's all you're doing in auditing, and you're doing a lot more of it on the OT Levels than you're doing at the lower levels. That's why we want you to get

there.

I think that's the game LRH laid out very well and it is as he says on one of his tapes on the Class VIII Course, it has "booby-traps" at the upper levels. You should know that, that no one is going to get out of the upper levels, unless they do it the right way, they can't get through. All these guys that are still in the Church or on OT Levels having a long time and not getting through, and so on like that, they're not going to get through - they can't get through.You know why? Look at it from the viewpoint of the Implanters: they can't get through because they are not EVEN IN THE RIGHT GAME! You see? These OTs come along and say: "Yeah, I'm OT, I've just finished my NOTs."

"Well, ah, what are you doing to help handle the 4th Dynamic and the condition of the Planet?"

"Oh, I don't have to do anything about that, I'm totally f r e e...!"

He's still walking around in a body, he's still on Earth, you see? No responsibility for handling the things, he should have found out about, no responsibility for handling the situation for other beings, that are also in the same trap.

He's still in the trap himself, 'cause he's not even confronting what an Implanter's game would be, you see? - or they tell you: "Oh! The Implanters! Oh, no! That's all - haha - that's Science Fiction, LRH..., yes, it was there at the track, but it's NOT anymore, it's...(mumble)...it's COOL in PT, man, look at the Prime Minister, he's such a nice guy. And IBM, that's a great place, man, we have water fountains and air conditionings, it's FANTASTIC! Yeah, I know we're the biggest computer company in the world, I mean, we've taken over everybody... ah, I mean, ah... yeah, well... yes, well, I have my SUCCESS, I mean, my STATUS, I... yeah."

If to you a guy is talking like this, that says that he's finished, he finished NOTHING. He got to a release point on the 1st Dynamic and he said: "That's it! Ah... I feel g o o d ...I wanna stay that way. I'm not gonna confront anything else, because if I do, it might be d a n g e r o u s...!!"

That's all you got, he's a guy that has a little more 1st Dynamic Ability to - sort of - make his own survival. But he's not going to help anybody else. So, he hasn't really found out, what the game is yet, but he is still effect of it. Ok?

So, don't worry about it, we're making the real OT guys HERE in Frankfurt. And the guys

associate and wants us, because... you know, why? If the other areas were making OTs, they would have come here and said: "We wanna carry on and help!" because the Sector 9 Book has been around about a year, and everybody knows about it in Australia, even New Zealand, America, Canada, England...

I haven't seen anybody coming over here saying: "HEY, I've seen what you wrote in "Sector 9", man, we wonna help handle these guys!" You know why they haven't? Because none of them had made it. None of them have got it. I only think maybe they got through OT III, but I know, none of them got through NOTs, for their first things they would have realized is: "God, we better go and help Captain Bill, he's the only fucking guy on the Planet, that's trying to get us out of this fucking mess!"

Because you can't handle those levels without running INTO that game. You can't finish the levels without running into that game, and handling that game, and it's effects on you all the way back the track. You can't DO IT! Now, all you can get is a sort of a guy, like I said, sliding out, and then being sort of 1st Dynamic - "Hehe..." - but you can't finish the levels without CONFRONTING THAT GAME! So, no one has finished those levels, because if they had finished those levels, they would have confronted the game and realized, that by the writings and data I'd been putting around, that we're the guys that are handling that game over here. And nobody has come around, except the ones you very know, you know, like the guys in Spain, and a few in Vienna, Harry Mason, a few other guys around - ja, there is a few.

But nobody from David Mayo's lines, nobody from the lines of the other independent groups over there, nobody from the Australian groups - oh, there is some good guys down there, that might be playing a game, there is a few, and they're getting more and more keeping in comm and so on, are really appreciating what we're doing.

But the big groups, independents, that I don't see them on that game level yet, but they will HAVE to be or they're not gonna make it, you see? The Implanters would just say: "Haha, get them!"

How can they handle? Only if they're not effect of them anymore, only way they can do that, is complete the levels, that's it. Once you've finished our bridge of OT III up through Super NOTs, you won't be effect of any Implanter game at all. You'll be able to make a game to handle the Implanters. You'll be able to find what they're doing, just by knowing what they're doing, wherever they are on the Planet. They can't even hide, there's no way they can hide, you know, telepathically you can just spot them, and then you can even audit them if you want, or even put Ethics in on them, if you want, you know? It's very simple, ok?

So, that's what I'm saying - it's not ok to dig in at the lower levels, until you have the tools to do it,

that you get at OT III and Super NOTs - to handle the whole effects of the Implanting, right?

It is ok to find when it keyed in - key it out - it is ok to date/locate it, right, and a little Itsa, that's ok. But NOT to dig in, because you're getting into something that you can only handle with processes of OT III and above, and if you don't have them, if you're not sitting there trained as a solo auditor and able to do it, then it makes a lot of trouble for the auditor, right? Ok?

And I appreciate everybody's eagerness and so on, and I know that, it's just like: take your attention off of it, and put it on something else, pick up study, or do something, or listen to music - good New Civilizations Music - and so on, or read a book, or something. Get some HATTING on things you may need to get hatted on, you see? That's another thing that's interesting. There's a LOT of data being collected - Maria is helping me to collect, we're reading all the stuff all the time, about all the different scenarios that are going on on the Planet. All the ones they're building with the Outer-Space-People, and Secret Societies, and the Masons, and these Secret Mystery Groups, and Black Magic, and weird Medical Practices, and Hypnotism, and weird Mind Control Practices, there's a lot of stuff going on.

We're collecting a lot of data that shows just how corny the old civilization is, but you get interested in that - then you start to see that: "Hey, you don't have to get back to your earlier incidents and find out how complicated that is, just look at how they're trying to restimulate on this Planet" - and you will see: "Hey man, that's all they're doing!" You can spot all the points of restimulation on the Planet today. And it also helps you to get released on this side. Knowing how it's being kept in restim today, ok? End of lecture.

Thank you.

TECH BRIEFING No 6

"3 rd & 4 th DYNAMIC GAMES"

CAPT. BILL ROBERTSON

MUSIC BY ASTAR

Well, hello again. I hope everybody had a very good dinner downstairs or wherever. And it's still the Free Zone here, we've had no problems with that as your gentleman from Halmstad here has made very emphatically: "That you're here to stay and it is going to be free and remain free". However. I'd like to bring up a few points, now that we have established that there is to be a 3rd Dynamic of Scientologists, free, in communication, around the planet.

We have to look also at another hat. And that hat is on the 4th Dynamic. Yes. As you remember, when we were all inside of the church structure, we were told repeatedly that it was "all under control", "everything is being handled", "on the 4th Dynamic you don't need to worry about nothing", "you just go ahead and do your services and your delivery". And that was fine, except now we know that it wasn't all under control. And it wasn't all being handled. And that is one of the reasons why we now have to do it all again. Yes. Really for for the first time, yes.

It is very much like the story of the airplane they're testing out. The new Automatic Pilot in the airplane. It's a total automatically computer .controlled flight from Stockholm to San Francisco. And the plane is over the North Pole and the automatic speaker comes on - there are no pilots. on board or anything, you see, it s all automatic now, the people are sitting there, they're been automatically served their food they're automatically shown a movie, they're automatically relaxing, they have their tranquilliser - and the voice comes on and says: "You're now 30,000 feet above the North Pole the temperature outside is minus 217 degrees, and there is a storm blowing around the North Pole as you can see below you, in which - if someone was outside in that, as you' re dressed in this airplane - they would not survive for 5 minutes. But this flight is totally automatically computer controlled, and nothing can go wrong .. go wrong .. go wrong .. go wrong .. go wrong .."

OK. So much for automaticities. Again we are called upon - as products of Scientology - to take a viewpoint of causativeness. The planet, in the situation it is in, cannot be handled by automaticity. It cannot be handled by more lowering of people's awareness, so that they will not be aware of the problem. It can't be handle by more drugs, and more tranquillizes, and more TV, telling them\ that "everything is ok", and more telling you in the newspapers: "Let us handle it, it' s all cool, nothing will happen.". More bank accounts, more number accounts, it cannot be handled that way. It has to be handled by live beings - Thetans - that understand the principles of Scientology and the rights and duties of an individual and Thetans in the society.

Now that means essentially, that the people who can speak out about the 4th Dynamic, would be those who have some processing and some ethical consideration.

We cannot expect a person, who is going around and selling drugs for instance, and trying to make children into idiots by teaching them lies or rewritten history, we cannot expect those people to make decisions for the 4th Dynamic, they already have out ethics. But Scientologists do have

codes of ethics and it basically comes down to the principle: The greatest good for the greatest number of Dynamics.

Now, if you have a 4th Dynamic, you have to look at the entire planet and people upon it. Because they're all involved in it. Bow, you know, Sweden has a wonderful history of research and study about the problems of what is happening in the world, and they've had many solutions to these things - and many solutions to these things - but not all of them have been adapted, and some of them are not really good solutions - as you well know.

But, right now, the major line of attack on the planet, I would say, LINE OF ATTACK, LINE OF DEVELOPMENT on the planet is toward a thing called - "Mental Control".

Now, that means, that the people who are in power on the planet believe that if they could control what you think, then you are totally under control. And in actual fact that's right, nothing wrong with that, to believe it, it IS true. If you can control what people think, you CAN control them. The only thing wrong with it is: "Wit what INTENTION are you controlling?". "What is the PURPOSE of controlling?" "Are you going to allow them to get more and more able, more and more spiritually free, or do you want them to act more and more like a white rat in a little cage?" You know, he has his little cage there, but you give him a little thing to run around in and makes him think he's free, because he keeps running all day long and he never gets to the end of it.

So, they also know, that if they can give you enough problems with your bank account and your tax man and your job and your salary and your food and your health and all of these things, then you're not free, you just think you have a lot of problems, and you have to get through these and then somewhere on the other side you will expand, yes?

But then you realize that this is not entirely the case, not entirely right. Somebody is setting this up for you, is setting it up in different countries of Europe and in different countries around the world, especially in the European and American Civilization.

I had been researching into this, because I was forced into the research, following a data trail. The data trail was: "How was the Church of Scientology suppressed and who did it?" That was the data trail. And I found out HOW it got suppressed and WHO did it. But I also found out, that the guys who did it, or the beings who did it, were not only interested in suppressing Scientology and keeping all the knowledge for themselves, and using the power of mental control on the civilization - because you see, Scientologists are the one people , who are very difficult to put mental control on, it's very difficult to mentally control a Scientologist - takes a lot of effort, a lot of money, a lot of lawyers, hey?

So, anyway, I've found out they're not only interested in Scientology but other religions as well, political parties, educational institutions, financial institutions - in other words: there was an entire - shall we say - plan, to take control of the planet - economically, financially, spiritually and individually - on EVERYONE.

Now, this is not such a good idea if they don't have any plan for rehabilitating anyone, if they don't have any plan for getting anyone more aware. And they don't. What they have a plan for doing is: reducing your space and awareness down to about this big, and putting you in a box about that big, so that you think you're free. If your awareness is only this big and you're in a box that big, you haven't found your limits of awareness yet, so, as far as you are concerned - you're free.

The only thing wrong is: this goes totally against the purpose of Scientology, which is to get your awareness expanded out as far as you can expand it. And if ;you do that, you find yourself rapidly running into the walls of these boxes. And I don't know in Sweden how much of a box it is they are putting around people here, but in other countries, they put quite small boxes around them, and if you are anything above Grade Zero, you run right into them! Hahaha!

And in some places you run into them on Dianetics as well, but let's say Grade Zero. You start to put out your comm-lines, you see, and you put out these comm-lines and you say: "Hey, well, Scientology, yes, that's a very good idea! Man, I'll put out my comm-lines. I'm gonna make a new product here. New industry. New things. I'm going to get in comm with these people over here that are working on health food and clean atmosphere and so on like this. I'm going to work with these people and - aah ... yeah, we're collecting a lot of money here and we gather this up - and then all of a sudden you find out that somebody is against you.

And the next thing you know, you've been investigated by the tax people. And the next thing you know they're holding your bank accounts and you can not move anymore, you can not travel, you can not use any money, they're investigating you because of these people you were talking to as apparently he was on the wrong side of the political fence, or he might be a bad guy, he might be a KGB-agent or something.

But this is all "Bull", you know? "Hey, that's not true! I want to expand!". "So I will go somewhere here to a lawyer and try to get this handled." And the lawyer tells you": "No, that's not worth it. Don't fight it. That's the city hall. You can't fight city hall. What you better do is get out of that group and go back to your business."

And the business you're in, it says: "Well, now, we don't want you. We've heard about the scandal you were having in the paper over there and ..., you with that crazy people that want a clean environment and that's against industry, and industry, you know, if they don't have industry, they don't have jobs. Then they are all out of work, so it's not good to have a clean environment, even

if it is killing us, I mean, ... somehow it's logical, I don't know."

But anyway, all of that is: Gradually, you get all these losses and you get pushed down in that little box, and you sit there and watch the television hoping: "Well, I hope somebody does something about it some day."

That's only what you run into on Grade Zero! And then Grade One: "Solve! We solve all the problems of the civilization! Ah, I got an idea. I don't like all this banking stuff. I must set up a new way, where people can have a real stable exchange medium and currency, and they're going to be able to do free trade and all that kind of stuff!" - and then it goes - Boom ...! - and you're in court, halt your life and you're wondering: "What happened here?" - you know? And the banks are all denying you any credit, and you can't work with them, and all that stuff. You went against the plan. Now you're in the box. So,

Needless to say as you go up the Grade Chart: ARC, Service Facsimiles....O/W's of course in there, and you go up through to Clear and you go up on the OT-Levels, and you find it increasingly difficult to stay in your box. All right. You know? You realize, I mean, you may even find it hard to keep your cat in the box, but imagine, these guys are trying to work or weave a whole web of mental control around YOU, so that YOU stay in your box. Then you have the idea.

Now, there are certain plans that they're put in Europe to put people in their boxes. One of them is - we have found out - working this thing through the - what's it called - the European Parliament. I understand that Sweden is not in this "common market" thing and so on like that, but it doesn't matter. This is not a "common market". The "common market" is only the first stage. You have to think of: "What would constitute a government? What would constitute a world government?" Eh? It would be the same like a state government, right?, or a country government. But, you would expect them to come out and say: "Hey, we wanna create a world government." "Anybody for it? "against it?" "How about the constitution and all that?" You would expect that. But that isn't the way they're doing it.

They failed two times like that. Once with the League of Nations, and once with the United Nations. So now they are doing it a different way: They are doing the government UPSIDE DOWN. Upside down. Backwards. Backwards! The last things first and the first things last. This is so nobody notices.

So, the first thing that they put in was the European Common Market, because that's the regulatory body, which regulates trade and exchange between the Nations. Believe me, they REALLY REGULATE it! There are a lot of people mad at what they're doing. But one thing they're doing is making agreements with every other nation on Earth, and every other trade group on Earth, so they have a covert connected network of trade. By the statistics in these books, they

now control 40% of the world's trade. It is controlled by the common market, or it passes through it's hands in some fashion or another. They're also linked up to the world bankers, who control 40% of the world's money.

Now, you know yourself, if somebody controls 40% of the WORLD'S money and the WORLD'S trade, then they are somebody that most people HAVE to deal with, most countries HAVE to deal with them. Now that is just what they are promoting. That's what they promote in here. They may control a LOT more. May be well over 50% by now.

Now, once you know these facts, you want to look at: "What are they going to do next?" Well, what they gonna do next, now that they have the actual bureaucracy and administration and the government regulation part in, they are going to put the government on TOP of it. And the government on top of it is composed of these European Parliament people. They meet in this building in Strasbourg, France, right? And there's one member for every 500,000 Europeans. And they intend also to expand "Europe" to be 21 different countries with a total of 400 million people.

That INCLUDES Sweden, I think, as well as all the way round to Yugoslavia. All the eastern Communist Block countries. Includes Spain and Portugal. All of those. They already have it all planned out.

Now, what they are doing is: putting in this lower assembly or your parliament or your House of Representatives, a lower house of the government. Over on the side of this, they will also have a thing called the European Council, which is your Head of state of the European Nations, meeting together. Like a senate, or a House of Lords, or a senior house of the Parliament.

However, that's not all. Once they get that done, they now will force a little bit more on the top and they will put ... by election from these people in the Parliament here ... they will elect - first, they will have a President of the Parliament for one year rotating and then they will have a President at the Council over here, like that President of the senate or the Head Chairman of the House of Representatives. They will be here. Then they will put in a Prime Minister, a Prime Minister and a Cabinet. All right?

Now, I can read you exactly the statement that says they are gonna do that. I mean, I'm not just "making this up", right? It says: "The Prime Minister of the Union, " - that's the European Union - " is to be elected by the Parliament of the Union acting on a proposal from the Council of the Union, for the period of the future electoral term, which is 5 years. He is to propose Ministers of the Union for his Cabinet ..." (And so on. Defence, trade,atomic energy, all that stuff.) ".. to the President of the Union for appointment." Now, the President of the Union of course is this one year post over here - that I told you about. It's the President of the Parliament. And the government of the Union is dependent on the confidence of the Parliament of the Union. It may pass a constructive vote of

"no confidence" in the Prime Minister of the Union. Votes of "no confidence" may also be passed on individual Ministers.

Now, this means the Prime Minister will represent 400 million people, 21 Nations, and all of Europe. That will be the largest power of the world. Larger than the Soviet Union, larger than America, larger than the Third World. It is the biggest, it will be the biggest, that's the way they plan it.

They will be forcing the other "smaller powers" like America and Russia and so on into agreements, because you see, they have the power. If they sided with Russia then they can defeat the United States, if they side with the United States, they can defeat Russia. It's very simple. So, they can force them into agreement, to come under control, as they wish.

And they will also set up a banking system, where you don't have Swedish Kroner anymore. You have a provision of: "Creating a note-issuing bank, which is quite independent of the States of the Union" - which means, your countries - "or the institutions of the Union", - which means nobody has control over this bank. And this bank will be the one who controls all the currency. Just as they do in the United States through the Federal Reserve Bank. In other words, the government does not control the money in the United States. They set up an arbitrary independent thing, and if you really don't know what that means, it's like an independent network, like a G.O. or something, you don't have control over it from the Org anymore. So they set up this in the United States, and they will do it in Europe, and no one will control the money either.

Now, why am I telling you all this? Well, this is where the trail led. To this plan. Hey? Getting rid of Scientology - and by the way - the influence of other religions on the planet. Oh, they don't want religions. You understand, this is a competitive group. The Catholics number something like 800 million. Catholics on the planet. The Buddhists number something like over a billion Buddhists on the planet. Scientologists didn't number too much, but they have a very powerful technology. They can find out things.

Anyway, those guys are all getting attacked. The Mohammedans, the Buddhists, the Catholics, everybody was getting attacked. So, why am I telling you this? Because there's nothing wrong with a One-World-Government. I've been on lots of planets - lots of planets in the universe have only ONE government for the planet. So you also experience the same, when you travel, on the time track or whatever, and in fact, that's more usual - that they just have ONE government for a planet. Much more usual. In fact you might even find several planets in a confederation of ONE government. But here you have 160 or 170 governments on the planet. We know why that is. It's explained in the Sector Operation Bulletins, and it's explained in "Revolt in the Stars". You have here the representatives of maybe 160 different planets or races or different cultures or governments on this planet. The Thetans came from those particular areas. Because this was a dumping ground. IT was the place where some catastrophic events happened quite a long time ago.

However, to get this all back together is an admirable idea, there is nothing wrong with it - AS LONG AS THE INTENTION IS GOOD. As long as the intention is ethical, for survival. As long as the intention is for the INCREASE OF AWARENESS, SPIRITUAL ABILITY.

If the intention is to ENSLAVE, if the intention is to DEPRESS AWARENESS, if the intention is to PUT PEOPLE INTO THESE LITTLE BOXES ... then it is NOT a good idea. As you well know, if you studied Psychology or behaviouristic Psychology or any of the "modern" techniques, they all work with rats and mice, all right? And you can understand, that they run experiments with rats and mice, you know, and they put them all in cages and they do things with them and so on like that.

Now, if we were all rats and mice right now, right? And OUR 4th Dynamic was rats and mice, and the humans were on OUR 5th Dynamic we wouldn't like that at all, you see?

So, I do not intend to be a human being, or a Thetan, that is taking part in somebody's "One-World-Experiment" treating other human beings like rats and mice, or ants, or any small animal - that they can experiment with mentally, physically, and through all these various methods. I don't like that at all!

In fact, LRH didn't like it either. And one of the things that has come about from this - finding - (we found it - this is the trace of a line that came from: "Who suppressed Scientology?") it went right back to this One-World-Group that's working through this principal Party here, the European People's Party - just seems to be a big Political Party - they're just the front guys of the conspiracy. But, when you come to this, you say: "Hey, wait a minute!". And you look around to see if anybody is doing anything about it, you know, find out if any - if a few people even are protesting it. There's a few people saying: "Yeah, yeah, I don't like that, I'm not gonna vote for it." But there is NOBODY PROPOSING ANOTHER GAME. And what did LRH say? "When you end off an old game, you must give them a new game to play or the game will be getting you."

Okay, well, we got a new game on the 3rd Dynamic. Everybody being the source-point for Scientology in it's area and following Tech and Policy. Well, now we have a new game on the 4th Dynamic. We don't like the G.O. or anybody pretending to be able to handle it - because they can't. We know that. They didn't even grasp the hugeness, the immensity of the plan that I've uncovered here, and that you can come and read about, if you want.

No, they didn't even come close - well they did get close to it, it's true. They did get close to it in Germany and Austria. Several of the agents of the Guardians Office got close to this plan and

they were immediately excommunicated from the Church by infiltrated MI6, FBI Agent Alan Hubbert. That was in 1978.

I did not find them until just last year and they told me: "Hey you found out the same thing we were working on." So, they did start to find it, but the guys got shot. They couldn't get the data - they tried the same thing - get the data up to LRH. Get the data to Mary Sue. Well, they didn't get it there. Well, we have it all. There is nothing we don't know about their plan to take over and put in a total One-World-Dominated-Slave-Government. Believe me, it is Mental Slavement. They don't want you to think you're anything but an ANIMAL. All of your thoughts will be monitored from childhood and controlled by the idea that you're an animal. Yep, that's what they wanna do.

And they want, to further insure, that they have an ELECTRONIC control over your thoughts, by putting in radiation and beams and control your actual thinking. To say nothing of the experiments going on in the United States, where they are talking about implanting a small chip - very small chips - to size of a pinhead in a person's head area, or in his chest at birth, so they can monitor them for the rest of their life.

This is already being proposed to the United States Government and they're doing a whole project on experiments with this. I'm sorry to say that spiritual advancement and psychic development - you know - "development" of theta-abilities has become a STATE-SECRET in the United States, has become a STATE-SECRET in Russia, has become a STATE-SECRET in the most "advanced" countries - so-called "advanced" - they're NOT REALLY advanced. But why is it a secret?

Because it's a weapon. Just like the atomic bomb was put behind the "Shades of Night" into the government arena, and nobody could know about atomic bombs in the 50s, nobody can know about psychic development now. It's the top secret stuff going on behind the scenes, and that isn't only theta abilities, that I'm talking about. I'm talking about mind control, intention beams, waves to control your thoughts, small electrode implantation in the person, or in the TV or in the automobile, or various ways to keep you all on the national computer scheme.

Ok, Now, those are coming things they're using for weapons of war. It a way it reminds us all, of course, of the often - often we run into them on the track, I'm sure you've run into these guys called the "Thought Police". You know, they said they had a Thought Police and they're controlling your thoughts, and you better not do anything against the government, or they will implant you or something. And you'll always find out sooner or later, that the "Thought Police" really were guys with no particular ability, except they had some very clever micro circuitry that they either implanted on you, on your telephone, on you car, on your friend or whatever, and they heard everything that you were saying, or they had a whole network of spies around, and they heard what you were saying. So they pretended to know your thoughts all the time.

The thing is: To know everybody's thoughts, you'd have to have an auditor for every citizen on the planet in session with him 8 hours a day, right? And if they did that, hell, we could clear the planet very quickly. So they can't do it that way.

In other words, don't worry about people knowing your thoughts, because, you know, they would have to have auditors and an incredible computer to take all this session data in every day, and then they'd have to know rudiments to clean up the guy for the next day and they would have do do something with him sooner or later of the guy would ARC-break and blow session. So they might have to just put in the bridge, you see, so they won't do it that way. They don't really know your thoughts. They don't really want to know them. All they want to know is that you're doing what they say, and that your actions are controlled.

Ok, sorry to make it so blunt, but that's what's happening in the world, and it's going on very quietly behind the scenes. I found out that the secret studies of the psychic events and psychic war affairs, and all that, is a phenomenon that is receiving increasing notoriety in the newspapers and so on. You get little bits and pieces of it, but never very much.

They're way far ahead of anything you see put out in the papers. We know for instance, that the Russians are using telepathic control on their spy lines right now. They are funning agents over hundreds of miles distance by telepathic control. In other words, they're sending their messages back and forth telepathically, and nobody can intercept them, except another telepath

How do I know that? Because when I was over in Germany, I picked up a few of them going by. I said: "Hey, what's that?" You know, you're used to having Ron talk to you or maybe another Scientologist says: "Hey man, I'm coming over." You know? "Ok man, I go down and open the door.", and he's there, you know? That happens all the time with Scientologists.

But I had this weird feeling, you know, just getting up in the morning; and: "Agent Cherenkoy report to Mogador and go to Section B2. Agent Cherenko, repeat: "Go to ...". It's coming through, it's a thought! What was that? Picked up as a line coming out of East Germany and going to Africa. Right? Was a Russian though message.

So, anyway, believe it or not. When you go over to Germany you can try and pick up a few yourself. But we have it from another source. I did not - I told that to a few people, they said: "Yeah, maybe so." - however, I'd been, before I told anybody about that, in England, where we had a friend in the intelligence service - and he said - (the guy was interested a bit in Scientology, because of the stuff we're working on) - and he said that his friend told him the other day, that the Russians are already using telepaths in their spy work! And then this guy came: "Hey, did you know the Russians are using already telepathy in their spy work!?" I said: "Well, as a matter of

fact, yes, I did. I picked up some of their stuff, they were practicing with over there in Germany." "Oh." Well, anyway, he thought he was gonna give big news to me - you see - but I did happen to be on the line. But anyway, the funny thing about this is, the funniest thing about all of this is: Do you see how valuable Scientologists are gonna be in the New Civilization? They're gonna be the only people that know what's happening. You'll be the only people on the planet that really understand what's happening. Because, YOU can pick up the telepathic comms. You can understand when the government is lying to you, and when they are telling you the truth. You know the Overt-Motivator-Sequence, the appearance of people trying to withhold, all of that sort of thing.

And, as you audit many many hours you will realize that it's very easy to pick up what people are really thinking, if you want to. And you can also pick up emotions and various things. Well, from Dianetics you can learn that very easily. And you can pick up the whole thing mental image pictures and anything like that and the next thing you know, if you put your attention on it, you'll find out whatever you want.

If you put your attention on your own file for instance, your own file in the government files in Stockholm, or whatever country you're from it will come to you where that file is, and not only this, you start to get a feeling of what's in it, and not only that, very soon, you will be able to see exactly what's in it. And not only that, but you will find out who the agents are that take care of your file. And not only that, but you find out, what's happening with your friends who are also filed next to you.

Do you understand what I'm saying? It's OT-abilities. OT-abilities. And what it is, the governments of the world are AFRAID of us, you see. Why do you think they're spending so much money trying to wipe out the "Squirrels"?

The "Squirrels" AREN'T UNDER CONTROL! The "Squirrels" can find out anything! I know I wouldn't - if we were doing something here and one of you guys started playing around, you know, like running yoga into your sessions or something like that, or drug therapy or something like that, into your auditing sessions, we wouldn't spend thousands of dollars on lawyers and private detectives and all that stuff.

We would just quit sending people to you. Doesn't take much. Just: "Ok - see, you won't play that game? Go away." Just - maybe put a little article in the magazines - you know. "Don't go tho the guy, he squirrels". We know it won't work. And why are these guys spending millions - and believe me, they do spend millions - to wipe out the squirrels around the world?

Because the government is behind them, and not only the government, but the One-World-Guys behind them are AFRAID of us. Don't even believe anything else, they are AFRAID of us! Right.

That's where it's at.

Now that's your 4th Dynamic Game Level. WE are the people that are responsible for the rest of humanity. To one: get them on the bridge. Two: to sort of hat them on what the mental war is all about. And three: to give them another game to play. And the other game is called the New Civilization Game.

And that's - I think it's printed up in Swedish - but it has several purposes, to which everyone can agree, and are good for survival. And those purposes are things like: well, let's clean up the planet. It's our house, you know. Let's clean it up a little bit, knock out the pollution, get the food good and the water pure and let's have a stable medium of exchange. Let's not have rates of money going up and down. Let's have a stable currency here. Let's get a stable medium of exchange.

We've already got one by the way, it's called the "Galactic Credit", and it's gonna be based on metal of value, like gold, silver, platinum - that kind of thing, but it's also gonna be underwritten by the auditing intensive. The Standard Auditing Intensive.

Therefore it WILL be standard, because wherever you get a standard auditing intensive, this thing will be good. And it can always be turned in for that amount and it will be roughly what they are charging for a standard auditing intensive in the Free Zone.

I didn't bring it with me, but I have colored pictures of these things. We'll first issue them out printed as a Credit Note on one side, and what it's all about it on the back. We'll have the conditions and where you can turn it in, what Free Zone Place you can get your various payment and so on. It will be - first of all - it'll be a bond type issue - in other words: you're buying an investment in some OT-projects or something, and you can always get auditing for it or within a year or so you can get gold or silver or whatever we have at that time. So, this will be - we'll start them out as investment issues. But they will eventually become currency on the planet, because they are so stable. They won't hardly vary. They won't vary with inflation or depression. They'll be the same. The value can be gotten from these things. But that's another thing we need on the planet.

Another thing we need is an appreciation more of culture and artistic type endeavors, right? People, there are so many artists and so many musicians given bum education on that, they don't even know the definition of art. They're patronized by people that want them to produce "bank-art" - you know - it's all just stuff from the bank. You know, we went to an exposition in Paris recently. I went in there - who is it? - the Pompidou Museum or something like that. And, I mean, you had to hold your nose around some of the art. Not because it, you know, was figuratively bad, but because it PHYSICALLY stank! Right, they wee making the sculptures out of old tennis shoes and

socks, and trash, and things pulled out of the backyard, they just pasted it all on a board, you know, it's all mess, junky stuff you know, and they put some paint on it like that. Ketchup bottles, and old food and old banana skins. Yes, you had to hold your nose as you went through that. That was modern art, right?

I would say it's just BANK. It's just people's trash. You know, it's real trash. Here it was displayed in that fantastic building you know. "Ah!" Wouldn't it be nicer to have some real OT art in there? You know, some people having a fantastic viewpoint from exterior or an outer space scene or something? Even beauties of the planet. Something more aesthetic and more Theta than that, my god! So, anyway, that's another thing that's needed.

Another thing that's needed is communication and coordination between people. And we're working on this project in the 4th Dynamic to try to get more and more of the Free Zone people connected up. With like computer links, and all that.

We're also working on inventions that will improve the lot of mankind. Which means, things that can power your computer without depending on electricity, so you can power from sunlight, so you're not dependent on any electrical system by the government that can turn you off. You many still maintain your comm line bounced off a satellite, whatever. We want to put up our own satellites, for instance.

We have a company that's in a way involved with something like that. And if they come up with some money, well we can put up our own. We have several ideas, and some of them I admit, come off of the track. And many other Scientologists REMEMBER things. They come up. That's one of the plus-points of auditing. You may remember something that's a very valuable invention or something and run out to get a patent on it on this planet and go with it.

And there are many other things that are needed to make a New Civilization here, right? And there are things to be AVOIDED. In other words: things that you shouldn't agree with, should NOT agree with that will lead to the little white mouse in the cage things. You understand? Like voting for things that will allow babies to be implanted with a little electrode at birth or - you know - the free use of drugs on everybody and so on like that.

That's like you HAVE TO KNOW THE GAME. You have to KNOW what the alternative is. You have to KNOW, to be able to make a choice. And then we come to the final thing: to be able to make a choice, people have to have the DATA OF COMPARABLE MAGNITUDE.

You can't make a choice between a One-World mind-control government and nothing. Although they're TRYING to make you decide between that or atomic war. You see? Because they're putting a horror of atomic war over you. If you don't do this, you gonna have atomic way. No, they won't. It's false. They are trying to make you decide between atomic war and a One-World-Government. That is NOT the decision.

The decision IS between the One-World-Government that keeps you like mice or a New Civilization where everybody is freely communicating and coordinating, just like we do on the 3rd Dynamic. And you can still be in your country. You can still be in your city. You can still be in your own group. You don't have to have everybody under the same control, to prevent war. War is an ABERRATION. It's NUTS. All right?

Just like you don't have to have all Scientologists under control to keep ethics in. You don't have to put them all into a cage to have ethics in because most people ARE ethical. All except about 2%. That's the figures and we know these data.

So, who's gonna be there to make the decision between a New Civilization and a mind controlled Civilization? WE have to be there. WE have to instruct people. WE have to let them know there is an alternative. WE have to let them know they have a choice, not only on this planet for their own survival and their own expansion, but very soon they're gonna be linked up to Intergalactic Civilization.

And that is another thing, which I know you all have been waiting for. And you may have some back pay - do you? - in some organization out there. you may have an old home or an old hunting ground you would like to go and see. But it is true. Very soon there WILL be a link up again with the old Galactic Civilizations.

Now it's not just because I say so. Because we found out that these guys are ALSO planning a link up. They are planning a link up on the basis that it would be better if everybody join this ONE PARTICULAR group operating in nearby space. If they would join this one particular group because they are in the SAME agreement. They like implanting and they like to keep people under control.

So, if Earth comes to the awareness in a few years that there IS another Civilization out there, and: "Hey, look at that! Wow! It's the only one we know about." AGAIN they'll be faced with the choice for which they have no comparable magnitude datum. They have no datum to compare.

So they say: "Oh, look at that! Hey, these guys out there, they have airplanes! Wow! They wear clothes just like they do in New York City! Wow! Look at that! They have spaceships and .. wow .. they say they'll help us, and .. wow .. we gonna trade with them and .. aah .. that'll be very good, they want to actually get in a big agreement with us and have out world government join up with theirs! Oh, fantastic! You know! That'll be really great, ... haha ...".

The funny thing is, you know, the guys are not - when you really look at them - they're not very friendly, they look a bit - thetan wise - they look a bit "dark". But who's gonna notice that if there aren't any Scientologists around to say: "Hey, look! That's a Marcabian. Those fuckers are implanters!" You don't want to mess around with them!"

So, unless they hear from us: "Look! There's at least, I mean just in the NEAR space here, you know, there's at least a hundred different systems and races around. I mean if you don't believe so, look at the planet here. Look at the planet here. How many races and so on are around? So, there's also the same duplication of it out there because that's where they usually came from in the beginning, you see?

And we know for instance: The Japanese have been working for centuries now, and especially since World War II to be able to get back to their own Home Civilization. Well, as you might expect, they have a civilization very similar to modern day Japan, and very similar to the beliefs and the customs of working together as an enormous 3rd Dynamic, you know, production and industry and all that.

They want to go back there. They're just waiting to get the Ok to do space travel. And then they are going to take off. We know that. We have a verification from them as well. They're totally interested in the New Civilization. So there is another one right there. I mean - to tell you the truth - I mean, instead of having a nice implant put in your head or something when you're born, I think I would much rather have my back walked on by a geisha girl, you know?

So, if we've got a choice, I mean just between those two, I already know what I would choose. And I don't even know any Japanese very well, you know? But I already know that's better. I mean - even though maybe we would have to - you know - slant our eyes a little bit and put the hair down and say: "Ah - so" - but, so what? That's better than running around with an electrode in your brain and every time you think: "Whing!", you know? And not being able to expand, and if you have an idea you get it cut and suppressed. Oh no, no way! Those guys ARE expanding so that's okay.

But that's just another one. Well, there's a lot more than that. And of course there is the BEST idea, just like we do it in the Free Zone, sometimes called the Independent Scientology Movement. Why don't we just REMAIN independent. That'll be a FREE ZONE PLANET. Hey, now that's the BEST idea! See? Then we can make trade arrangements with whoever we wish. From

the 4th Dynamic here to the 4th Dynamic wherever. And if people want to visit their homes, their old homes, and see their homes and so on, they can do that. When you're a citizen of this planet, you're on a Free Zone Planet. And then, you know what happens to free trade zones, don't you? You know what happens with places like Gibraltar and Las Palmas and places that are free trade parts, right? A LOT OF BUSINESS! Lots of business. Lots of buying, selling, industry, prosperity and so on like that. Lots of tourists, all kinds of them.

So, I kind of like that idea, because Earth has been out of comm with these guys for a long time, because of it's problem. You know - aberration. This is a very aberrated place. But it's gonna be back in comm with them soon, so we might even make it a kind of a festive, joyful occasion and celebrate it like: "Hey, you know, this is a Free Zone Planet! You guys who come here to visit: bring your money, bring your gold and, you know, valuable things from other planets and trade them here. We'll give you something like maybe a 25 hour Intensive! You know, hand-made special art from the planet, you know, and so on .." But we can set up a really good deal here and next thing you know, we would be all running around in spaceships. We have our own space yachts, because these guys want to trade. They WANT something.

Now, what they want is of course a good technology. Because this had to be the proving ground for the technology, right here on planet Earth. This was the worst aberrated area, and it had to be here as you well know. I mean, look at the place.

I mean just the fact it has 190 governments on it. And I mean you have wars going on every day. I mean, you know, it's a VERY aberrated place. The Thetans ARE basically good. Well, if they're basically good, we must have all the bad ones here. Any slightest chance, any little chance, of them being bad, we must have most of them here.

No, it's not that. It's just that they've been implanted. They've been aberrated. They've been - you know - had a little more knocking around than other Thetans. But they can all come right. They can all come right, if we do the 3rd Dynamic game together with the 4th Dynamic game.

So let people know: "Hey, look, it's gonna be a choice. When you come up to decide, decide between Mental Slavery and a Free Zone Planet." There is no atomic war there. That's off the schedule. Nobody is gonna be allowed to do that anyway. So, this is totally outlawed in this Sector. Don't have to worry about it. Somebody might try it, but they're not going to get any agreement, and you're not going to get any wholesale atomic war or biological or chemical war. But what there WILL be - is a gradual enslavement of people's thoughts and mental control, where they're forced to decide to join up with these guys here, called Marcabians.

And if we don't get in there and say: "Hey, look, this isn't gonna be the only alternative you have. There are plenty of other people you can join up with! The Japanese, you know, or the Moslems.

Or you can join up with these guys the Buddhists go back to. Or you can join up with these guys that the Polynesians go back to. Because there is a big Sea Planet up there. Because they like a lot of water and so on like that. Take the canoes for a long time, you know, eat off of the trees. That's right, there's a whole planet for that."

You can join up with any of these guys, but my god, let's just not join up with guys who just want to crunch you down further. Because you have the 1-2 punch that will handle this planet in the future, and that 1-2 is of course: the 3rd Dynamic with the Scientology Tech and your 4th Dynamic with the New Civilization.

And once you know all that, you know everything that is necessary to know for your survival in the coming next 10-20 years. I mean, that's what we've been able to uncover by using the Data Series and using the Investigator Tech of HCO, applied to the situation of: "Who's attacking the Church and why?" You understand?

And when we came out of it, that's what the data showed us. That's what it was. It's evaluated. It's been verified now by 5 different sources - by 5 different people. They were also trained in the Data Series and didn't believe my evaluations. Then they did it and they can't get to another conclusion, because that's where the data leads them.

So, anyway, we're going along that line and we give you the data free. And the idea is - because we need resources to handle. And we need Scientologists: people who are free, thinking clearly, understanding Policy and Tech, who can be able to advise the 4th Dynamic, who can be able to see where it's going and say to you: "Hey, wait a minute. No, you don't wanna vote for that law about that little chip. No, no. I know, it's confusing and all, and it sounds like a very good thing. But don't vote for the law that says about the little chip. You .. no .. you didn't get it .. no, no, no .. it says .. it .. no, no, no .. it didn't say what you thought it said. You thought it said it was going to help you to get better food at the supermarket, but it didn't say that. It said: "Intracostal Biological Implantation". Yeah, but you didn't understand that, did you? No, no! What they mean by that is they're going to put an electrode in your chest - right here, above your heart, right? And if you get out of line, they put a pain signal through it, and you have a heart attack!"

"Oh, really! I thought it meant that they were gonna irradiate the milk, so that my baby would be healthier."

"Hoho, No, no, no, no, no. They were going to put the electrode in there, right there, you see? And if that law passes ... Bye-bye!"

"Oh, no! Now I understand it. Ok!"

You see, people have so many misunderstoods today, right? Very many misunderstoods. They don't even understand what a Thetan is.

And that is the first one. They don't really or don't even understand that they ARE a Thetan! Well, that's this planet! We need more PE courses around here. Personal Efficiency Courses and Basic Courses. Well, that will come. That will come. But now we know how to handle it.

Anyway, it wasn't handled before. We now know what the game is. Spread the news as far, as fast, as you want. Write it up. Copy what I've written. I don't care. Just get it out there and let's have a future for this planet that makes it into a Free Zone Planet where it determines it's OWN destiny. Not a destiny that's determined for it by a bunch of suppressive individuals that just want to totally control it. And, I think, that all of you are for that purpose which I just stated on the New Civilization and for keeping it a Free Zone Planet because you're HERE, because you're SCIENTOLOGISTS, and you've gotten to be Scientologists because you are who you are.

Why aren't a lot of other people here? Because YOU are here. And you are the people that got into it, all right? And I am too. I am like that too. I got into it because I felt responsible and I felt responsible for more than I could say at the moment. I couldn't get anybody to listen. I finally had to get a lot of auditing and I realized what I was being responsible for.

And that's not only me, not only different Dynamics, but also the future, the FUTURE of this planet. Do you realize that? If you don't take responsibility for the future of the planet, we won't have any planet in the future to which we can come back to safely. Which you can pick up another body in, on which your children can live safely ...

YOU put the future there! YOU have to put it there! There's not many people doing it - I can guarantee you - the only ones that are are Scientology people and a few little power groups that are trying to take over control. And the reason they are trying to put it there is so that they can control YOU and all the rest. And the reason they are putting it there the way they are, and the reason you can spot when they're doing this - these guys at the top of these guys - not the political guys - but up at the top - the world bank level, Basel, the thirteen, the three secret guys in a little group which a lot of people had heard about in different ways, they think it's a secret society, they think it's this - it's none of these things - it's just a group of a few Marcabian individuals, Thetans, that know, THEY ABSOLUTELY KNOW that they're Thetans, and they know that they are picking up bodies down the time track and they're pushing their scenarios to get everything under control.

And they know this, and they keep it a SECRET from everyone else - expect us.

So really, when it comes right down to it, there are only two groups on the planet. There's the Free Zoners, the Scientologists, and there's the Marcabian One-Worlders. That's really it. You can just break it down this way into these two categories. And then in that you look for allies, and you look for people who are not enemies, but they are "on the other side". And you USE the allies and you say: "Ok, you guys are against the same thing we're against. This is the alternative. A New Civilization."

"Hey! I like that! Let's do it!" Right. The OTHER GUYS, you say to them: "Hey, you guys, you've been fooled!" - because they all ARE by the way, there are so many secrets on the other side that they fooled everyone down below a certain level. "And you can guarantee, if you go on in there, you'll be being BETRAYED. At the end of this you're to end up being taken over, you're going to end up being implanted, you're going to end up all of this stuff." They will go: "Wait a minute, maybe you're right." Or there are also the people that are trying to take over FROM those guys and THEY WILL BE BETRAYED TOO. Because they're letting them, they're allowing them, to come along with their power groups and so on until the top. And then, they snip off the top and they have the group.

It's all politics, but these guys are good at playing it, because the Marcabians are playing it from the Theta Game Level. And the only people on the planet capable to play it back that way are Scientologists. So that more or less explains what the game is, why they are interested in taking Scientology over and why they are so interested in spending millions of dollars to wipe out the Free Zone.

In other words: WE ARE THE HOPE FOR THE FUTURE OF THE PLANET. Just because we have the knowledge and we have the Tech and we have the Policy. The more people that take their responsibility, the easier it's going to be. And I don't know about you, but I decided to take it when I joined Scientology. But especially after all the troubles that happened in the Church.

And I said: "Well - to tell you the truth - you can have a 1st Dynamic reason for taking it too, taking responsibility, and I told you before - in the other lecture - not ALL of the auditing you do is done in the auditing room. Some of the auditing you do is right outside here in the 3rd and 4th Dynamics.

Well, you can also have if for no other reason you can do it for CASE GAIN. Because you will get case gain from doing it. I can't tell you in the last two years how much case gain I've had from doing this particular auditing process on the 3rd and 4th Dynamics. Things that were fearsome things that were horrible things that I go: "Aaah, Uuuh, Hell, I need a million dollars to handle that!" Things that I thought I couldn't handle. I went and just confronted them with the intention of

handling on the 3rd and 4th Dynamic and it just went: "Pfffsst ...".

THERE WASN'T ANYTHING THERE. All there was were the things that I had NOT confronted on my way down the spiral. And I just went back and confronted them all the way up and now it's very easy, VERY easy. All right?

None of the mental control devices they have developed on the planet can affect anyone of Scientology that understands the game on the 3rd and 4th Dynamic and has good TRs. If you do NOT believe the game of what is going on, well, then you are not looking at the truth. I'm sorry, then you CAN be affected by these things. Because if you don't believe they're there - and they ARE there - and they are pushing in on your case or your bank or your theta-beingness or your body, they can affect it. Believe me, they are just as much THERE as a car running down the street. If you walk across the street, even if you don't see the car, and it hits you - YOU'LL KNOW IT. The same way with these beams and telepathic devices they have invented and amplifiers and all this stuff you read about in the bulletins, right?

They ARE there. We have some of our own scientists researching on ways to counter them and jam them and shut them off and so on. And we've been very successful at that. But in the meantime, if you understand they are there and you have good TRs, they won't affect you. Because you can SPOT what it is coming in. And you say: "Ah, that's not from me, that's from over there!" Zipp! - finished. Send it back to Basel. Stick it in the tower. Whatever you want to do.

Anyway, it's a game that we CAN play because that's a 7th Dynamic game, you see? That's not 4th. That's 7th. What is it? 7th! Eh? 7th! All right! That's a 7TH DYNAMIC GAME. Handling telepathic things, mental rays, mental beams and so on like that.

Who can play a 7th Dynamic game on this planet? Scientologists? Yes. Buddhists? A few, yes. A few other spiritual people that have managed to get up there without doing their Grades, keyed out for a little while. But not many others, I'm sorry to say. Just the Marcabians and mostly Scientologists.

So, we have ANOTHER responsibility: to get this across to people on the planet AESTHETICALLY as well. Because I can talk to you like this - but you can't go out in the street and talk to people like that because first of all their reality is not high enough. I hope I'm not exceeding YOUR reality, but I always feel an emergency like that: If you're drifting along in a ship toward the rocks, then you ought to yell up to the crew: "Hey, we're drifting into the rocks! I don't care if this breaks your reality, but get the hell out here NOW and let's handle it!" Right?

And that's the kind of situation it is on the 4th Dynamic. Because these elections for these guys right now is on the 17th of June and they'll be sticking in this prime minister guy and all their political scenarios in the next few months. They have a 7 year plan, which is laid out in Sector Operation Bulletin No. 19, if you haven't read it.

That plan is going along TOTALLY as predicted. It was predicted in, or as we found out, predicted little parts of it, and we put it in the bulletin in February and all the intelligence data we were getting from everywhere in the world, from different sources, from different lines - and they're totally from everything - from friends, radio, newspapers, intelligence agents, Scientologists, people who work in the place, other people, just strangers on the street - it's going along EXACTLY ON THE SCHEDULE. 100% exactly. In fact, they're even RUSHING to make sure that they don't go behind on that schedule.

Now, I bet you that somebody is going to be coming around and say: "You know, the reason they're doing it - that's because you put it out in the Sector Operation Bulletins. They took that scenario and they're running it!" (Laugh) No, they were already running it a long time. They have been running a LONG time. And we just predicted this one because we had to uncover the one they did on the Church. So but uncovering the one on the Church, we learned all about how they do them, it's very simple.

Now on the aesthetic level we want to get agreement. A good way to get agreement is buy aesthetics: art, music, and so on. And I've written a Symphony, a New Civilization Symphony in B-Flat, and it's music - you understand? I want to get that played by a symphony orchestra and put across a message to the population.

I just want to read you one thing here. I have a little description of every movement, and to end off I just want to read one thing here. This is from - first of all, it covers - it covers - I will tell you what it covers first - it covers the "Old civilization", "The Alternative" - which I told you about, the New Civilization Game, - "East meets West" - because we must have a bringing together of the Eastern spiritual ideas and the Western technological ideas - I mean, WE know there ARE spiritual matters. WE know there ARE technological matters. But the meeting has occurred in Scientology, right? Many of you were probably Buddhists before, but the meeting of East and West HAS occurred in Scientology. LRH MADE it happen with the E-Meter connected with auditing. Theta stuff connected with physical electronics. He did it. he brought it together. But it hasn't been done in the 4th Dynamic yet. We're hoping to do that between Japan and some Buddhists and some guys over from this side.

Ok, so that's "East meets West". And then another one is called "The Awakening" - where people cognite: "Hey wait, I'm more than MEST, more than a body". You know? And the other guy cognites: "Hey, the reason why we haven't got so far in 2000 or 3000 years is, we haven't been using any Tech, some technological things!" So BOTH sides can cognite, and they can cognite there's a purpose for the planet.

And then the next one is "International City", which is of course LRH's Plan for World Peace, written in 1963 I believe, and he has a part in there called "International City", where it's a whole plan for the governments of Earth to meet in a certain place, and a city built in the middle of the Sahara Desert. Well, not in the MIDDLE. Toward the coast which is the site of the old Capital City of this planet. Great plan. You should read it. We have it on our computer. Maybe we can get that out if we can get some money to publish it.

That's one thing. Then the next is "Attainment", which means: "people when they get ON PURPOSE can attain what they want, and they WILL attain their purposes AND their goals on all their Dynamics.

The next is "Peace and Prosperity", because when people ARE attaining, their exchange and everything is IN, and they WILL get peace and they WILL get prosperity.

And the last one is called "Ad Astra", which means of course - "to the stars" - and this is the one - I'll just read you this - a little bit to end off. It says: "Ad Astra" - to the stars - "the harnessed, aligned and channelled energy of Earth's New Civilization is put to use to expand starward. New Civilization ideas and inventions have been encouraged and the barriers of space travel have been overcome."

"This movement tells of the journey to the stars, with the firm hope and confidence of all mankind supporting it. You are invited along musically as the great ship lifts off into free space and makes it's course corrections. The voyagers first experience wonderment vast beauty of space, coupled with nostalgic memories of their beloved home planet."

"Then comes the awaited discovery and communication with another civilization far from the Solar System and the joy of finding it to be of similar purpose and aims as the New Civilization of Earth."

On landing the power is shut down, and then in the finale, the two civilizations unite to express their friendship, and to align their future to the greatest good of both.

So - we have a 4th Dynamic game: It's called "New Civilization". And we have a 3rd Dynamic game: It's called "Free Zone Scientology".

And again I want to thank Ron for this, because without him I wouldn't be able to play the game myself. I would probably have been killed by a motorcycle accident 30 years ago. So, I'm sure you all have similar reasons for being here, and not being somewhere else at this time.

Thanks to all of this, we can start doing our auditing our there - not just in the auditing room. We can come out of the auditing room, we can come into the society, we can come into the groups, we can come to the 3rd and 4th Dynamic, and even to the 7th Dynamic, mind you, and 8th and 9th and 10th! We come out and do our auditing OUT THERE.

Think of what an effect that will create! Yeah, and think back what it says in the Factors: "The highest purpose in the universe is the creation of an effect." So, all I can say is, if you are going to create an effect on this part of the spiral, make sure it's an ethical effect, because then you keep on going UP! All right?

And if you create an UNETHICAL effect you go down. But believe me, I think a lot of you will support me in this opinion - now this is totally an opinion -

But in MY auditing and looking at track, I think - now correct me if I'm wrong - I think MOST of the unethical effects that COULD have been created - WERE ALREADY CREATED! Most of the UNETHICAL and OUT ETHICAL things - I've seen them, I have run into it. Now it's time to say: "Hey, you wanna create a BIG EFFECT on everybody? The big effect you CAN CREATE is an ETHICAL EFFECT. One that guarantees MORE SURVIVAL. Oh, that's BIG! All right?

So, you want to create and effect? Let's put a New Civilization here! Let's put a Free Zone Planet here!

Are you with it?

Ah, yes!

Good!

Thank you!

END OF LECTURE

* * * * * *

WHAT THOSE "IN THE KNOW" SAY ABOUT

NONE DARE CALL IT CONSPIRACY

I wish that every citizen of every country in the free world and every slave behind the Iron Curtain might read this book.

Ezra Taft Benson Former Secretary of Agriculture

NDCC is an admirable job of amassing information to prove that communism is socialism and socialism (a plot to enslave the world} is not a movement of the downtrodden but a scheme supported and directed by the wealthiest of people.

If enough Americans read and act upon NDCC, they really can save the Republic from the conspirators-whose plans for the destruction of our country are galloping fast toward completion.

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Now that NDCC is available, I no longer need to answer "no" to the question which is often put to me, namely: "Mr. Dodd, is there a book which I can read so I can know what you know?" No higher praise is possible for this book.

Norman Dodd Chief Investigator

Reece Committee to Investigate Foundations

This book concerns the way in which our nation and other nations are actually governed. As Benjamin Disraeli said, this is not the way in which most people think nations are governed. The whole subject of the Insiders who so largely control our political and economic lives is a fascinating mystery.

For the reader who is intelligent but uninitiated in the literature of superpolitics, I can think of no better introduction to the field than NDCC.

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Former Chief of Security for the Atom Bomb Project

Since people of the Jewish faith have been the number one historical victims of the Communist Conspiracy, we wish every member of our faith would carefully read this book so they will become aware of the forces which often attempt to manipulate them.

Dr. Barney Finkel President, The Jewish Right

Whatever one dares to call the apparatus described and documented in this book, he will ignore it at his peril. 1972 may well be our last chance to defuse this destructive device. This book tells you how you can expose and demolish it.

Dean Clarence E. Manion Former Dean Notre Dame Law School

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INTRODUCTION

The story you are about to read is true. The names have not been changed to protect the guilty. This book may have the effect of changing your life. After reading this book, you will never look at national and world events in the same way again.

None Dare Call It Conspiracy will be a very controversial book. At first it will receive little publicity and those whose plans are exposed in it will try to kill it by the silent treatment. For reasons that become obvious as you read this book, it will not be reviewed in all the "proper" places or be available on your local bookstand. However, there is nothing these people can do to stop a grass roots book distributing system. Eventually it will be necessary for the people and organizations named in this book to try to blunt its effect by attacking it or the author. They have a tremendous vested interest in keeping you from discovering what they are doing. And they have the big guns of the mass media at their disposal to fire the barrages at None Dare Call It Conspiracy.

By sheer volume, the "experts" will try to ridicule you out of investigating for yourself as to whether or not the

information in this book is true They will ignore the fact that the author about to conjecture. They

will find a typographical error or ague some point that is open to debate. If necessary they win lie in order to protect themselves by smearing this book. I believe those who pooh-pooh the information herein because Psychologically many people would prefer to believe we are because we all like to ignore bad news. We do so at our own peril.

Having been a college instructor; a. State Senator and now a Congressman I have had experience with real pressionals at putting up smokescreens to cover up their own actions by trying to destroy the accuser. I hope that you will read the book carefully draw your own conclusions and not accept the opinions of those who of necessity must attempt to discredit the book. Your future may depend upon it

October 25, 1971 JOHN G. SCMITZ UNITED STATES CONGRESSMAN

CHAPTER ONE

DON'T CONFUSE ME WITH FACTS

Most of us have had the experience, either as parents or youngsters, of trying to discover the "hidden picture' within another picture in a children's magazine. Usually you are shown a landscape with trees, bushes, flowers and other bits of nature. The caption reads something like this: "Concealed somewhere in this picture is a donkey pulling a cart with a boy in it. Can you find them?" Try as you might, usually you could not find the hidden picture until you turned to a page farther back in the magazine which would reveal how cleverly the artist had hidden it from us. If we study the landscape we realize that the whole picture was painted in such a way as to conceal the real picture within, and once we see the "real picture," it stands out like the proverbial painful digit.

We believe the picture painters of the mass media are artfully creating landscapes for us which deliberately hide the real picture. In this book we will show you how to discover the "hidden picture" in the landscapes presented to us daily through newspapers, radio and. television. Once you can see through the camouflage, you will see the donkey, the cart and the boy who have been there all along.

Millions of Americans are concerned and frustrated over mishappenings in our nation. They feel that something is wrong, drastically wrong, but because of the picture painters they can't quite put their fingers on it.

Maybe you are one of those persons. Something is bugging you, but you aren't sure what We

keep electing new Presidents who seemingly promise faithfully to halt the world-wide Communist advance, put the blocks to extravagant government spending, douse the tea of inflation, put the economy on an even keel, reverse the trend which is turning the country mto a moral sewer, and toss the criminals into the hoosegow where they be-

long. Yet despite high hopes and glittering campaign promise these problems continue to worsen no matter who is in office. Each new administration, whether it be Republican or Democrat continues the same basic policies of tile previous administration which it had so thoroughly denounced during the election campaign. It is considered poor form to mention this, but it is true nonetheless. Is there a plausible reason to explain why this happens? We are not supposed to think so. We are supposed to think it is all accidental and coincidental and that therefore there is nothing we can do about it.

FDR once said "In politics, nothing happens by accident. If it happens, you can bet it was planned that way." He was in a good position to know. We believe that many of the major world events that are shaping our destinies occur because somebody or somebodies have planned them that way. If we were merely dealing with the law of avenges, half of the events affecting our nation's well-being should be good for America. If we were dealing with mere incompetence, our leaders should occasionally make a mistake in our favor. We shall attempt to prove 'bat we are not really dealing with coincidence or stupidity, but with planning and brilliance. This small book deals with that planning and brilliance and how it has shaped the foreign and domestic policies of the last six administrations. We hope it will explain matters which have up to now seemed inexplicable; that it will bring into sharp focus images which have been obscured by the landscape painters of the mass media.

Those who believe that major world events result from planning are laughed at tot believing in the "conspiracy theory of history." Of course, no one in this modern day and age readily believes in the conspiracy theory of history---except those who Those who believe that major world events result from planning are laughed at for believing in the "conspiracy theory of history." Of course, no one in this modern day and age really believes in the conspiracy theory of history - except those who have taken the time to study the subject. When you think about it, there are really only two theories of history. Either things happen by accident neither planned nor caused by anybody, or they happen because they are planned and somebody causes them to happen. In reality, it is the accidental theory

of history" preached in the unhallowed Halls of Ivy which should be ridiculed. Otherwise, why does every recent ad- ministration make the same mistakes as the previous ones? Why do they repeat the errors of the past which produce inflation, depressions and war? Why does our State Department "stumble" from one Communist-aiding "blunder" to another? If you believe it is all an accident or the result of mysterious and unexplainable tides of history, you will be regarded as an "intellectual" who understands that we live in a complex world. If you believe that something like

32,496 consecutive coincidences over the past forty years stretches the law of averages a bit, you are a kook!

Why is it that virtually

Why is it that virtually all "reputable" scholars and mass media columnists and commentators reject the cause and effect or conspiratorial theory of history? Primarily, most scholars follow the crowd in the academic world just as most women follow Why is it that virtually all "reputable" scholars and mass media columnists and commentators reject the cause and effect or conspiratorial theory of history? Primarily, most scholars follow the crowd in the academic world just as most women follow fashions. To buck the tide means social and professional ostracism. The same is true of the mass media. While professors and pontificators profess to be tolerant and broadminded, in practice it's strictly a one way street-with all traffic flowing left. A Maoist can be tolerated by Liberals of Ivory Towerland or by the Establishment's media pundits, but to be a conservative, and a conservative who propounds a conspiratorial view, is absolutely verboten. Better you should be a drunk at a national WCTU convention!

Secondly, these people have over the years acquired a strong vested emotional interest in their own errors. Their intellects and egos are totally committed to the accidental theory. Most people are highly reluctant to admit that they have been conned or have shown poor judgment. To inspect the evidence of the existence of a conspiracy guiding our political destiny from behind the scenes would force many of these people to repudiate a lifetime of accumulated opinions. It takes a person with strong character indeed to face the facts and admit he has been wrong even if it was because he was uninformed. Such was the case with the author of this book. It was

only because he set out to prove the conservative anti- Communists wrong that he happened to end up writing this book. His initial reaction to the conservative point of view was one of suspicion and hostility; and it was only after many months of intensive research that he had to admit that he had been "conned."

Politicians and "intellectuals" are attracted to the concept that events are propelled by some mysterious tide of history or happen by accident. By this reasoning they hope to escape the blame when things go wrong.

Most intellectuals, pseudo and otherwise, deal with the conspiratorial theory of history simply by ignoring it. They never attempt to refute the evidence. It can't be refuted. If and when the silent treatment doesn't work, these "objective" scholars and mass media opinion molders resort to personal attacks, ridicule and satire. The personal attacks tend to divert attention from the facts which an author or speaker is trying to expose. The idea is to force the person exposing the conspiracy to stop the exposure and spend his time and effort defending himself.

However, the most effective weapons used against the conspiratorial theory of history are ridicule and satire. These extremely potent weapons can be cleverly used to avoid any honest attempt at refuting the facts. After all, nobody likes to be made fun of. Rather than be ridiculed most people will keep quiet; and, this subject certainly does lend itself to ridicule and satire. One technique which can be used is to expand the conspiracy to the extent it becomes absurd. For instance, our man from the Halls of Poison Ivy might say in a scoffingly arrogant tone, "I suppose you believe every liberal professor gets a telegram each morning from conspiracy headquarters containing his orders for the day's brainwashing of his students?" Some conspiratorialists do indeed overdraw the picture by expanding the conspiracy (from the small clique which it is) to include every local knee-jerk liberal activist and government bureaucrat. Or, because of racial or religious bigotry, they will take small fragments of legitimate evidence and expand them into a conclusion that will support their par-

ticular prejudice, i.e., the conspiracy is totally "Jewish," "Catholic," or "Masonic". These people do not help to expose the conspiracy, but, sadly play into the hands of those who want the public to believe that all conspiratorialists are screwballs.

"Intellectuals" are fond of mouthing cliches like "The conspiracy theory is often tempting. However, it is overly simplistic." To ascribe absolutely everything that happens to the machinations of a small group of power hungry conspirators is overly simplistic. But, in our opinion nothing is more simplistic than doggedly holding onto the accidental view of major world events.

In most cases Liberals simply accuse all those who discuss the conspiracy of being paranoid. "Ah, you right wingers," they say, "rustling every bush, kicking over every rock, looking for imaginary boogeymen." Then comes the coup de grace-labeling the conspiratorial theory as the "devil theory of history." The Liberals love that one. Even though it is an empty phrase, it sounds so sophisticated!

With the leaders of the academic and communications world assuming this sneering attitude towards the conspiratorial (or cause and effect) theory of history, it is not surprising that millions of innocent and well-meaning people, in a natural desire not to appear naive, assume the attitudes and repeat the cliches of the opinion makers. These persons, in their attempt to appear sophisticated, assume their mentors' air of smug superiority even though they themselves have not spent five minutes in study on the subject of international conspiracy.

The "accidentalists" would have us believe that ascribing any of our problems to planning is "simplistic" and all our problems are caused by Poverty, Ignorance and Disease - hereinafter abbreviated as PID. They ignore the fact that organized conspirators use PID, real and imagined, as an excuse to build a jail for us all. Most of the world has been in PID since time immemorial and it takes incredibly superficial thinking to ascribe the ricocheting of the United States government from one disaster

to another over the past thirty years to PID. "Accidentalists" ignore the fact that some of the more advanced nations in the world have been captured by Communists. Czechoslovakia was one of the World's most modern industrial nations and Cuba had the second - highest per capita income of any nation in Central and South America.

It is not true, however, to state that there are no members of the intellectual elite who subscribe to the conspiratorial theory of history. For example, there is Professor Carroll Quigley of the Foreign Service School at Georgetown University. Professor Quigley can hardly be accused of being a "right wing extremist." (Those three words have been made inseparable by the mass media.) Dr. Quigley has all the "liberal" credentials, having taught

at the Liberal Establishment's academic Meccas of Princeton and Harvard. In his 1300-page, 8 pound tome Tragedy and Hope, Dr. Quigley reveals the existence of the conspiratorial network which will be discussed in this book. The Professor is not merely formulating a theory, but revealing this network's existence from firsthand experience. He also makes it clear that it is only the network's secrecy and not their goals to which he objects. Professor Quigley discloses:

"I know of the operations of this network because I have studied it for twenty years and was permitted for two years, in the early 1960's, to examine its papers and secret records. I HAVE NO AVERSION TO IT OR TO MOST OF ITS AIMS AND HAVE, FOR MUCH OF MY LIFE, BEEN CLOSE TO IT AND TO MANY OF ITS INSTRUMENTS. I have objected, both in the past and recently, to a few of its policies . . . but in general my chief difference of opinion is that IT WISHES TO REMAIN UN- KNOWN, and I believe its role in history is significant enough to be known." (Emphasis added)

We agree, its role in history does deserve to be known. That is why we have written this book. However, we most

emphatically disagree with this network's aim which the Professor describes as "nothing less than to create a world system of financial control in private hands able to dominate the political system of each country and the economy of the world as a whole.' In other words, this power mad clique wants to control and rule the world. Even more frightening, they want total control over all individual actions. As Professor Quigley observes: ". . . his [the individual's] freedom and choice will be controlled within very narrow alternatives by the fact that he will be numbered from birth and followed, as a number, through his educational training, his required military or other public service, his tax contributions, his health and medical requirements, and his final retirement and death benefits." It wants control over all natural resources, business, banking and transportation by controlling the governments of the world. In order to accomplish these aims the conspirators have had no qualms about fomenting wars, depressions and hatred. They want a monopoly which would eliminate all competitors and destroy the free' enterprise system. And Professor' Quigley, of Harvard, Princeton and Georgetown approves!

Professor Quigley is not the only academic who is aware of the existence of a clique of self-perpetuating conspirators whom we shall call Insiders. Other honest scholars finding the

same individuals at the scenes of disastrous political fires over and over again have concluded that there 'is obviously an organization of pyromaniacs at work in the world. But these intellectually honest scholars realize that if they challenged the Insiders head-on, their careers would be destroyed. The author knows these men exist because he has been in contact with some of them.

? There are also religious leaders who are aware of the existence of this conspiracy. In a UPI story dated December 27, 1965, Father Pedro Arrupe, head of the Jesuit Order of the, Roman Catholic church, made the following charges during his remarks to the Ecumenical Council:

"This . . . Godless society operates in an extremely

efficient manner at least in its higher levels of leadership. It makes use of every possible means at its disposal, be they scientific, technical, social or economic.

It follows a perfectly mapped-out strategy. It holds almost complete sway in international organizations, in financial circles, in the field of mass communications; press, cinema, radio and television."

There are a number of problems to be overcome in convincing a person of the possible existence of a conspiratorial clique of Insiders who from the very highest levels manipulate government policy. In this case truth is really stranger than fiction. We are dealing with history's greatest "whodunit," a mystery thriller which puts Erle Stanley Gardner to shame. If you love a mystery, you'll be fascinated with the study of the operations of the insiders. If you do study this network of which Professor Quigley speaks, you will find that what had at first seemed incredible not only exists, but heavily influences our lives.

It must be remembered that the first job of any conspiracy, whether it be in politics, crime or within a business office, is to convince everyone else that no conspiracy exists. The conspirators success will be determined largely by their ability to do this. That the elite of the academic world and mass communications media always pooh-pooh the existence of the Insiders merely serves to camouflage their operations. These "artists" hide the boy, the cart and the donkey.

Probably at some time you have been involved with or had personal knowledge of some event which was reported in the news. Perhaps it concerned an athletic event, an election, a committee or your business. Did the report contain the "real" story, the story behind the story? Probably not. And for a variety of reasons. The reporter had time and space problems and there is a good chance the persons involved deliberately did not reveal all the facts. Possibly the reporter's own prejudices governed what facts went into the story and which were deleted. Our point is that most people know from personal experience that a news

story often is not the whole story. But many of us assume that our own case is unique when really it is typical. What is true about the reporting of local events is equally as true about the reporting of national and international events.

Psychological problems are also involved in inducing people to look at the evidence concerning the Insiders. People are usually comfortable with their old beliefs and conceptions. When Columbus told people the world was a ball and not a pancake, they were highly upset. They were being asked to reject their way of thinking of a lifetime and adopt a whole new outlook. The "intellectuals" of the day scoffed at Columbus and people were afraid they would lose social prestige if they listened to him. Many others just did not want to believe the world was round. It complicated too many things. And typical flat-earthers had such a vested interest involving their own egos, that they heaped abuse on Columbus for challenging their view of the universe. Don't confuse us with facts; our minds are made up," they said.
These same factors apply today. Because the Establishment controls the media, anyone exposing the Insiders will be the recipient of a continuous fusillade of invective from newspapers, magazines, TV and radio. In this manner one is threatened with loss of "social respectability" if he dares broach the idea that there is organization behind any of the problems currently wracking America. Unfortunately, for many people social status comes before intellectual honesty. Although they would never admit it social position is more important to many people than is the survival of freedom in America.

If you ask these people which is more important- social respectability or saving their children from slavery -they will tell you the latter, of course. But their actions (or lack of same) speak so much louder than their words. People have an infinite capacity for rationalization when it comes to refusing to face the threat to America's survival. Deep down these people are afraid they may be laughed at if they take a stand, or may be denied an in

vitation to some social climber's cocktail party. Instead of getting mad at the insiders, these people actually get angry at these who are trying to save the country by exposing the conspirators.

One thing which makes it so hard for some socially minded people to assess the conspiratorial evidence objectively is that the conspirators come from the very highest social strata. They are immensely wealthy, highly educated and extremely cultured. Many of them have lifelong reputations for philanthropy. Nobody enjoys being put in the position of accusing prominent people of conspiring to enslave their fellow Americans, but the facts are inescapable. Many business and professional people are particularly vulnerable to the "don't jeopardize your social respectability" pitch given by those who don't want the conspiracy exposed. The Insiders know that if the business and professional community will not take a stand to save the private enterprise system, the socialism through which they intend to control the world will be inevitable. They believe that most business and professional men are too shallow and decadent, too status conscious, too tied up in the problems of their jobs and businesses to worry about what is going on in politics. These men are told that it might be bad for business or jeopardize their government contracts if they take a stand. They have been bribed into silence with their own tax monies!

We are hoping that the conspirators have underestimated the courage and patriotism remaining in the American people. We feel there are a sufficient number of you who are not mesmerized by the television set, who put God, family and country above social status, who will band together to expose and destroy the conspiracy of the insiders. The philosopher Diogenes scoured the length and breadth of ancient Greece searching for an honest man. We are scouring the length and breadth of America in search of hundreds of thousands of intellectually honest men and women who are willing to investigate facts and come to logical conclusions-no matter how unpleasant those conclusions may be.

CHAPTER TWO

SOCIALISM-ROYAL ROAD TO POWER

FOR THE SUPER-RICH

Everyone knows that Adolph Hitler existed. No one disputes that. The terror and destruction that this madman inflicted upon the world are universally recognized. Hitler came from a poor family which had absolutely no social position. He was a high school drop-out and nobody ever accused him of being cultured. Yet this man tried to conquer the world. During his early career he sat in a cold garret and poured onto paper his ambitions to rule the world. We know that.

Similarly, we know that a man named Vladimir Ilich Lenin also existed. Like Hitler, Lenin did not spring from a family of social lions. The son of a petty bureaucrat, Lenin, who spent most of his adult life in poverty, has been responsible for the deaths of tens of millions of your fellow human beings and the enslavement of nearly a billion more. Like Hitler, Lenin sat up nights in a dank garret scheming how he could conquer the world. We know that too.

Is it not theoretically possible that a billionaire could be sitting, not in a garret, but in a penthouse, in Manhattan, London or Paris and dream the same dream as Lenin and Hitler? You will have to admit it is theoretically possible. Julius Caesar, a wealthy aristocrat, did. And such a man might form an alliance or association with other like- minded men, might he not? Caesar did. These men would be superbly educated, command immense social prestige and be able to pool astonishing amounts of money to carry out their purposes. These are advantages that Hitler and Lenin did not have.

It is difficult for the average individual to fathom such perverted lust for power. The typical person, of whatever nationality, wants only to enjoy success in his job, to be

able to afford a reasonably high standard of living complete with leisure and travel. He wants to provide for his family in sickness and in health and to give his children a sound education. His ambition stops there. He has no desire to exercise power over others, to conquer other lands or peoples, to be a king. He wants to mind his own business and enjoy life. Since he has no lust for power, it is difficult for him to imagine that there are others who have . . . others who march to a far different drum. But we must realize that there have been Hitlers and Lenins and Stalins and Caesars and Alexander the Greats throughout history. Why should we assume there are no such men today with perverted lusts for power? And if these men happen to be billionaires is it not possible that they would use men like Hitler and Lenin as pawns to seize power for themselves?

Indeed, difficult as this is to believe, such is the case. Like Columbus, we are faced with the task of convincing you that the world is not flat, as you have been led to believe all your life, but, instead, is round. We are going to present evidence that what you call "Communism" is not run from Moscow or Peking, but is an arm of a bigger conspiracy run from New York, London and Paris. The men at the apex of this movement are not Communists in the traditional sense of that term. They feel no loyalty to Moscow of Peking. They are loyal only to themselves and their undertaking. And these men certainly do not believe in the clap-trap pseudo-philosophy of Communism. They have no intention of dividing their wealth. Socialism is a philosophy which conspirators exploit, but in which only the naive believe. Just how finance capitalism is used as the anvil and Communism as the hammer to conquer the world will be explained in this book.

The concept that Communism is but an arm of a larger conspiracy has become increasingly apparent throughout the author's journalistic investigations. He has had the opportunity to interview privately four retired officers who spent their careers high in military intelligence. Much of what the author knows he learned from them. And the

story is known to several thousand others. High military intelligence circles are well aware of this network. In addition, the-author has interviewed six men who have spent considerable time as investigators for Congressional committees. In 1953, one of these men, Norman Dodd, headed the Reece Committee's investigation of tax-free foundations. When Mr. Dodd began delving into the role of international high finance in the world revolutionary movement, the investigation was killed on orders from the Eisenhower occupied White House. According to Mr. Dodd, it is permissable to investigate the radical bomb throwers in the streets, but when you begin to trace their activities back to their origins in the "legitimate world," the political iron curtain slams down.

You can believe anything you want about Communism except that it is a conspiracy run by men from the respectable world. People will often say to an active anti- Communist: "I can understand your concern with Communism, but the idea that a Communist conspiracy is making great inroads in the United States is absurd. The American people are anti-Communist. They're not about to buy Communism. It's understandable to be concerned about Communism in Africa or Asia or South America with their tremendous poverty, ignorance and disease. But to be concerned about Communism in the United States where the vast majority of people have no sympathy with it whatsoever is a misspent concern."

On the face of it, that is a very logical and plausible argument. The American people are indeed

anti-Communist. Suppose you were to lay this book down right now, pick up a clipboard and head for the nearest shopping center to conduct a survey on Americans' attitudes about Communism. "Sir," you say to the first prospect you encounter, "we would like to know if you are for or against Communism?"

Most people would probably think you were putting them on. If we stick to our survey we would find that ninety-nine percent of the people are anti-Communist. We

probably would be hard put to find anybody who would take an affirmative stand for Communism.

So, on the surface it appears that the charges made against anti-Communists concerned with the internal threat of Communism are valid. The American people' are not pro-Communist. But before our imaginary interviewee walks away in disgust with what he believes is a hokey survey, you add: "Sir, before you leave there are a couple of other questions I would like to ask. You won't find these quite so insulting or ludicrous." Your next question is: "What is Communism? Will you define it, please?"

Immediately a whole new situation has developed. Rather than the near unanimity previously found, we now have an incredible diversity of ideas. There are a multitude of opinions on what Communism is. Some will say: "Oh, yes, Communism. Well, that's a tyrannical brand of socialism." Others will maintain "Communism as it was originally intended by Karl Marx was a good idea. But it has never been practiced and the Russians have loused it up." A more erudite type might proclaim: "Communism is simply a rebirth of Russian imperialism."

If perchance one of the men you ask to define Communism happened to be a political science professor from the local college, he might well reply: "You can't ask 'what is Communism?' That is a totally simplistic question about an extremely complex situation. Communism today, quite unlike the view held by the right wing extremists in America, is not an international monolithic movement. Rather, it is a polycentric, fragmented, nationalistic movement deriving its character through the charismas of its various national leaders. While, of course, there is the welding of Hegelian dialectics with Feuerbachian materialism held in common by the Communist parties generally, it is a monumental oversimplification to ask 'what is Communism.' Instead you should ask: What is the Communism of Mao Tse-tung? What is the Communism of the late Ho Chi Minh, or Fidel Castro or Marshal Tito?"

If you think we are being facetious here, you haven't

talked to a political science professor lately. For the above is the prevailing view on our. campuses, not to mention in our State Department.

Whether you agree or disagree with any of these definitions, or, as may well be the case, you have one of your own, one thing is undeniable. No appreciable segment of the anti-Communist

American public can agree on just what it is that they are against. Isn't that frightening? Here we have something that almost everybody agrees is bad, but we' cannot agree on just what it is we are against.

How would this work in a football game, for example? Can you imagine how effective the defense of a football team would be if the front four could not agree with the linebackers who could not agree with the corner backs who could not agree with the safety men who could not agree with the assistant coaches who could not agree with the head coach as to what kind of defense they should put up against the offense being presented? The obvious result would be chaos. You could take a sand lot team and successfully pit them against the Green Bay Packers if the Packers couldn't agree on what it is they are opposing. That is academic. The first principle in any encounter, whether it be football or war (hot or cold), is: Know your enemy. The American people do not know their enemy. Consequently, it is not strange at all that for three decades we have been watching one country of the world after another fall behind the Communist curtain.

In keeping with the fact that almost everybody seems to have his own definition of Communism, we are going to give you ours, and then we will attempt to prove to you that it is the only valid one. Communism: AN INTERNATIONAL, CONSPIRATORIAL DRIVE FOR POWER ON THE PART OF MEN IN HIGH PLACES WILLING TO USE ANY MEANS TO BRING ABOUT THEIR DESIRED AIM-GLOBAL CONQUEST.

You will notice that we did not mention Marx, Engels, Lenin, Trotsky, bourgeois, proletariat or dialectical materialism. We said nothing of the pseudo-economics or political philosophy of the Communists. These are the

TECHNIQUES of Communism and should not be con- fused with the Communist conspiracy itself. We did call it an international conspiratorial drive for power. Unless we understand the conspiratorial nature of Communism, we don't understand it at all. We will be eternally fixated at the Gus Hall level of Communism. And that's not where it's at, baby!

The way to bring down the wrath of the Liberal press Establishment or the professional Liberals is simply to use the word conspiracy in relation to Communism. We are not supposed to believe that Communism is a political conspiracy. We can believe anything else we wish to about it. We can believe that it is brutal, tyrannical, evil or even that it intends to bury us, and we will win the plaudits of the vast majority of American people. But don't ever, ever use the word conspiracy if you expect applause, for that is when the wrath of Liberaldom will be unleashed against you. We are not disallowed from believing in all types of conspiracy, just modern political conspiracy.

We know that down through the annals of history small groups of men have existed who have conspired to bring the reins of power into their hands. History books are full of their schemes. Even Life magazine believes in conspiracies like the Cosa Nostra where men conspire to make money through crime. You may recall that Life did a series of articles on the testimony of Joseph Valachi before the McClellan Committee several years ago. There are some aspects of those revelations which are worth noting.

Most of us did not know the organization was called Cosa Nostra. Until Valachi "sang" we all thought it was named the Mafia. That is how little we knew about this group, despite the fact that it was a century old and had been operating in many countries with a self-perpetuating clique of leaders. We didn't even know it by its proper name. It is not possible a political conspiracy might exist, waiting for a Joseph Valachi to testify? Is Dr. Carroll Quigley the Joseph Valachi of political

conspiracies?

We see that everybody, even Life magazine, believes

in some sort of conspiracy. The question is: Which is the more lethal form of conspiracy criminal or political? And what is the difference between a member of the Cosa Nostra and a Communist, or more properly, an insider conspirator? Men like Lucky Luciano who have scratched and clawed to the top of the heap in organized crime must, of necessity, be diabolically brilliant, cunning and absolutely ruthless. But, almost without exception, the men in the hierarchy of organized crime have had no formal education. They were born into poverty and learned their trade in the back alleys of Naples, New York or Chicago.

Now suppose someone with this same amoral grasping personality were born into a patrician family of great wealth and was educated at the best prep schools, then Harvard, Yale or Princeton, followed by graduate work possibly at Oxford. In these institutions he would become totally familiar with history, economics, psychology, sociology and political science. After having graduated from such illustrious establishments of higher learning, are we likely to find him out on the streets peddling fifty cent tickets to a numbers game? Would you find him pushing marijuana to high schoolers or running a string of houses of prostitution? Would he be getting involved in gang- land killings? Not at all. For with that sort of education, this person would realize that if one wants power, real power, the lessons of history say, "Get into the government business." Become a politician and work for political power or, better yet, get some politicians to front for you. That is - where the real power-and the real money-is.

Conspiracy to seize the power of government is as old as government itself. We can study the - conspiracies surrounding Alcibiades in Greece or Julius Caesar in ancient, Rome, but we are not supposed to think that men today scheme to achieve political power.

Every conspirator has two things in common with every other conspirator. He must be an accomplished liar and a far-seeing planner. Whether you are studying Hitler, Alcibiades, Julius Caesar or some of our contemporary

conspirators, you will find that their patient planning is almost overwhelming. We repeat FDR's statement: "In politics, nothing happens by accident. If it happens, you can bet it was planned that way.

In reality, Communism is a tyranny planned by power seekers whose most effective weapon is the big lie. And if one takes all the lies of Communism and boils them down, you will find they distill into two major lies out of which all others spring. They are: (1) Communism is inevitable, and (2) Communism is a movement of the downtrodden masses rising up against exploiting bosses.

Let us go back to our imaginary survey and analyze our first big lie of Communism-that it is inevitable. You will recall that we asked our interviewee if he was for or against Communism and then we asked him to define it. Now we are going to ask him: "Sir, do you think Communism is inevitable in America?" And in almost every case the response will be something like this: "Oh,

well, no. I don't think so. You know how Americans are. We are a little slow sometimes in reacting to danger. You remember Pearl Harbor. But the American people would never sit still for Communism."

Next we ask: "Well then, do you think socialism is inevitable in America?" The answer, in almost every case will be similar to this: "'I'm no socialist, you understand, but I see what is going on in this country. Yeah, I'd have to say that socialism is inevitable."

Then we ask our interviewee: "Since you say you are not a socialist but you feel the country is being socialized, why don't you do something about it?" His response will rim: "I'm only one person. Besides it's inevitable. You can't fight city hall, heh, heh, heh."

Don't you know that the boys down at city hall are doing everything they can to convince you of that? How effectively can you oppose anything if you feel your op- position is futile? Giving your opponent the idea that defending himself is futile is as old as warfare itself. In about 500 B. C. the Chinese war lord-philosopher Sun Tsu stated, "Supreme excellence in warfare lies in the destruc-

tion of your enemy's will to resist in advance of perceptible hostilities." We call it "psy war" or psychological warfare today. In poker, it is called "running a good bluff." The principle is the same.

Thus we have the American people: anti-Communist, but unable to define it and anti-socialist, but thinking it is' inevjtable. How did Marx view Communism? How important is "the inevitability of Communism" to the Communists? What do the Communists want you to believe is inevitable Communism or socialism? If you study Marx' Communist Manifesto you will find that in essence Marx said the proletarian revolution would establish the SOCIALIST dictatorship of the proletariat. To achieve the SOCIALIST dictatorship of the proletariat, three things would have to be accomplished: (I) The elimination of all right to private property; (2) The dissolution of the familv unit; and (3) Destruction of what Marx referred to as the "opiate of the people," religion.

Marx went on to state that when the dictatorship of the proletariat had accomplished these three things throughout the world, and after some undetermined length of time (as you can imagine, he was very vague on this point), the all powerful state' would miraculously wither away and state socialism would give way to Communism. You wouldn't need any government at all. Everything would be peace, sweetness and light and everybody would live happily ever after. But first, all Communists must work to establish SOCIALISM.

Can't you just see Karl Marx really believing that an omnipotent state would wither away? Or can you imagine that a Joseph Stalin (or any other man with the cunning' and ruthlessness necessary to rise to the top of the heap in. an all-powerful dictatorship) would voluntarily dismantle the power he had built by fear and terror?*'

~Karl Marx was hired by a mysterious group who called themselves the League of Just Men to write the Communist Manifesto as demogogic boob~bait to appeal to the mob. In actual fact the Communist Manifesto was in circulation for many years before Marx' name was widely enough recognized to establish his authorship for this revolutionary handbook. All Karl Marx really did was to update and codify the very same revo

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Socialism would be the bait . . the excuse to establish the dictatorship. Since dictatorship is hard to sell in idealistic terms, the idea had to be added that the dictatorship was just a temporary necessity and would soon dissolve of its own accord. You really have to be naive to swallow that, but millions do?

The drive to establish SOCIALISM, not Communism, is at the core of everything the Communists and the Insiders do. Marx and all of his successors in the Communist movement have ordered their followers to work on building SOCIALISM. If you go to hear an official Communist speaker, he never mentions Communism. He will speak only of the struggle to complete the socialization of America. If you go to a Communist bookstore you will find that all of their literature pushes this theme. It does not call for the establishment of Communism, but~ SOCIALISM.

And many members of the Establishment push this same theme. The September 1970 issue of New York magazine contains an article by Harvard Professor John Kenneth Gaibraith, himself a professed socialist, entitled "Richard Nixon and the Great Socialist Revival." In describing what he calls the "Nixon Game Plan," Gaibraith states:

"Mr. Nixon is probably not a great reader of Marx, but [his advisors] Drs. Burns, Shultz and McCracken are excellent scholars who know him well and could have brought the President abreast and it is beyond denying that the crisis that aided the rush into socialism was engineered by the Administration...."

lutionary plans and principles set down seventy years earlier by Adam Weishaupt, the founder of the Order of illuminati in Bavaria. And, it is widely acknowledged by serious scholars of this subject that the League of Just Men was simply an extension of the Illuminati which was forced to go deep underground after it was exposed by a raid in 1786 conducted by the Bavarian authorities.)

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Dr. Gaibraith began his article by stating:

"Certainly the least predicted development under the Nixon Administration was this great new thrust to socialism. One encounters people who still aren't aware of it. Others must be rubbing their eyes, for certainly the portents seemed all to the contrary. As and opponent of socialism, Mr.

Nixon seemed steadfast. . .

Gaibraith then proceeds to list the giant steps toward socialism taken by the Nixon Administration. The conclusion one draws from the article is that socialism, whether it be from the Democrat or Republican Parties, is inevitable. Fellow Harvard socialist Dr. Arthur Schlesinger has said much the same thing:

"The chief liberal gains in the past generally remain on the statute books when the conservatives recover power liberalism grows constantly more liberal, and by the same token, conservatism grows constantly less conservative...."

Many extremely patriotic individuals have innocently fallen for the conspiracy's line. Walter Trohan, columnist emeritus for the Chicago Tribune and one of America's outstanding political commentators, has accurately noted:

"It is a known fact that the policies of the government today, whether Republican or Democratic, are closer to the 1932 platform of the Communist Party than they are to either of their own party platforms in that critical year. More than 100 years ago, in 1848 to be exact, Karl Marx promulgated his program for the socialized state in the Communist Manifesto...."

And Mr. Trohan has also been led to believe that the trend is inevitable:

"Conservatives should be realistic enough to recognize that this country is going deeper into socialism and will see expansion of federal power, whether Republicans or Democrats are in power. The only comfort they may have is that the pace will be slower under Richard M. Nixon than it might have been under Hubert H. Humphrey....

Conservatives are going to have to recognize that the Nixon Administration will embrace most of the socialism of the Democratic administrations, while professing to improve it....,,

The Establishment promotes the idea of the inevitability of Communism through its perversion of terms used in describing the political spectrum. (See Chart 1) We are told that on the far Left of the political spectrum we find Communism, which is admittedly dictatorial. But, we are also told that equally to be feared is the opposite of the far Left, i.e., the far Right, which is labeled Fascism. We are constantly told that we should all try to stay m the middle of the road, which is termed democracy, but by which the Establishment means Fabian (or creeping) socialism. (The fact that the middle of the road has been moving. inexorably leftward for forty years is ignored.) Here is an excellent example of the use of false alternatives. We are given the choice between Communism (international socialism) on one end of the spectrum Naziism (national socialism) on the other end, or Fabian socialism in the middle. The whole spectrum is socialist!

This is absurd. Where would you put an anarchist on this spectrum? Where do you put a person who believes in a Constitutional Republic and the free enterprise system? He is not represented here, yet this spectrum is used for political definitions by a probable ninety percent of the people of the nation.

Chart I and 2

#1

Dictatorship Democracy Dictatorship

Communism Fabian Socialism Fascism

#2

Total Govt. Anarchy

Communism Constitutional

Fascism Republic

Socialism Limited Govt?

Pharoahism

Caesarism

Chart 1 depicts a false Left-Right political spectrum used by Liberals which has Communism (International Socialism) on the far Left and its twin, Fascism (National Socialism) on the far Right with the "middle of the road" being Fabian Socialism. The entire spectrum is Socialist

Chart 2 is a more rational political spectrum with total government in any form on the far Left and no government or anarchy on the far right. The U. S. was a Republic with a limited government, but for the past 60 years we have been moving leftward across the spectrum towards total government with each new piece of socialist legislation.

There is an accurate political spectrum. (See Chart 2.) Communism is, by definition, total government. If you have total government it makes little difference whether you call it Communism, Fascism, Socialism, Caesarism or Pharaohism. It's all pretty much the same from the stand- point of the people who must live and suffer under it. If total government (by any of its pseudonyms) stands on the far Left, then by logic the far Right should represent anarchy, or no government.

Our Founding Fathers revolted against the near-total government of the English monarchy. But they knew that having no government at all would lead to chaos. So they set up a Constitutional Republic with a very limited government. They knew that men prospered in freedom. Although the free enterprise system is not mentioned specifically in the Constitution, it is the only one which can exist under a Constitutional Republic. All collectivist systems require power in government which the Constitution did not grant. Our Founding Fathers had no 'intention of allowing the government to become an instrument to steal the fruit of one man' s labor and give it to another who had not earned it. Our government was to be one of severely limited powers. Thomas Jefferson said: "In questions of power then let no more be heard of confidence in man, but bind him down from mischief by the chains of the 'Constitution." Jefferson knew that if the government were not enslaved, people soon would be.

It was Jefferson's view that government governs best which governs least. Our forefathers established this country with the very least possible amount of 'government. Although they lived in an age before automobiles, electric lights and television, they understood human nature and its relation to political systems far better than do most Americans today. Times change, technology changes, but principles are eternal. Primarily, government was to provide for national defense and to establish a court system. But we have burst the chains that Jefferson spoke of and for many years now we have been moving leftward across the political spectrum toward collectivist total government. Every proposal by our political leaders (including some which are supposed to have the very opposite effect, such as Nixon's revenue sharing proposal) carries us further leftward to centralized government. This is not because socialism is inevitable. It is no more inevitable than Pharaohism. It is largely the result of clever planning and patient gradualism.
Since all Communists and their Insider bosses are

waging a constant struggle for SOCIALISM, let us define that term. Socialism is usually defined as government ownership and/or control over the basic means of production and distribution of goods and services. When analyzed this means government control over everything, including you. All controls are "people" controls. If the government controls these areas it can eventually do just exactly as Marx set out to do-destroy the right to private property, eliminate the family and wipe out religion.

We are being socialized in America and everybody knows it. if we had a chance to sit down and have a cup of coffee with the man in the street that we have been interviewing, he might say: "You know, the one thing I can never figure out is why all these very, very wealthy people like the Kennedys, the Fords, the Rockefellers and others are for socialism. Why are the super-rich for socialism? Don't they have the most to lose? I take a look at my bank account and compare it with Nelson Rockefeller's and it seems funny that I'm against socialism and he's out promoting it." Or is it funny? In reality, there is a vast difference between what the promoters define as socialism and what it is in actual practice. The idea that socialism is a share-the-wealth program is strictly a confidence game to get the people to surrender their freedom to an all- powerful collectivist government. While the insiders tell us we are building a paradise on earth, we are actually

constructing a jail for ourselves.

Doesn't it strike you as strange that some of the individuals pushing hardest for socialism have their own personal wealth protected in family trusts and tax-free foundations? Men like Rockefeller, Ford and Kennedy are for every socialist program known to man which will increase your taxes. Yet they pay little, if anything, in taxes themselves. An article published by the North American Newspaper Alliance in August of 1967 tells how the' Rockefellers pay practically no income taxes despite their vast wealth. The article reveals that One of the Rockefellers paid the grand total of $685 personal income tax during a

recent year. The Kennedys have their Chicago Merchandise Mart, their mansions, yachts, 'planes, etc., all owned by their myriads of family foundations and trusts. Taxes are for peons! Yet hypocrites like Rockefeller, Ford and Kennedy pose as great champions of the "downtrodden." If they were really concerned about the poor, rather than using socialism as a means of' achieving personal political power, they would divest themselves of their own fortunes. There is no law which prevents them from giving away their own fortunes to the poverty stricken. Shouldn't these men set all example? And practice what they preach? If they advocate sharing the wealth, shouldn't they start with their own instead of that of the middle class which pays almost all the taxes? Why don't Nelson Rockefeller and Henry Ford II give away all their wealth, retaining only enough to place themselves at the national average? Can't you imagine Teddy Kennedy giving up his mansion, airplane and yacht and moving into a $25,000 home' with a $20,000' mortgage like the rest of us?

We are usually told that this clique of super-rich are socialists because they have a guilt complex over wealth they inherited and did not earn. Again, they could relieve these supposed guilt complexes simply by divesting themselves of their unearned wealth. There' are doubtless many wealthy do-gooders who have been given a guilt complex by their college professors, but that doesn't explain the actions of Insiders like the Rockefellers, Fords or Kennedys. All their actions betray them as power seekers.

But the Kennedys, Rockefellers and their super-rich confederates are not being hypocrites in advocating socialism. It appears to be a contradiction for the super-rich to work for socialism and the destruction of free enterprise. In reality it is not.

Our problem is that most of us believe socialism is what the socialists want us to believe it is-a share-the wealth program. That is the theory. But is that how it works? Let us examine the only Socialist countries according to the Socialist definition of the word extant in

the world today. These are the Communist countries. The Communists themselves refer to these as Socialist countries, as in the Union of Soviet Socialist Republics. Here in the reality of socialism you have a tiny oligarchial clique at the top, usually numbering no more than three percent of the total population, controlling the total wealth, total production and the very lives of the other

ninety-seven percent. Certainly even the most naive observe that Mr. Brezhnev doesn't live like one of the poor peasants out on the great Russian steppes. But, according to socialist theory, he is supposed to do just that!

If one understands that socialism is not a share-the Wealth program, but is in reality a method to consolidate and control the wealth, then the seeming paradox of super- rich men promoting socialism becomes no paradox at all. Instead it becomes the logical, even the perfect tool of power-seeking megalomaniacs. Communism, or more accurately, socialism, is not a movement of the downtrodden masses, but of the economic elite. The plan of the conspirator Insiders then is to socialize the United States, not to Communize it.

How is this to be accomplished? Chart 3 shows the structure of our government as established by our Founding Fathers. The Constitution fractionalized and subdivided governmental power in every way possible. The Founding Fathers believed that each branch of the government, whether at the federal, state or local level, would be jealous of its powers and would never surrender them to centralized control. Also, many phases of our lives (such as charity and education) were put totally, or almost totally, out of the grasp of politicians. Under this system you could not have a dictatorship. No segment of government could possibly amass enough power to form a dictatorship. In order to have a dictatorship one must have a single branch holding most of the reins of power. Once you have this, a dictatorship is inevitable.

Charts

CONSTITUTIONAL REPUBLIC

FEDERALGOVT.

State Govts.

Labor Finance Business Executive Legislative Judicial Courts City County Charity Police Educ.

DEMOCRATIC SOCIALISM

EXECUTIVE

Labor Finance Business Legislative Judicial States Counties Cities Charity Police Educ.

A dictatorship was impossible in our Republic because power was widely diffused. Today, as we approach Democratic Socialism1 all power is being centralized at the apex of the executive branch of the federal government. This concentration of power makes a dictatorship inevitable. Those who control the President indirectly gain virtual control of the whole country.

The English philosopher Thomas Hobbes noted: "Freedom is government divided into small fragments." Woodrow Wilson, before he became the tool of the Insiders, observed: "This history of liberty is a history of the limitations of governmental power, not the increase of it." And the English historian Lord Acton commented: "Power tends to corrupt and absolute power corrupts absolutely." Even though these men lived after our Constitution was written, our forefathers understood these principles completely.

But what is happening today? As we move leftward along the political spectrum towards socialism, all the reins of power are being centralized in the executive branch of the federal government. Much of this is being done by buying with legislation or with "free" federal grants all the other entities. Money is used as bait and the hook is federal control. The Supreme Court has ruled, and in this case quite logically, that it is hardly lack of due process for the government to regulate that which it subsidizes."

If you and your clique wanted control over the United States, it would be impossible to take over every city hall, county seat and state house. You would want all power vested at the apex of the executive branch of the federal

government; then you would have only to control one man to control the whole shebang. If you wanted to control the nation's manufacturing, commerce, finance, transportation and natural resources, you would need only to control the apex, the power pinnacle, of an all-powerful SOCIALIST government. Then you would have a monopoly and could squeeze out all your competitors. If you wanted a national monopoly, you must control a national socialist government. If you want a worldwide monopoly, you must control a world socialist government. That is what the game is all "Communism" is not a movement of the downtrodden masses but is a movement

created, manipulated and used by power-seeking billionaires in order to gain control over the world first by establishing socialist governments in the various nations and then consolidating them all through a "Great Merger," into an all-powerful world socialist super-state probably under the auspices of the United Nations The balance of this book will outline just how they have used Communism to approach that goal.

CHAPTER THREE

THE MONEY MANIPULATORS

Many college history professors tell their charges that the books they will be using in the class are "objective." But stop and ask yourself: Is it possible to write a history book without a particular point of view? There are billions of events, which take place in the world each day. To think of writing a complete history of a nation covering even a year is absolutely incredible.

Not only is a historian's ability to write an "objective" history limited by the sheer volume of happenings, but by the fact that many of the most important happenings never appear in the papers or even in somebody's memoirs. The decisions reached by the "Big Boys" in the smoke-filled rooms are not reported even in the New York Times which ostensibly reports all the news that is fit to print. ("All the news that fits" is a more accurate description

In order to build his case, a historian must select a miniscule number of facts from the limited number that are known If he does not have a theory,' how does he separate important facts from unimportant ones? As Professor Stuart Crane has pointed out, this is why every book "proves" the author's thesis. But no book is objective. No book can be objective; and this book is not objective. (Liberal reviewers should have a ball quoting that out of context.) The information in it is true, but the book is not objective. We have carefully selected the facts to prove our case. We believe that most other historians have focused on the landscape, and ignored that which is most important: the cart, boy and donkey.

Most of the facts which we bring out are readily verifiable at any large library. But our contention is that we have arranged these facts in the order which most accurately reveals their true significance in history. These are the facts the Establishment does not want you to know.

Have you ever had the experience of walking into a mystery movie two-thirds of the way through? Confusing wasn't it? All the evidence made it look as if the butler were the murderer, but in the

final scenes you find out, surprisingly, that it was the man's wife all along. You have to stay and see the beginning of the film. Then as all the pieces fall into place, the story makes sense.

This situation is very similar to the one in which millions of Americans find themselves today. They are confused by current happenings in the nation. They have come in as the movie, so to speak, is going into its' conclusion. The earlier portion of the mystery is needed to make the whole thing understandable. (Actually, we are not really starting at the beginning, but we are going back far enough to give meaning to today's happenings.)

In order to understand the conspiracy it is necessary to have some rudimentary knowledge of banking and, particularly, of international bankers. While it would be an over-simplification to ascribe the entire conspiracy to international bankers, they nevertheless have played a key role. Think of the conspiracy as a hand with one finger labelled "international banking," others "foundations," "the anti-religion movement" "Fabian Socialism," and "Communism." But it was the international bankers of whom Professor Quigley was speaking when we quoted him earlier as stating that their aim was nothing less than control of the world through finance.

Where do governments get the enormous amounts of money they need? Most, of course, comes from taxation; but governments often spend more than they are willing to tax from their citizens and so are forced to borrow. Our national debt is now $455 billion on every cent of it borrowed at interest from somewhere.

The public is led to believe that our government borrows from "the people" through savings bonds. Actually, only the smallest percentage of the national debt is held by individuals in this form. Most government bonds, except those owned by the government itself through its

trust funds, are held by vast banking firms known as international banks.

For centuries there has been big money to be made by international bankers in the financing of governments and kings. Such operators are faced, however, with certain thorny problems. We know that smaller banking operations protect themselves by taking collateral, but what kind of collateral can you get from a government or a king? What if the banker comes to collect and the king says, "Off with his head"? The process through which one collects a debt from a government or a monarch is not a subject taught in the business schools of our universities, and most of us-never having been in the business of financing kings-have not given the problem much thought But there is a king-financing business and to those who can ensure collection it is lucrative indeed.

Economics Professor Stuart Crane notes that there are two means used to collateralize loans to governments and kings. Whenever a business firm borrows big money its creditor obtains a voice in management to protect his investment. Like a business, no government can borrow big money unless willing to surrender to the creditor some measure of sovereignty as collateral. Certainly international bankers who have loaned hundred' of billions of dollars to governments around the work command considerable influence in the policies of such governments.

But the ultimate advantage the creditor has over the king or president is that if the ruler gets out of line the banker can finance his enemy or rival. Therefore, if you want to stay in the lucrative king-financing business, it is wise to have an enemy or rival waiting in the wings to unseat every king or president to whom you lend. If the king doesn't have an enemy, you must create one.

Preeminent in playing this game was the famous House of Rothschild. Its founder, Meyer Amschel Rothschild (1743-1812) of Frankfurt, Germany, kept one of his five sons at home to run the Frankfurt bank and sent the

others to London, Paris, Vienna and Naples. The Rothschilds became incredibly wealthy during the nineteenth century by financing governments to fight each other. According to Professor Stuart Crane:

"If you will look back at every war in Europe during the Nineteenth Century, you will see that they always ended with the establishment of a 'balance of power.' With every re-shuffling there was a balance of power in a new grouping around the House of Rothschild in England, France, or Austria. They grouped nations so that if any king got out of line a war would break out and the war would be decided by which way the financing went. Researching the debt positions of the warring nations will usually indicate who was to be punished.

In describing the characteristics of the Rothschilds and other major international bankers, Dr. Quigley tells us that they remained different from ordinary bankers in several ways: they were cosmopolitan and international; they were close to governments and were particularly concerned with government debts, including foreign government debts; these bankers came to be called "international bankers." (Quigley, Tragedy and Hope, p.52)

One major reason for the historical blackout on the role of the international bankers in political history is that the Rothschilds were Jewish. Anti-Semites have played into the hands of the conspiracy by trying to portray the entire conspiracy as Jewish. Nothing could be farther from the truth. The traditionally Anglo-Saxon J. P. Morgan and Rockefeller international banking institutions have played a key role in the conspiracy. But there is no denying the importance of the Rothschilds and their satellites. However, it is just as unreasonable and immoral to blame all Jews for the crimes of the Rothschilds as it is to hold all Baptists accountable for the crimes of the Rockefellers.

The Jewish members of the conspiracy have used an

organization called the Anti-Defamation League as an instrument to try to convince everyone that any mention of the Rothschilds or their allies is an attack on all Jews. In this way they have stifled almost all honest scholarship on international bankers and made the subject taboo within

universities.

Any individual or book exploring this subject is immediately attacked by hundreds of A.D.L. committees all over the country. The A.D.L. has never let truth or logic interfere with its highly professional smear jobs. When no evidence is apparent, the A.D.L., which staunchly opposed so-called "McCarthyism," accuses people of being "latent anti-Semites." Can you imagine how they would yowl and scream if someone accused them of being "latent" Communists?

Actually, nobody has a right to be more angry at the Rothschild clique than their fellow Jews. The Warburgs, part of the Rothschild empire, helped finance Adolph Hitler. There were few if any Rothschilds or Warburgs in the Nazi prison camps! They sat out the war in luxurious hotels in Paris or emigrated to the United States or England. As a group, Jews have suffered most at the hands of these power seekers. A Rothschild has much more in common with a Rockefeller than he does with a tailor from Budapest or the Bronx.

Since the keystone of the international banking empires has been government bonds it has been in the interest of these international bankers to encourage government debt. The higher the debt the more the interest Nothing drives government deeply into debt like a war; and it has not been an uncommon practice among international bankers to finance both sides of the bloodiest military conflicts. For example, during our Civil War the North was financed by the Rothschilds through their American agent, August Belmont, and the American South through the Erlangers, Rothschild relatives.

But while wars and revolutions have been useful to international bankers in gaining or increasing control over

governments, the key to such control has always been control of money. You can control a government if you have it in your debt; a creditor is in a position to demand the privileges of monopoly from the sovereign. Money-seeking governments have granted monopolies in state banking, natural resources, oil concessions and transportation. However, the monopoly which the international financiers most covet is control over a nation's money.

Eventually these international bankers actually owned as private corporations the central banks of the various European nations. The Bank of England, Bank of France and Bank of Germany were not owned by their respective governments, as almost everyone imagines, but were privately owned monopolies granted by the heads of state, usually in return for loans. Under this system, observed Reginald McKenna, President of the Midlands Bank of England: "Those that create and issue the money and credit direct the policies of government and hold in their hands the destiny of the people." Once the government is in debt to the bankers it is at their mercy. A frightening example was cited by the London Financial Times of September 26, 1921, which revealed that even at that time:

"Half a dozen men at the top of the Big Five Banks could upset the whole fabric of government finance by refraining from renewing Treasury Bills."

All those who have sought dictatorial control over modern nations have understood the necessity of a central bank. When the League of Just Men hired a hack revolutionary named Karl Marx to write a blueprint for conquest called The Communist Manifesto, the fifth plank read: "Centralization of credit in the hands of the state, by means of a national bank with state capital and an exclusive monopoly." Lenin later said that the establishment of a central bank was ninety

percent of communizing a country. Such conspirators knew that you can not take control of a nation without military force unless that nation has a central bank through which you can control its economy. The anarchist

Bakunin sarcastically remarked about the followers of Karl Marx: "They have one foot in the bank and one foot in the socialist movement."

The international financiers set up their own front man in charge of each of Europe's central banks. Professor Quigley reports:

"It must not be felt that these heads of the world's chief central banks were themselves substantive powers in world finance. They were not. Rather, they were the technicians and agents of the dominant investment bankers of their own countries, who had raised them up and were perfectly capable of throwing them down. The substantive financial powers of the world were in the hands of these investment bankers (also called 'international' or 'merchants' bankers) who renamed largely behind the scenes in their own unincorporated (private banks.] These formed a system of international cooperation and national dominance which was more private, more powerful, and more secret than that of their agents in the central banks. . . . . (Quigley, op. cit., pp.326-7.)

Dr. Quigley also reveals that the international bankers who owned and controlled the Banks of England and France maintained their power even after those Banks were theoretically socialized.

Naturally those who controlled the central banks of Europe were eager from the start to fasten a similar establishment on the United States. From the earliest days, the Founding Fathers had been conscious of attempts to control America through money manipulation, and they carried on a running battle with the international bankers. Thomas Jefferson wrote to John Adams: ". . .' I sincerely believe, with you, that banking establishments are more dangerous than standing armies. .

But, even though America did not have a central bank after President Jackson abolished it in 1836, the European financiers and their American agents managed to

obtain a great deal of control over our monetary system. Gustavus Myers, in his History of The Great American Fortunes, reveals:

"Under the surface, the Rothschilds long had a powerful influence in dictating American financial laws. The law records show that they were powers in the old Bank of the United States [abolished by Andrew Jackson]."

During the nineteenth century the leading financiers of the metropolitan East often cut one another's financial throats, but ~Ls their Western and rural victims started to organize politically, the "robber barons" saw that they had a "community of interest" toward which they must work together to protect themselves from thousands of irate farmers and up and coming competitors. This diffusion of economic power was one of the main factors stimulating the demands for a central bank by would-be business and financial monopolists.

In Years of Plunder Proctor Hansl writes of this era:

"Among the Morgans, Kuhn-Loebs and other similar pillars of the industrial order there was less disposition to become involved in disagreements that led to financial dislocation. A community of interest came into being, with results that were highly beneficial...."

But aside from the major Eastern centers, most American bankers and their customers still distrusted the whole concept

In order to show the hinterlands that they were going to need a central banking system, the international bankers created a series of panics as a demonstration of their power a warning of what would happen unless the rest of the bankers got into line. The man in charge of conducting these lessons was J. Pierpont-Morgan, American-

born but educated in England and Germany. Morgan is referred to by many, including Congressman Louis McFadden, (a banker who for ten years headed the House Banking and Currency Committee), as the top American agent of the English Rothschilds.

By the turn of the century J. P. Morgan was already an old hand at creating artificial panics. Such affairs were well co-ordinated. Senator Robert Owen, a co-author of the Federal Reserve Act, (who later deeply regretted his role), testified before a Congressional Committee that the bank he owned received from the National Bankers' Association what came to be known as the "Panic Circular of 1893." It stated: "You will at once retire one-third of your circulation and call in one-half

of your loans. . .

Historian Frederick Lewis Allen tells in Life magazine of April 25, 1949, of Morgan's role in spreading rumors about the insolvency of the Knickerbocker Bank and The Trust Company of America, which rumors triggered the 1907 panic. In answer to the question: "Did Morgan precipitate the panic?" Allen reports:

"Oakleigh Thorne, the president of that particular trust company, testified later before a congressional committee that his bank had been subjected to only moderate withdrawals . . . that he had not applied for help, and that it was the [Morgan's] 'sore point' statement alone that had caused the run on his bank. From this testimony, plus the disciplinary measures taken by the Clearing House against the Heinze, Morse and Thomas banks, plus other fragments of supposedly pertinent evidence, certain chroniclers have arrived at the ingenious conclusion that the Morgan interests took advantage of the unsettled conditions during the autumn of 1907 to precipitate the panic, guiding it shrewdly as it progressed so that it would kill off rival banks and consolidate the preeminence of the banks within the Morgan orbit."

The "panic" which Morgan had created, he proceeded

to end almost single-handedly. He had made his point. Frederick Allen explains:

"The lesson of the Panic of 1907 was clear, though not for some six years was it destined to be embodied in legislation: the United States gravely needed a central banking system...."

: The man who was to play the most significant part in providing America with that central bank was Paul Warburg, who along with his brother Felix had immigrated to the United States from Germany in 1902. (See Chart 4.) They left brother Max (later a major financier of the Russian Revolution) at home in Frankfurt to run the family bank (M. N. Warburg & Company).

Paul Warburg married Nina Loeb, daughter of Solomon Loeb of Kuhn, Loeb and Company, America's most powerful international banking firm. Brother Felix married Frieda Schiff, daughter of Jacob Schiff, the ruling power behind Kuhn, Loeb. Stephen Birmingham writes in his authoritative Our Crowd: "In the eighteenth century the Schiffs and Rothschilds shared a double house" in Frankfurt. Schiff reportedly bought his partnership in Kuhn, Loeb with Rothschild money.

Both Paul and Felix Warburg became partners in Kuhn, Loeb and Company.

In 1907, the year of the Morgan-precipitated panic, Paul Warburg began spending almost all of his time writing and lecturing on the need for "bank reform." Kuhn, Loeb and Company was sufficiently public spirited about the matter to keep him on salary at $500,000 per year while for the next six years he donated his time to "the public good."

Working with Warburg in promoting this "banking reform" was Nelson Aldrich, known as "Morgan's floor broker in the Senate." Aldrich's daughter Abby married John D. Rockefeller Jr. (the current Governor of New York is named for his maternal grandfather).

Chart 4

FEDERAL RESERVE

Nina Loeb PaulWarburg Max Warburg

Kuhn, Loeb & Co. Jekyl Island

Felix Warburg Nelson Aldrich

Freida Schiff Frank Vanderlip

HenryDavison

Jacob Schiff "Colonial" House Piatt Andrew

Benjamin Strong

Woodrow Wilson

After the Panic of 1907, Aldrich was appointed by the Senate to head the National Monetary Commission. Although he had no technical knowledge of banking, Aldrich and his entourage spent nearly two years and $300,- 000 of the taxpayers' money being wined and dined by the owners of Europe's central banks as they toured the Contii~ent "studying" central banking. When the Commission returned from its luxurious junket it held no meetings and made no report for nearly two years. But Senator Aldrich was busy "arranging" things. Together with Paul Warburg and other international bankers, he staged one of the most important secret meetings in the

history of the United States Rockefeller agent Frank Vanderlip admitted many years later in his memoirs:

"Despite my views about the value to society of greater publicity for the affairs of corporations, there was an occasion, near the close of 1910, when I was as secretive-indeed as furtive-as any conspirator

I do not feel it is any exaggeration to speak of our secret expedition to Jekyl Island as the occasion of the actual conception of what eventually be- came the Federal Reserve System."

The secrecy was well warranted. At stake was control over the entire economy. Senator Aldrich had issued confidential invitations to Henry P. Davison of J. P. Morgan & Company; Frank A. Vanderlip, President of the Rockefeller-owned National City Bank; A. Piatt Andrew, As-

sistant Secretary of the Treasury; Benjamin Strong of Morgan's Bankers Trust Company; and Paul Warburg. They were all to accompany him to Jekyl Island, Georgia, to write the final recommendations of the National Monetary Commission report.

At Jekyl Island, writes B. C. Forbes in his Men Who Are Making America:

"After a general discussion it was decided to draw up certain broad principles on which all could agree. Every member of the group voted for a central bank as being the ideal cornerstone for any banking system." (Page 399)

Warburg stressed that the name "central bank" must be avoided at all costs. It was decided to promote the scheme as a "regional reserve" system with four (later twelve) branches in different sections of the country. The conspirators knew that the New York bank would dominate the rest, which would be marble "white elephants" to deceive the public.

Out of the Jekyl Island meeting came the completion of the Monetary Commission Report and the Aldrich Bill. Warburg had proposed the bill be designated the "Federal Reserve System," but Aldrich insisted his own name was already associated in the public's mind with banking reform and that it would arouse suspicion if a bill were introduced which did not bear his name. However, Aldrich's name attached to the bill proved to be the kiss of death, since any law bearing his name was so obviously a project of the international bankers.

When the Aldrich Bill could not be pushed through Congress, a new strategy had to be devised. The Republican Party was too closely connected with Wall Street. The only hope for a central bank was to disguise it and have it put through by the Democrats as a measure to strip Wall

Street of its power. The opportunity to do this came with the approach of the 1912 Presidential election. Republican President William Howard Taft, who had turned

against the Aldrich Bill, seemed a sure-fire bet for reelection until Taft's predecessor, fellow Republican Teddy Roosevelt, agreed to run on the ticket of the Progressive Party. In America's 60 Families, Ferdinand Lundberg acknowledges:

"As soon as Roosevelt signified that he would again challenge Taft the President's defeat was inevitable. Throughout the three-cornered fight [Taft-Roosevelt-Wilson] Roosevelt had [Morgan agents Frank] Munsey and [George] Perkins constantly at his heels, supplying money, going over his speeches, bringing people from Wall Street in to help, and, in general, carrying the entire burden of the campaign against

Perkins and J. P. Morgan and Company were the substance of the Progressive Party; everything else was trimming.

In short, most of Roosevelt's campaign fund was supplied by the two Morgan hatchet men who were seeking Taft's scalp." (Pp.110-112)

The Democrat candidate, Woodrow Wilson, was equally the property of Morgan. Dr. Gabriel Kolko in his The Triumph of Conservatism, reports: "In late 1907 he [Wilson] supported the Aldrich Bill on banking, and was full of praise for Morgan's role in American society." (Page 205) According to Lundberg: "For nearly twenty years before his nomination Woodrow Wilson had moved in the shadow of Wall Street." (Page 112)

Woodrow Wilson and Teddy Roosevelt proceeded to whistle-stop the country trying to out-do each other in florid (and hypocritical) denunciations of the Wall Street "money trust"-the same group of Insiders which was financing the campaigns of both.

Dr. Kolko goes on to tell us that, at the beginning of 1912, banking reform "seemed a dead issue. . . . The banking reform movement had neatly isolated itself." Wilson resurrected the issue and promised the country a

money system free from domination by the international bankers of Wall Street. Moreover, the Democrat platform expressly stated: "We are opposed to the Aldrich plan for a central bank." But the "Big Boys" knew who they had bought. Among the international financiers who contributed heavily to the Wilson campaign, in addition to those already named, were Jacob Schiff, Bernard Baruch, Henry Morgenthau, Thomas Fortune Ryan, and New York Times publisher Adolph Ochs

The insiders' sheepdog who controlled Wilson and guided the program through Congress was the mysterious "Colonel'1 Edward Mandel House, the British-educated son of a representative of England's financial interests in the American South. The title was honorary; House never served in the military. He was strictly a behind-the-scenes wire-puller and is regarded by many historians as the real President of the United States during the Wilson years. House authored a book, Philip Dru: Administrator, in which he wrote of establishing "Socialism as dreamed by Karl Marx" As steps toward his goal, House, both in his book and in real life, called for passage of a graduated income tax and a central bank providing "a flexible [inflatable paper] currency." The graduated income tax and a central bank are two of the ten planks of The Communist Manifesto.

In his The intimate Papers 0/ Colonel House, Professor Charles Seymour refers to the "Colonel" as the "unseen guardian angel" of the Federal Reserve Act. Seymour's work contains numerous documents and records showing constant contact between House and Paul Warburg while the Federal Reserve Act was being prepared and steered through Congress. Biographer George Viereck assures us that "The Schiffs, the Warburgs, the Kahns, the Rockefellers, and the Morgans put their faith in House. . .Their faith was amply rewarded.

In order to support the fiction that the Federal Reserve Act was "a people's bill," the insider financiers put up a smoke-screen of opposition to it. It was strictly a case of Br'er Rabbit begging not to be thrown into the briar

patch. Both Aldrich and Vanderlip denounced what in actuality was their own bill. Nearly twenty-five years later Frank Vanderlip admitted: "Now although the Aldrich Federal Reserve Plan was defeated when it bore the name Aldrich, nevertheless its essential points were all contained in the plan that finally was adopted."

Taking advantage of Congress' desire to adjourn for Christmas, the Federal Reserve Act was passed on December 22, 1913 by a vote of 298 to 60 in the House, and in the Senate by a majority of 43 to 25. Wilson had fulfilled to the insiders the pledge he had made in order to become President. Warburg told House, "Well, it hasn't got quite everything we want, but the lack can be adjusted later by administrative process."

There was genuine opposition to the Act, but it could not match the power of the bill's advocates. Conservative Henry Cabot Lodge Sr. proclaimed with great foresight, "The bill as it stands seems to me to open the way to a vast inflation of currency. . . . I do not like to think that any law can be passed which will make it possible to submerge the gold standard in a flood of irredeemable paper currency." (Congressional Record, June 10, 1932.) After the vote, Congressman Charles A. Lindbergh Sr., father of the famous aviator, told Congress:

"This act establishes the most gigantic trust on earth. . . . When the President signs this act the invisible government by the money power, proven to exist by the Money Trust investigation, will be legalized. .

This is the Aldrich Bill in disguise. .

The new law will create inflation whenever the trusts want inflation....

The Federal Reserve Act was, and still is, hailed as a victory of "democracy" over the "money trust." Nothing could be farther from the truth.

The whole central bank concept was engineered by the very group it was supposed to strip of power. The myth

that the "money trust" had been defrocked should have been exploded when Paul Warburg was appointed to the first Federal Reserve Board-a board which was hand- picked by "Colonel" House. Paul Warburg relinquished his $500,000 a year job as a Kuhn, Loeb partner to take a $12,000 a year job with the Federal Reserve. The "accidentalists" who teach in our universities would have you believe that he did it because be was a "public spirited citizen." And the man who served as Chairman of the New York Federal Reserve Bank during its early critical years was the same Benjamin Strong of the Morgan interests, who accompanied Warburg, Davison, Vanderlip et al. to Jekyl Island, Georgia, to draft the Aldrich Bill.

How powerful is our "central bank?" The Federal Reserve controls our money supply and interest rates, and thereby manipulates the entire economy-creating inflation or deflation, recession or boom, and sending the stock market up or down at whim. The Federal Reserve is so powerful that Congressman Wright Patman, Chairman of the House Banking Committee, maintains:

"In the United States today we have in effect two governments. . . . We have the duly constituted Government. . . . Then we have an independent, uncontrolled and uncoordinated government in the Federal Reserve System, operating the money powers which are reserved to Congress by the Constitution."

Neither Presidents, Congressmen nor Secretaries of the Treasury direct the Federal Reserve! In the matters of money, the Federal Reserve directs them! The uncontrolled power of the "Fed" was admitted by Secretary of the Treasury David M. Kennedy in an interview for the May 5, 1969, issue of U.S. News & World Report:

"Q. Do you approve of the latest credit-tightening moves?

A. It's not my job to approve or disapprove. It is the action of the Federal Reserve."

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Prof. Carroll Quigley of Harvard, Princeton and Georgetown Universities wrote book disclosing international bankers' plan to control the world from behind the political and financial scenes. Quigley revealed plans of billionaires to establish dictatorship of the super-rich disguised as workers' democracies.

J. P. Morgan created artificial panic used as excuse to pass Federal Reserve Act Morgan was instrumental in pushing U. S. into WWI to protect his loans to British government. He financed Socialist groups to create an all-powerful centralized government which international bankers would control at the apex from behind the scenes. After his death, his partners helped finance the Bolshevik Revolution in Russia.

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And, curiously enough, the Federal Reserve System has never been audited and has firmly resisted all attempts by House Banking Committee Chairman Wright Patman to have it audited. (N. Y. Times, Sept.14, 1967.)

How successful has the Federal Reserve System been? It depends on your point of view. Since Woodrow Wilson took his oath of office, the national debt has risen from $1 billion to $455 billion The total amount of interest paid since then to the international bankers holding that debt is staggering, with interest having become the third largest item in the federal budget. Interest on the national debt is now $22 billion every year, and climbing steeply as inflation pushes up the interest rate on government bonds. Meanwhile, our gold is mortgaged to European central banks, and our silver has all been sold. With economic catastrophe imminent, only a blind disciple of the "accidental theory of history" could believe that all of this has occurred by coincidence.

When the Federal Reserve System was foisted on an unsuspecting American public, there were absolute guarantees that there would be no more boom and bust economic cycles. The men who, behind the scenes, were pushing the central bank concept for the international bankers faithfully

promised that from then on there would be only steady growth and perpetual prosperity. However, Congressman Charies A. Lindberg Sr. accurately proclaimed:

"From now on depressions will be scientifically created."

Using a central bank to create alternate periods of inflation and deflation, and thus whipsawing the public for vast profits, had been worked out by the international bankers to an exact science.

Having built the Federal Reserve as a tool to consolidate and control wealth, the international bankers were now ready to make a major killing. Between 1923 and 1929, the Federal Reserve expanded (inflated) the money supply by sixty-two percent. Much of this new money was used to bid the stock market up to dizzying heights.

At the same time that enormous amounts of credit

money were being made available, the mass media began to ballyhoo tales of the instant riches to be made in the stock market. According to Ferdinand Lundberg:

"For profits to be made on these funds the public had to be induced to speculate, and it was so induced by misleading newspaper accounts, many of them bought and paid for by the brokers that operated the pools...."

The House Hearings on Stabilization of the Purchasing Power of the Dollar disclosed evidence in 1928 that the Federal Reserve Board was working closely with the heads of European central banks. The Committee warned that a major crash had been planned in 1927. At a secret luncheon of the Federal Reserve Board and heads of the European central banks, the committee warned, the international bankers were tightening the noose.

Montagu Norman, Governor of the Bank of England, came to Washington on February 6, 1929, to confer with Andrew Mellon, Secretary of the Treasury. On November 11, 1927, the Wall Street Journal described Mr. Norman as "the currency dictator of Europe." Professor Carroll Quigley notes that Norman, a close confidant of J. P. Morgan, admitted: "I hold the hegemony of the world." Immediately after this mysterious visit, the Federal Reserve Board reversed its easy-money policy and began raising the discount rate. The balloon which had been inflated constantly for nearly seven years was about to be exploded.

On October 24, the feathers hit the fan. Writing in The United States' Unresolved Monetary and Political Problems, William Bryan describes what happened:

"When everything was ready, the New York financiers started calling 24 hour broker call loans. This meant that the stockbrokers and the customers had to dump their stock on the market in

order to pay the loans. This naturally collapsed the stock market and brought a banking collapse all over the

country because the banks not owned by the oligarchy were heavily involved in broker call claims at this time, and bank runs soon exhausted their coin and currency and they had to close. The Federal Reserve System would not come to their aid, although they were instructed under the law to maintain an elastic currency."

The investing public, including most stock brokers and bankers, took a horrendous blow in the crash, but not the insiders. They were either out of the market or had sold "short" so that they made enormous profits as the Dow Jones plummeted. For those who knew the score, a comment by Paul Warburg had provided the warning to sell. That signal came on March 9, 1929, when the Financial Chronical quoted Warburg as giving this sound advice:

"If orgies of unrestricted speculation are permitted to spread too far . the ultimate collapse is certain . . . to bring about a general depression involving the whole country."

Sharpies were later able to buy back these stocks at a ninety percent discount from their former highs.

To think that the scientifically engineered Crash of '29 was an accident or the result of stupidity defies all logic. The international bankers who promoted the inflationary policies and pushed the propaganda which pumped up the stock market represented too many generations of accumulated expertise to have blundered into "the great depression."

Congressman Louis McFadden, Chairman of the House Banking and Currency Committee, commented:

"It [the depression] was not accidental. It was a carefully contrived occurrence. . . . The international bankers sought to bring about a condition of despair here so that they might emerge as the rulers of us all."

Although we have not had another depression of the magnitude of that which followed 1929, we have since suffered regular recessions. Each of these has followed a period in which the Federal Reserve tromped down hard on the money accelerator and then slammed on the brakes. Since 1929 the following recessions have been created by such manipulation:

1936-1937-Stock Prices fell fifty percent;

1948 -Stock prices dropped sixteen percent;

1953 -Stock declined thirteen percent;

1956-1957-The market dipped thirteen percent;

1957 -Late in the year the market plunged nineteen percent;

1960 -The market was off seventeen percent;

1966 -Stock prices plummeted twenty-five percent;

1970 -The market plunged over twenty-five percent.

Chart 5, based on one appearing in the highly respected financial publication, indicator Digest of June 24, 1969, shows the effects on the Dow-Jones Industrial Average of Federal Reserve policies of expanding or restricting the monetary supply. This is how the stock market is manipulated and how depressions or recessions are scientifically created. H you have inside knowledge as to which way the Federal Reserve policy is going to go, you can make a ton of money.

The members of the Federal Reserve Board are appointed by the President for fourteen year terms. Since these positions control the entire economy of the country they are far more important than cabinet positions, but who has ever heard of any of them except possibly Chairman Arthur Burns? These appointments which should be extensively debated by the Senate are routinely approved. But, here, as in Europe, these men are mere figureheads, put in their positions at the behest of the international

bankers who finance the Presidential campaigns of both political parties.

And, Professor Quigley reveals that these international bankers who owned and controlled the Banks of England and France maintained their power even after those banks were theoretically socialized. The American system is slightly different, but the net effect is the same ever increasing debt requiring ever-increasing interest payments, inflation and periodic scientifically created depressions and recessions.

The end result, if the Insiders have their way, will be the dream of Montagu Norman of the Bank of England "that the Hegemony of World Finance should reign supreme over everyone, everywhere, as one whole super- national control mechanism." (Montagu Norman by John Hargrave, Greystone Press, N.Y., 1942.)

CHAPTER FOUR

BANKROLLING THE BOLSHEVIK REVOLUTION

The establishing of the Federal Reserve System provided the "conspiracy" with an instrument whereby the international bankers could run the national debt up to the sky, thereby collecting enormous amounts of interest and also gaining control over the borrower. During the Wilson Administration alone, the national debt expanded 800 percent.

Two months prior to the passage of the Federal Reserve Act, the conspirators had created the mechanism to collect the funds to pay the interest on the national debt. That mechanism was the progressive income tax, the second plank of Karl Marx' Communist Manifesto which contained ten planks for SOCIALIZING a country.

One quite naturally assumes that the graduated income tax would be opposed by the wealthy. The fact is that many of the wealthiest Americans supported it. Some, no doubt, out of altruism and because, at first, the taxes were very small. But others backed the scheme because they already had a plan for permanently avoiding both the income tax and the subsequent inheritance tax.

What happened was this: At the turn of the century the Populists, a group of rural socialists, were gaining strength and challenging the power of the New York bankers and monopolist industrialists. While the Populists had the wrong answers, they asked many of the right questions. Unfortunately, they were led to believe that the banker-monopolist control over government, which they opposed, was a product of free enterprise.

Since the Populist threat to the cartelists was from the Left (there being no organized political movement for laissez-faire), the Insiders moved to capture the Left. Professor Quigley discloses that over fifty years ago the Morgan firm decided to infiltrate the Leftwing political

movement in the United States. This was not difficult to do since these Left groups needed funds

and were eager for help to get their message to the public. Wall Street supplied both. There was nothing new about this decision, says Quigley, since other financiers had talked about it and even attempted it earlier. He continues:

"What made it decisively important this time was the combination of its adoption by the dominant Wall Street financier, at a time when tax policy was driving all financiers to seek tax-exempt refuges for their fortunes...." (Page 938)

Radical movements are never successful unless they attract big money and/or outside support. The great historian of the Twentieth Century, Oswald Spengler, was one of those who saw what American Liberals refuse to see- that the Left is controlled by its alleged enemy, the male- factors of great wealth. He wrote in his monumental Decline of the West (Modern Library, New York, 1945):

"There is no proletarian, not even a Communist, movement, that has not operated in the interests of money, in the direction indicated by money, and for the time being permitted by money-and that without the idealists among its leaders having the slightest suspicion of the fact."

While the Populist movement was basically non-conspiratorial, its Leftist ideology and platform were made to order for the elitist Insiders because it aimed at concentrating power in government. The insiders knew they could control that power and use it to their own purposes. They were not, of course, interested in promoting competition but in restricting it. Professor Gabriel Kolko has prepared a lengthy volume presenting the undeniable proof that the giant corporate manipulators promoted much of the so-called "progressive legislation" of the Roosevelt and Wilson eras-legislation which ostensibly was aimed

at controlling their abuses, but which was so written as to suit their interests. In The Triumph of Conservatism (by which Kolko mistakenly means big business), he notes:

the significant reason for many businessmen welcoming and working to increase federal intervention into their affairs has been virtually ignored by historians and economists. The oversight was due to the illusion that American industry was centralized and monopolized to such an extent that it could rationalize the activity [regulate production and prices] in its various branches voluntarily. Quite the opposite was true. Despite the large numbers of mergers, and the growth in the absolute size of many corporations, the dominant tendency in the American

economy at the beginning of this century was toward growing competition. Competition was unacceptable to many key business and financial interests...."

The best way for the Insiders to eliminate this growing Competition was to impose a progressive income tax on their competitors while writing the laws so as to include built-in escape hatches for themselves. Actually, very few of the proponents of the graduated income tax realized they were playing into the hands of those they were seeking to control. As Ferdinand Lundberg notes in The Rich And The Super-Rich:

"What it [the income tax] became, finally, was a siphon gradually inserted into the pocketbooks of the general public. Imposed to popular huzzas as a class tax, the income tax was gradually turned into a mass tax in a jiujitsu turnaround

The Insiders' principal mouthpiece in the Senate during this period was Nelson Aldrich, one of the conspirators involved in engineering the creation of the Federal Reserve and the maternal grandfather of Nelson Aldrich

Rockefeller. Lundberg says that "When Aldrich spoke, newsmen understood that although the words were his, the dramatic line was surely approved by 'Big John [D. Rockefeller]. . . .'" In earlier years Aldrich had denounced the income tax as "communistic and socialistic," but in 1909 he pulled a dramatic and stunning reversal. The American Biographical Dictionary comments:

"Just when the opposition had become formidable he [Aldrich] took the wind out of its sails by bringing forward, with the support of the President [Taft], a proposed amendment to the Constitution empowering Congress to lay income taxes."

Howard Hinton records in his biography of Cordell Hull that Congressman Hull, who had been pushing in the House for the income tax, wrote this stunned observation:

"During the past few weeks the unexpected spectacle of certain so-called 'old-line conservative' [sic] Republican leaders in Congress suddenly reversing their attitude of a lifetime and seemingly espousing, through ill-concealed reluctance, the proposed income-tax amendment to the

Constitution has been the occasion of universal surprise and wonder."

The escape hatch for the Insiders to avoid paying taxes was ready. By the time the Amendment had been approved by the states (even before the income-tax was passed), the Rockefellers and Carnegie foundations were in full operation.

One must remember that it was to break up the Standard Oil (Rockefeller) and U. S. Steel (Carnegie) monopolies that the various anti-trust acts were ostensibly passed. These monopolists could now compound their wealth tax-free while competitors had to face a graduated income tax which made it difficult to amass capital. As we have said, socialism is not a share-the-wealth pro-

gram, as the socialists would like you to believe, but a consolidate-and-control-the-wealth program for the Insiders. The Reece Committee which investigated foundations for Congress in 1953 proved with an overwhelming amount of evidence that the various Rockefeller and Carnegie foundations have been promoting socialism since their inception. (See Rene Wormser's Foundations: Their Power and Influence, Devin Adair, New York, 1958.)

The conspirators now had created the mechanisms to run up the debt, to collect the debt, and (for themselves) to avoid the taxes required to pay the yearly interest on the debt. Then all that was needed was a reason to escalate the debt. Nothing runs up a national debt like a war. And World War I was being brewed in Europe.

In 1916, Woodrow Wilson was re-elected by a hair. He had based his campaign on the slogan: "He Kept Us Out of War!" The American public was extremely opposed to America's getting involved in a European war. Staying out of the perennial foreign quarrels had been an American tradition since George Washington. But as Wilson was stumping the country giving his solemn word that American soldiers would not be sent into a foreign war, he was preparing to do just the opposite. His "alter ego," as he called "Colonel" House, was making behind-the-scenes agreements with England which committed America to entering the war. Just five months later we were in it. The same crowd which manipulated the passage of the income tax and the Federal Reserve System wanted America in the war. J. P. Morgan, John D. Rockefeller, "Colonel" House, Jacob Schiff, Paul Warburg and the rest of the Jekyl Island conspirators were all deeply involved in getting us involved. Many of these financiers had loaned England large sums of money. In fact, J. P. Morgan & Co. served as British financial agents in this country during World War I.

While all of the standard reasons given for the outbreak of World War I in Europe doubtless were factors, there were also other more important causes. The conspiracy had been planning the war for over two decades.

The assassination of an Austrian Archduke was merely an incident providing an excuse for starting a chain reaction.

After years of fighting, the war was a complete stale- mate and would have ended almost immediately in a negotiated settlement (as had most other European conflicts) had not the U. S. declared war on Germany.

As soon as Wilson's re-election had been engineered through the "he kept us out of war" slogan, a complete reversal of propaganda was instituted. In those days before radio and television, public opinion was controlled almost exclusively by newspapers. Many of the major newspapers were controlled by the Federal Reserve crowd. Now they began beating the drums over the "inevitability of war." Arthur Ponsonby, a member of the British parliament, admitted in his book Falsehood in War Time (E. P. Dutton & Co., Inc., New York, 1928): "There must have been more deliberate lying in the world from 1914 to 1918 than in any other period of the world's history." Propaganda concerning the war was heavily one-sided. Although after the war many historians admitted that one side was as guilty as the other in starting the war, Germany was pictured as a militaristic monster which wanted to rule the world. Remember, this picture was painted by Britain which had its soldiers in more countries around the world than all other nations put together. So-called "Prussian militarism" did exist, but it was no threat to conquer the world. Meanwhile, the sun never set on the British Empire! Actually, the Germans were proving to be tough business competitors in the world's markets and the British did not approve.

In order to generate war fever, the sinking of the Lusitania a British ship torpedoed two years earlier-was revived and given renewed headlines. German submarine warfare was turned into a major issue by the newspapers.

Submarine warfare was a phony issue. Germany and England were at war. Each was blockading the other country. J. P. Morgan and other financiers were selling munitions to Britain. The Germans could not allow those

supplies to be delivered any more than the English would have allowed them to be delivered to Germany. If Morgan wanted to take the risks and reap the rewards (or suffer the consequences) of selling munitions to England, that was his business. It was certainly nothing over which the entire nation should have been dragged into war.
The Lusitania, at the time it was sunk, was carrying six million pounds of ammunition. It was actually illegal for American passengers to be aboard a ship carrying munitions to belligerents. Almost two years before the liner was sunk, the New York Tribune (June 19, 1913) carried a squib which stated: "Cunard officials acknowledged to the Tribune correspondent today that the grey-hound [Lusitania] is being equipped with high power naval rifles. . . ." In fact, the Lusitania was registered in the British navy as an auxiliary cruiser. (Barnes, Harry E., The Genesis of the War, Alfred Knopf, New York, 1926, p.611.) In addition, the German government took out large ads in all the New York papers warning potential passengers that the ship was carrying munitions and telling them not to cross the Atlantic on it. Those who chose to make the trip knew the risk they were taking. Yet the sinking of the Lusitania was used by clever propagandists to portray the Germans as inhuman slaughterers of innocents. Submarine warfare was manufactured into a cause celebre to push us into war. On April 6, 1917, Congress declared war. The American people acquiesced on the basis that it would be a "war to end all wars."

During the "war to end all wars," insider banker Bernard Baruch was made absolute dictator over

American business when President Wilson appointed him Chairman of the War Industries Board, where he had control of all domestic contracts for Allied war materials. Baruch made lots of friends while placing tens of billions in government contracts, and it was widely rumored in Wall Street that out of the war to make the world safe for international bankers he netted $200 million for himself.

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"Colonel" House (I) was front man for the International banking fraternity. He manipulated President Woodrow Wilson (r) like a puppet Wilson called him "my alter ego." House played a major role in creating The Federal Reserve System, passing the graduated Income tax and getting America into WWI. House's Influence over Wilson Is an example that In the world of super-politics the real rulers are not always the ones the public sees.

German born International financier Paul Warburg masterminded establishment of Federal Reserve to put con trol over nation's economy in hands of international bankers. The Federal Reserve controls the money supply which allows manipulators to create alternate cycles of boom and bust, i.e., a roller coaster economy. This allows those in the know to make fabulous amounts of money, but even more important, allows the Insiders to control the economy and further centralize power in the federal government.

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While insider banker Paul Warburg controlled the Federal Reserve, and international banker Bernard Baruch placed government contracts, international banker Eugene Meyer, a former partner of Baruch and the son of a partner in the Rothschilds' international banking house of Lazard Freres, was Wilson's choice to head the War Finance Corporation, where he too made a little money.*

It should be noted that Sir William Wiseman, the man sent by British Intelligence to help bring the United States into the war, was amply rewarded for his services. He stayed in this country after

WWI as a new partner in the Jacob Schiff-Paul Warburg-controlled Kuhn, Loeb bank.

World War I was a financial bonanza for the international bankers. But it was a catastrophe of such magnitude for the United States that few even today grasp its importance. The war reversed our traditional foreign policy of non-involvement and we have been enmeshed almost constantly ever since in perpetual wars for perpetual peace. Winston Churchill once observed that all nations would have been better off had the U.S. minded its own business. Had we done so, he said, "peace would have been made with Germany; and there would have been no collapse in Russia leading to Communism; no breakdown of government in Italy followed by Fascism; and Nazism never would have gained ascendancy in Germany." (Social Justice Magazine, July 3, 1939, p.4.)

The Bolshevik Revolution in Russia was obviously one of the great turning points in world history. It is an event over which misinformation abounds. The myth-makers and re-writers of history have done their landscape painting jobs well. The establishing of Communism in Russia is a classic example of the second "big lie" of Communism, i.e., that it is the movement of the downtrodden masses rising up against exploiting bosses. This cunning decep-

(*Meyer later gained control of the highly influential Washington Post which became known as the "Washington Daily Worker.")

tion has been fostered since before the first French Revolution in 1789.

Most people today believe the Communists were successful in Russia because they were able to rally behind them the sympathy and frustration of the Russian people who were sick of the tyranny of the Czars. This is to ignore the history of what actually happened. While almost everybody is reminded that the Bolshevik Revolution took place in November of 1917, few know that the Czar had abdicated seven months earlier in March. When Czar Nicholas II abdicated, a provisional government was established by Prince Lvov who wanted to pattern the new Russian government after our own. But, unfortunately, the Lvov government gave way to the Kerensky regime. Kerensky, a so-called democratic socialist, may have been running a caretaker government for the Communists. He kept the war going against Germany and the other Central Powers, but he issued a general amnesty for Communists and other revolutionaries, many of whom had been exiled after the abortive Red Revolution of 1905. Back to mother Russia came 250,000 dedicated revolutionaries, and Kerensky's own government's doom was sealed.

In the Soviet Union, as in every Communist country (or as they call themselves-the Socialist countries), the power has not come to the Communists' hands because the downtrodden masses willed it so. The power has come from the top down in every instance. Let us briefly reconstruct the sequences of the Communist take- over.

The year is 1917. The Allies are fighting the Central Powers. The Allies include Russia, the British Commonwealth, France and by April 1917, the United States. in March of 1917, purposeful planners set in motion the forces to compel Czar Nicholas II to abdicate. He did so under pressure from the Allies after severe riots in the Czarist capitol of Petrograd, riots that were caused by the breakdowns in the transportation system which cut the

city off from food supplies and led to the closing of factories.

But where were Lenin and Trotsky when all this was taking place? Lenin was in Switzerland and had been in Western Europe since 1905 when he was exiled for trying to topple the Czar in the abortive Communist revolution of that year. Trotsky also was in 'exile, a reporter for a Communist newspaper on the lower east side of New York City. The Bolsheviks were not a visible political force at the time the Czar abdicated. And they came to power not because the downtrodden masses of Russia called them back, but because very powerful men in Europe and the United States sent them in.

Lenin was sent across Europe-at-war on the famous "sealed train." With him Lenin took some $5 to $6 million in gold. The whole thing was arranged by the German high command and Max Warburg, through another very wealthy and lifelong socialist by the name of Alexander Helphand alias "Parvus." When Trotsky left New York aboard the S.S. Christiania, on March 27, 1917, with his- entourage of 275 revolutionaries, the first port of call was Halifax, Nova Scotia. There the Canadians grabbed Trotsky and his money and impounded them both. This was a very logical thing for the Canadian government to do for Trotsky had said many times that if he were successful in coming to power in Russia he would immediately stop what he called the "imperialist war" and sue for a separate peace with Germany. This would free millions of German troops for transfer from the Eastern front to the Western front where they could kill Canadians. So Trotsky cooled his heels in a Canadian prison-for five days. Then all of a sudden the British (through future Kuhn, Loeb partner Sir William Wiseman) and the United States (through none other than the ubiquitous "Colonel" House) pressured the Canadian government. And, despite the fact we were now in the war, said, in so many words, "Let Trotsky go." Thus, with an American passport, Trotsky went back to meet Lenin. They joined up, and, by November, through bribery, cunning, brutality and de-

ception, they were able (not to bring the masses rallying to their cause but) to hire enough thugs and make enough deals to impose out of the gun barrel what Lenin called "all power to the Soviets." The Communists came to power by seizing a mere handful of key cities. In fact, practically the whole Bolshevik Revolution took place in one city-Petrograd. It was as if the whole United States became Communist because a Communist-led mob seized Washington, D. C. It was years before the Soviets solidified power throughout Russia.

The Germans, on the face of it, had a plausible excuse for financing Lenin and Trotsky. The two Germans most responsible for the financing of Lenin were Max Warburg and a displaced Russian named Alexander Helphand. They could claim that they were serving their country's cause by helping and financing Lenin. However, these two German "patriots" neglected to mention to the Kaiser their plan to foment a Communist revolution in Russia. The picture takes on another dimension when you consider that the brother of Max Warburg was Paul Warburg, prime mover in establishing the Federal Reserve System and who from his position on the Federal Reserve Board of Directors, played a key role in financing the American war effort. (When news leaked out in American papers about brother Max running the German finances, Paul resigned from his

Federal Reserve post without a whimper.) From here on the plot sickens.

For the father-in-law of Max Warburg's brother, Felix, was Jacob Schiff, senior partner in Kuhn, Loeb & Co. (Paul and Felix Warburg, you will recall, were also partners in Kuhn, Loeb & Co. while Max ran the Rothschild- allied family bank of Frankfurt.) Jacob Schiff also helped finance Leon Trotsky. According to the New York Journal-American of February 3, 1949: "Today it is estimated by Jacob's grandson, John Schiff, that the old man sank about 20,000,000 dollars for the final triumph of Bolshevism in Russia." (See Chart 6.)

One of the best sources of information on the financing of the Bolshevik Revolution is Czarism and the Revolu

tion by an important White Russian General named Arsene de Goulevitch who was founder in France of the Union of Oppressed Peoples. In this volume, written in French and subsequently translated into English, de Goulevitch notes:

"The main purveyors of funds for the revolution, however, were neither the crackpot Russian millionaires nor the armed bandits of Lenin. The 'real' money primarily came from certain British and American circles which for a long time past had lent their support to the Russian revolutionary cause.... De Goulevitch continues:

"The important part played by the wealthy American banker, Jacob Schiff, in the events in Russia, though as yet only partially revealed, is no longer a secret."

General Alexander Nechvolodov is quoted by de Goulevitch as stating in his book on the Bolshevik Revolution:

"In April 1917, Jacob Schiff publicly declared that it was thanks to his financial support that the revolution in Russia had succeeded.

In the Spring of the same year, Schiff commenced to subsidize Trotsky ...

Simultaneously Trotsky and Co. were also being subsidized by Max Warburg and Olaf Aschberg of the Nye Banken of Stockholm . . . The Rhine Westphalian Syndicate and Jivotovsky,. whose daughter later married Trotsky."

Chart 6

FINANCING

BOLSHEVIK REVOLUTION

Paul Warburg Max Warburg

$6,000,000

Jacob Schiff Col. House

$20,000,000

N.E.P. TROTSKY Hitler

LENIN

$5,000,000

Harriman Alfred Milner

Rockefeller Rothschild

Vanderlip J. P. MORGAN & CO

ROCKEFELLERS

Schiff spent millions to overthrow the Czar and more millions to overthrow Kerensky. He was sending money to Russia long after the true character of the Bolsheviks was known to the world. Schiff raised $10 million, supposedly for Jewish war relief in Russia, but later events revealed it to be a good business investment. (Forbes, B. C., Men Who Are Making America, pp.334-5.)

According to de Goulevitch:

"Mr. Bakhmetiev, the late Russian Imperial Ambassador to the United States, tells us that the Bolsheviks, after victory, transferred 600 million roubles in gold between the years 1918 and 1922 to Kuhn, Loeb & Company [Schiff's firm]."

Schiff's participation in the Bolshevik Revolution, though quite naturally now denied, was well known among Allied intelligence services at the time. This led to much talk about Bolshevism being a Jewish plot. The result was that the subject of financing the Communist takeover of Russia became taboo. Later evidence indicates that the bankrolling of the Bolsheviks was handled by a syndicate of international bankers, which in addition to the Schiff-Warburg clique, included Morgan and Rockefeller interests. Docu

ments show that the Morgan organization put at least $1 million in the Red revolutionary kitty.*

Still another important financier of the Bolshevik Revolution was an extremely wealthy Englishman named Lord Alfred Milner, the organizer and head of a secret organization called "The Round Table" Group which was backed by Lord Rothschild (discussed in the next chapter).

De Goulevitch notes further:

"On April 7, 1917, General Janin made the following entry in his diary ('Au G.C.C. Russe"-At Russian G.H.Q.-Le Monde Slave, Vol. 2, 1927, pp.296-297): Long interview with R., who confirmed what I had previously been told by M. After referring to the German hatred of himself and his family, he turned to the subject of the Revolution which, he claimed, was engineered by the English and, more precisely, by Sir George Buchanan and Lord (Alfred] Milner. Petrograd at the time was teeming with English. . . . He could, he asserted, name the streets and the numbers of the houses in which British agents were quartered. They were reported, during the rising, to have distributed money to the soldiers and incited them to mutiny."

De Goulevitch goes on to reveal: "In private interviews I have been told that over 21 million roubles were spent by Lord Milner in financing the Russian Revolution."

It should be noted parenthetically that Lord Milner, Paul, Felix and Max Warburg represented "their" respective countries at the Paris Peace Conference at the conclusion of World War 1.

If we can somehow ascribe Max Warburg's financing of Lenin to German "patriotism," it was certainly not "patriotism" which inspired Schiff, Morgan, Rockefeller and Milner to bankroll the Bolsheviks. Both Britain and

Hagedorn, Herman, The Magnate, John Day, N.Y. See also Washington Post, Feb. 2, 19f8, p. 195.)

America were at war with Germany and were allies of Czarist Russia. To free dozens of German divisions to switch from the Eastern front to France and kill hundreds of thousands of American and British soldiers was nothing short of treason.

In the Bolshevik Revolution we see many of the same old faces that were responsible for; creating the Federal Reserve System, initiating the graduated income tax, setting up the tax-free foundations and pushing us into WWI. However, if you conclude that this is anything but coincidental, your name will be immediately expunged from the Social Register.

No revolution can be successful without organization and money. "The downtrodden masses" usually provide little of the former and none of the latter. But Insiders at the top can arrange for both.

What did these people possibly have to gain in financing the Russian Revolution? What did they have to gain by keeping it alive and afloat, or, during the 1920's by pouring millions of dollars into what Lenin called his New Economic Program, thus saving the Soviets from collapse?

Why would these "capitalists" do all this? If your goal' is global conquest, you have to start somewhere. It may or may not have been coincidental, but Russia was the one major European country without a central bank. In Russia, for the first time, the Communist conspiracy gained a geographical homeland from which to launch assaults against the other nations of the world. The West now had an enemy.

In the Bolshevik Revolution we have some of the world's richest and most powerful men financing a movement which claims its very existence is based on the concept of stripping of their wealth men like the Rothschilds, Rockefellers, Schiffs, Warburgs, Morgans, Harrimans, and Milners. But obviously these men have no fear of inter national Communism. It is only logical to assume that if they financed it and do not fear it, it must be because they control it. Can there be any other explanation that makes sense? Remember that for over 150 years it has been

Lord Alfred Milner, wealthy English man and front man for the Rothschilds, served as paymaster for the International bankers in Petrograd during the Bolshevik Revolution. Milner later headed secret society known as The Round Table which was dedicated to establishing a world government whereby a clique of super-rich financiers would control the world under the guise of Socialism. The American subsidiary of this conspiracy is called the Council on Foreign Relations and was started by, and is still controlled by Leftist international bankers.

According to his grandson John, Jacob Schiff long time associate of the Rothschilds, financed the Communist Revolution in Russia to the tune of $20 million. According to a report on file with the State Department, his firm, Kuhn Loeb and Co. bankrolled the first five year plan for Stalin, Schiff's partner and relative, Pau Warburg, engineered the establishment of the Federal Reserve System while on the Kuhn Loeb payroll, Schiff's descendants are active in the Council on Foreign Relations today.

Home of the Council on Foreign Relations on 68th St. in New York. The admitted goal of the CFR is to abolish the Constitution and replace our once independent Republic with a World Government. CFR members have controlled. the last six administrations. Richard Nixon has been a member and has appointed at least 100 CFR members to high positions in his adrninistration.

[NOTE BY DOCUMENT CONVERTER, THIS (ABOVE) IS A SHOT OF THE BACK COVER OF THE C.F.R'S ANUUAL REPORT 1997] http://www.foreignrelations.org

standard operating procedure of the Rothschilds and their allies to control both sides of every conflict. You must have an "enemy" if you are going to collect from the King. The East-West balance-of-power politics is used as one of the main excuses for the socialization of America. Although it was not their main purpose, by nationalization of Russia the Insiders bought themselves an enormous piece of real estate, complete with ?mineral rights, for somewhere between $30 and $40 million.

We can only theorize on the manner in which Moscow is controlled from New York, London and Paris. Undoubtedly much of the control is economic, but certainly the international bankers have an enforcer arm within Russia to keep the Soviet leaders in line. The organization may be SMERSH, the international Communist murder organization described in testimony before Congressional Committees and by Ian Fleming in his James Bond books. For although the Bond novels were wildly imaginative, Fleming had been in British Navy intelligence, maintained excellent intelligence contacts around the world and was reputedly a keen student of the international conspiracy.

We do know this, however. A clique of American financiers not only helped establish Communism in Russia, but has striven mightily ever since to keep it alive. Ever since 1918 this clique has been

engaged in transferring money and, probably more important, technical information, to the Soviet Union. This is made abundantly clear in the three volume history Western Technology and Soviet Economic Development by scholar Antony Sutton of Stanford University's Hoover Institution on War, Revolution and Peace. Using, for the most part, official State Department documents, Sutton shows conclusively that virtually everything the Soviets possess has been acquired from the West. It is not much of an exaggeration to say that the U.S.S.R. was made in the U.S.A. The landscape painters, unable to refute Sutton's monumental scholarship, simply paint him out of the picture.

At Versailles, this same clique carved up Europe and

set the stage for World War II. As Lord Curzon commented: "It is not a peace treaty, it is simply a break in hostilities." In 1933, the same Insiders pushed FDR into recognizing the Soviet Union, thus saving it from financial collapse, while at the same time they were underwriting huge loans on both sides of the Atlantic for the new regime of Adolph Hitler. In so doing they assisted greatly in setting the stage for World War II, and the events that followed. In 1941, the same Insiders rushed to the aid of our "noble ally," Stalin, after his break with Hitler. In 1943, these same insiders marched off to the Teheran Conference and proceeded to start the carving up of Europe after the second great "war to end war." Again at Yalta and Potsdam in 1945, they established the China policy . . later summarized by Owen Lattimore: "The problem was how to allow them [China] to fall without making it look as if the United States had pushed them." The facts are inescapable. In one country after another Communism has been imposed on the local population from the top down. The most prominent forces for the imposition of that tyranny came from the United States and Great Britain Here is a charge that no American enjoys making, but the facts lead to no other possible conclusion. The idea that Communism is a movement of the downtrodden masses is a fraud.

None of the foregoing makes sense if Communism really is what the Communists and the Establishment tell us it is. But if Communism is an arm of a bigger conspiracy to control the world by power-mad billionaires (and brilliant but ruthless academicians who have shown them how to use their power) it all becomes perfectly logical.

It is at this point that we should again make it clear that this conspiracy is not made up solely of bankers and international cartelists, but includes every field of human endeavor. Starting with Voltaire and Adam Weishaupt and running through John Ruskin, Sidney Webb, Nicholas Murray Butler, and on to the present with Henry Kissinger and John Kenneth Galbraith, it has always been the scholar

looking for avenues of power who has shown the "sons of the very powerful" how their wealth could be used to rule the world.

We cannot stress too greatly the importance of the reader keeping in mind that this book is

discussing only one segment of the conspiracy, certain international bankers. Other equally important segments which work to foment labor, religious and racial strife in order to promote socialism have been described in numerous other books. These other divisions of the conspiracy operate independently of the international bankers in most cases and it would certainly be disastrous to ignore the danger to our freedom they represent.

It would be equally disastrous to lump all businessmen and bankers into the conspiracy. One must draw the distinction between competitive free enterprise, the most moral and productive system ever devised, and cartel capitalism dominated by industrial monopolists and international bankers. The difference is the private enterpriser operates by offering products and services in a competitive free market while the cartel capitalist uses the government to force the public to do business with him. These corporate socialists are tile deadly enemies of competitive private enterprise.

Liberals are willing to believe that these "robber barons" will fix prices, rig markets, establish monopolies, buy politicians, exploit employees and fire them the day before they are eligible for pensions, but they absolutely will not believe that these same men would want to rule the world or would use Communism as the striking edge of their conspiracy. When one discusses the machinations of these men, Liberals usually respond by saying, "But don't you think they mean well?"

However, if you think with logic, reason and precision in this field and try to expose these power seekers, the Establishment's mass media will accuse you of being a dangerous paranoid who is "dividing" our people. In every other area, of course, they encourage dissent as being healthy in a "democracy."

CHAPTER FIVE

ESTABLISHING THE ESTABLISHMENT

One of the primary reasons the Insiders worked behind the scenes to foment WWI was to create in its aftermath a world government. If you wish to establish national monopolies, you must control national governments. If you wish to establish international monopolies or cartels, you must control a world government.

After the Armistice on November 11, 1918, Woodrow Wilson and his alter ego, "Colonel" House (the ever present front man for the Insiders), went to Europe in hopes of establishing a world government in the form of the League of Nations. When the negotiations revealed one side had been about as guilty as the other, and the glitter of the "moral crusade" evaporated along with Wilson's vaunted "Fourteen Points," the "rubes back on Main Street" began to waken. Reaction and disillusionment set in.

Americans certainly didn't want to get into a World Government with double-dealing Europeans whose specialty was secret treaty hidden behind secret treaty. The guest of honor, so to speak, stalked out of the banquet before the poisoned meal could be served. And, without American inclusion, there could be no meaningful World Government.

Aroused public opinion made it obvious that the U. S. Senate dared not ratify a treaty saddling the country with such an internationalist commitment. In some manner the American public had to be sold on the idea of internationalism and World Government. Again, the key was "Colonel" House.

House had set down his political ideas in his book called Philip Dru: Administrator in 1912. In this book House laid out a thinly fictionalized plan for conquest of America by establishing "Socialism as dreamed by Kari Marx." He

described a "conspiracy"-the word is his which succeeds in electing a U.S. President by means of "deception regarding his real opinions and intentions." Among other things, House wrote that the conspiracy was to insinuate "itself into the primaries, in order that no candidate might be nominated whose views were not in accord with theirs." Elections were to become mere charades conducted for the bedazzlement of the booboisie. The idea was to use both the Democrat and Republican parties as instruments to promote World Government.

In 1919 House met in Paris with members of a British "secret society" called The Round Table in order to form an organization whose job it would be to propagandize the citizens of America, England and Western Europe on the glories of World Government. The big selling point, of course, was "peace." The part about the Insiders establishing a world dictatorship quite naturally was left out.

The Round Table organization in England grew out of the life long dream of gold and diamond magnate Cecil Rhodes for a "new world order."

Rhodes' biographer Sara Millin was a little more direct. As she put it: "The government of the world was Rhodes' simple desire." Quigley notes:

"In the middle 1890's Rhodes had a personal income of at least a million pounds sterling a year (then about five million dollars) which he spent so freely for his mysterious purposes that he was usually overdrawn on his account...."

Cecil Rhodes' commitment to a conspiracy to establish World Government was set down in a series of wills described by Frank Aydelotte in his book American Rhodes Scholarships. Aydelotte writes:

"The seven wills which Cecil Rhodes made between the ages of 24 and 46 [Rhodes died at age forty-eight] constitute a kind of spiritual autobiography. . . . Best known are the first (the Secret

Society .... .), and the last, which established the Rhodes Scholarships....

In his first will Rhodes states his aim still more specifically: 'The extension of British rule through out the world. . . . the foundation of so great a power as to hereafter render wars impossible and promote the interests of humanity.'

The 'Confession of Faith' enlarges upon these ideas. The model for this proposed secret society was the Society of Jesus, though he mentions also the Masons."

It should be noted that the originator of this type of secret society was Adam Weishaupt, the monster who founded the Order of illuminati on May 1, 1776, for the purpose of conspiracy to control the world. The role of Weishaupt's Illuminists in such horrors as the Reign of Terror is unquestioned, and the techniques of the Illuminati have long been recognized as models for Communist methodology. Weishaupt also used the structure of the Society of Jesus (the Jesuits) as his model, and rewrote his Code in Masonic terms. Aydelotte continues:

"In 1888 Rhodes made his third will . . . leaving everything to Lord Rothschild [his financier in mining enterprises], with an accompanying letter enclosing 'the written matter discussed between us.' This, one surmises, consisted of the first will and the 'Confession of Faith,' since in a postscript Rhodes says 'in considering questions suggested take Constitution of the Jesuits if obtainable....'"

Apparently for strategic reasons Lord Rothschild was subsequently removed from the forefront of the scheme. Professor Quigley reveals that Lord Rosebury "replaced his father-in Law, Lord Rothschild, in Rhodes' secret group and was made a Trustee under Rhodes' next (and last), will."

The "secret society" was organized on the conspiratorial

pattern of circles within circles. Professor Quigley informs us that the central part of the "secret society" was established by March, 1891, using Rhodes' money. The organization was run for Rothschild by Lord Alfred Milner, discussed in the last chapter as a key financier of the Bolshevik revolution. The Round Table worked behind the scenes at the highest levels of British government, influencing foreign policy and England's involvement and conduct of WWI. According to Professor Quigley:

"At the end of the war of 1914, it became clear that the organization of this system [the Round Table Group] had to be greatly extended. Once again the task was entrusted to Lionel Curtis who established, in England and each dominion, a front organization to the existing Round Table Group. This front organization, called the Royal Institute of International Affairs, had as its nucleus in each area the existing submerged Round Table Group. In New York it was known as the Council on Foreign Relations, and was a front for J. P. Morgan and Company in association with the very small American Round Table Group. The American organizers were dominated by the large number of Morgan 'experts,' . . . who had gone to the Paris Peace Conference and there became close friends with the similar group of English 'experts' which had been recruited by the Milner group. In fact, the original plans for the Royal Institute of International Affairs and the Council on Foreign Relations [C.F.R.] were drawn up in Paris. .

Joseph Kraft (C.F.R.), however, tells us in Harper's of July 1958, that the chief agent in the formal founding of the Council on Foreign Relations was "Colonel" House, supported by such proteg6s as Walter Lippmann, John Foster Dulles, Allen Dulles and Christian Herter. It was House who acted as host for the Round Table Group, both English and American, at the key meeting of May

19, 1919, in the Majestic Hotel, Paris, which committed the conspiracy to creation of the C.F.R.

Although Quigley stresses the importance of Morgan men at the creation of the organization known as the Council on Foreign Relations, this organization's own materials and "Colonel" House's own memoirs reveal his function as midwife at the birth of the C.F.R.

The C.F.R.'s Twenty-Fifth Annual Report tells us this of the C.F.R.'s founding at Paris:

The Institute of International Affairs founded at Paris in 1919 was comprised, at the outset, of two branches, one in the United Kingdom and one in the U.S.

Later the plan was changed to create an ostensible autonomy because, ". . . it seemed unwise to set up a single institute with branches." It had to be made to appear that the C.F.R. in America, and the R.I.I.A. in Britain, were really independent bodies, lest the American public become aware the C.F.R. was in fact a subsidiary of the Round Table Group and react in patriotic fury.

According to Quigley, the most important financial dynasties in America following WWI were (in addition to Morgan) the Rockefeller family; Kuhn, Loeb & Company; Dillon Read and Company and Brown Bros. Harriman. All were represented in the C.F.R. and Paul Warburg was one of the incorporators. The Insider crowd which created the Federal Reserve System, many of whom also bankrolled the Bolshevik Revolution, were all in the original membership. In addition to Paul War burg, founders of the C.F.R. included international financial Insiders Jacob Schiff, Averell

Harriman, Frank Vanderlip, Nelson Aldrich, Bernard Baruch, J. P. Morgan and John D. Rockefeller. These men did not create the C.F.R. because they had nothing better to do with their time and money. They created it as a tool to further their ambitions.

The C.F.R. has come to be known as "The Establishment," "the invisible government" and "the Rockefeller foreign office." This semi-secret organization unquestionably has become the most influential group in America.

One of the extremely infrequent articles to appear in the national press concerning this Council was published in the Christian Science Monitor of September 1, 1961. It began this way:

"On the west side of fashionable Park Avenue at 68th Street [in New York City] sit two handsome buildings across the way from each other. One is the Soviet Embassy to the United Nations. . . . Directly opposite on the southwest corner is the Council on Foreign Relations-probably one of the most influential semi-public organizations in the field of foreign policy."

Although the formal membership in the C.F.R. is composed of close to 1500 of the most elite names in the worlds of government, labor, business, finance, communications, the foundations, and the academy-and despite the fact that it has staffed almost every key position of every administration since those of FDR-it is doubtful that one American in a thousand so much as recognizes the Council's name, or that one in ten thousand can relate anything at all about its structure or purpose. Indicative of the C.F.R.'s power to maintain its anonymity is the fact that, despite its having been operative at the highest levels for nearly fifty years and having from the beginning counted among its members the foremost lions of the Establishment communications media, we discovered after poring over volumes of the Readers' Guide To Periodical Literature covering several decades that only one magazine article on the C.F.R. has ever appeared in a major national journal-and that in Harper's, hardly a mass- circulation periodical. Similarly, only a handful of articles on the Council have appeared in the nation's great news-

papers. Such anonymity-at that level-can hardly be a matter of mere chance.

What makes this secret organization so influential? No one who knows for a certainty will say. The Christian Science Monitor, which is edited by a member of the American Round Table (a branch of Milner's secret society) did not in the article of September 1, 1961, that "its roster . . . contains names distinguished in the field of diplomacy, government, business, finance, science, labor, journalism, law and education. What united so wide ranging and disparate a membership is a

passionate concern for the direction of American foreign policy."

The Christian Science Monitor indicates the fantastic power the C.F.R. has had during the last six administrations:

"Because of the Council's single-minded dedication to studying and deliberating American foreign policy, there is a constant flow of its members from private' to public service. Almost half 0/ the Council members have been invited to assume official government positions or to act as consultants at one time or another." [Emphasis added]

The policies promoted by the C.F.R. in the fields of defense and international relations become, with a regularity which defies the laws of chance, the official policies of the United States Government. As Liberal columnist Joseph Kraft, himself a member of the C.F.R., noted of the Council in the Harper's article: "It has been the seat of some basic government decisions, has set the context for many more, and has repeatedly served as a recruiting ground for ranking officials." Kraft, incidentally, aptly titled his article on the C.F.R., "School for Statesmen - an admission that the members of the Council are drilled with a "line" of strategy to be carried out in Washington.

As World War II approached, the Round Table Group was influential in seeing that Hitler was not stopped in Austria, the Rhineland, or Sudetenland-and thereby

was largely responsible for precipitating the holocaust. A second world war would greatly enhance the opportunity for establishment of World Government. The financing for Adolph Hitler's rise to power was handled through the Warburg-controlled Mendelsohn Bank of Amsterdam and later by the J. Henry Schroeder Bank with branches in Frankfurt, London and New York. Chief legal counsel to the J. Henry Schroeder Bank 'was the firm of Sullivan and Cromwell whose senior partners included John Foster and Allen Dulles, (See James Martin's All Honorable Men, Little Brown Co., New York, 1950, p. 51. See also Quigley, p.433.)

With the Round Table doing its work in Europe, the C.F.R. carried the ball in the United States. The Council's first task was to infiltrate and develop effective control of the U.S. State Department-to make certain that after World War II there would be no slip-ups as there had been following World War 1. The story of the C.F.R. takeover of the Department of State is contained in State Department Publication 2349, Report To The President On The Results of the San Francisco Conference. It is the report of Secretary of State Edward R. Stettinius (C.F.R.) to President Truman. On page twenty we find:

"With the outbreak of war in Europe it was clear that the United States would be confronted, after the war, with new and exceptional problems. . . . Accordingly, a Committee on Post-War Problems was set up before the end of 1939 [two years before the U. S. entered the war], at the suggestion of the C.F.R. The Committee consisted of high officials of the Department of State [all but one of whom were C.F.R. members]. It was assisted by a research staff [provided by, financed by, and directed by the C.F.R.], which in February, 1941, was organized into a Division of Special

Research [and, went off the C.F.R. payroll and onto that of the State Department].

[After Pearl Harbor] the research facilities were rapidly expanded, and the Departmental Committee

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on Post-War Problems was reorganized into an Advisory Committee on Post-War Foreign Policies [completely staffed by the C.F.R.]." (See also the C.F.R.'s booklet, A Record of Twenty Years, 1921-1947.)

This is the group which designed the United Nations- the first major successful step on the road to a World Superstate. At least forty-seven C.F.R. members were among the American delegates to the founding of the United Nations in San Francisco in 1945. Members of the C.F.R. group included Harold Stassen, John J. Mc Cloy, Owen Lattimore (called by the Senate Internal Security Subcommittee a "conscious articulate instrument of the Soviet conspiracy"), Alger Hiss (Communist spy), Philip Jessup, Harry Dexter White (Communist agent), Nelson Rockefeller, John Foster Dulles, John Carter Vincent (security risk), and Dean Acheson. Just to make sure that Communist Party members understood the importance of the U.N. establishment, Political Affairs, the Party's official theoretical journal, in the April 1945 issue, gave the order:

"Great popular support and enthusiasm for the United Nations policies should be built up, well organized and fully articulate. But it is also necessary to do more than that. The opposition must be rendered so impotent that it will be unable to gather any significant support in the Senate against the United Nations Charter and the treaties which will follow."

One wonders if the boobs at the Party level ever questioned why they were to support an organization dominated by the hated "Wall Street" personalities. The landscape painters of the mass media have outdone themselves painting the U. N. as a peace organization instead of a front for the international bankers.

Not only did members of the Council on Foreign Relations dominate the establishment of the U.N., but C.F.R.

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members were at the elbow of the American President at Teheran, Potsdam and Yalta-where

hundreds of millions of human beings were delivered into the hands of Joseph Stalin, vastly extending the power of the International Communist Conspiracy. Administrative assistant to FDR during this time was a key member of the C.F.R. named Lauchlin Currie-subsequently identified by J. Edgar Hoover as a Soviet agent.

So completely has the C.F.R. dominated the State Department over the past thirty-eight years that every Secretary of State except Cordell Hull, James Byrnes, and William Rogers has been a member of the C.F.R. While Rogers is not a member, Professor Henry Kissinger, Mr. Nixon's chief foreign policy advisor, came to the job from the staff of the C.F.R., and the undersecretaries of state, almost to a man, are C.F.R. members.

Today the C.F.R. remains active in working toward its final goal of a government over all the world-a government which the Insiders and their allies will control. The goal of the C.F.R. is simply to abolish the United States with its Constitutional guarantees of liberty. And they don't even try to hide it. Study No.7, published by the C.F.R. on November 25, 1959, openly advocates "building a new international order [which] must be responsive to world aspirations for peace, [and] for social and economic change . . . an international order [code word for world government] . . . including states labeling themselves as 'Socialist' [Communist]."

The reason is evident to those who have studied its membership for this little known semi-secret organization to be called "the Establishment." (See Chart 7) International banking organizations that currently have men in the C.F.R. include Kuhn, Loeb & Company; Lazard Freres (directly affiliated with Rothschild); Dillon Read; Lehman Bros.; Goldman, Sachs; Chase Manhattan Bank; Morgan Guaranty Bank; Brown Bros. Harriman; First National City Bank; Chemical Bank & Trust, and Manufacturers Hanover Trust Bank.

Among the major corporations that have men in the

Chart I

WORLD SUPRA-GOVERNMENT

RothschiId

Schiff Milnar Foundations

Warburg

Vanderlip Roundtable? Rockefeller

Rockefeller Ford

Baruch Carnegie

Morgan R.I.I.A

Executive Department

C.F.R.

Kuhn Loeb

Lazard Freres

Dillon, Rand Standard Oil NBC, CBS, Rand

Lehman Bros. IBM Time, Life Hudson Institute

Goldman, Sachs Xerox Fortune, Look Fund for Republic

Chase Manhattan Eastman Kodak Newsweek Brookings Institute

New York Times

Morgan Guaranty Pan American Washington Post

Firestone LA Times Lovestone

U.S. Steel New York Post Dubinsky

McGraw-Hill Reuther

Simon & Shuster

ADA Harper Bros

L.I.D. Book of the Month

U.W.F. Saturday Review

Business Week

C.F.R. are Standard Oil, IBM, Xerox, Eastman Kodak, Pan American, Firestone, U. S. Steel, General Electric and American Telephone and Telegraph Company.

Also in the C.F.R. are men from such openly Leftist organizations as the Fabian Socialist Americans for Democratic Action, the avowedly Socialist League for Industrial Democracy-(formerly the Intercollegiate Socialist Society), and the United World Federalists which openly advocates world government with the Communists. Such devotedly Socialist labor leaders as the late Walter Reuther, David Dubinsky and Jay Lovestone have also been members of the C.F.R. In theory, these men and organizations are supposed to be the blood enemies of the banks and businesses listed above. Yet they all belong to the same lodge. You can see why that fact is not advertised.

The C.F.R. is totally interlocked with the major foundations and so-called "Think Tanks." Included in the interlock are the Rockefeller, Ford and Carnegie foundations and the Rand Corporation, Hudson Institute, Fund for

the Republic and Brookings Institute "Think Tanks."

The fact that the C.F.R. operates in near-complete anonymity can hardly be accidental. Among the communications corporations represented in the C.F.R. are National Broadcasting Corporation, Columbia Broadcasting System, Time, Life, Fortune, Look, Newsweek, New York Times, Washington Post, Los Angeles Times, New York Post, Denver Post, Louisville Courier Journal, Minneapolis Tribune, the Knight papers, McGraw-Hill, Simon & Schuster, Harper Bros., Random House, Little Brown & Co., Macmillan Co., Viking Press, Saturday Review, Business Week and Book of the Month Club. Surely the C.F.R. could get a few blurbs of publicity if publicity were desired. If it seems impossible that one entity could control such a vast array of firms, it is because most people do not know that the so-called founders of such giants as the New York Times and NBC were chosen, financed and directed by Morgan, Schiff and their allies. The case of Adolph Ochs of the Times and David Sarnoff of RCA are examples of this control. Both were given early financial aid by Kuhn, Loeb & Company and Morgan Guaranty.

These are the Establishment's official landscape painters whose jobs it is to make sure the public does not discover the C.F.R. and its role in creating a world socialist dictatorship.

You will recall that "Colonel" House believed we should have two political parties but only a single ideology- One World socialism. This is exactly what we have in this country today. (See Chart 8) Although there are philosophical differences between the grass roots Democrats and the grass roots Republicans, yet as you move up the party ladders these differences become less and less distinguishable until finally the ladders disappear behind the Establishment's managed news curtain and come together at the apex under the control of the C.F.R. In 1968, when George Wallace maintained that there wasn't a dime's worth of difference between the two parties, he may not have known how right he was or why.

Chart 8

CONTROL OF POLITICAL PARTIES

Democrats	Republicans
Dean Acheson CFR	Dwight Eisenhower
Alger Hiss	John Foster Dulles
Adlai Stevenson	Managed News Curtain	Thomas E. Dewey
John Kennedy	Jacob Javits
Edward Kennedy	Paul Hoffman
Robert Kennedy	Robert McNamara
Averell Harriman	John Gardner
George Ball	Henry Cabot Lodge

Henry Fowler Rockefellers

Dean Rusk Elliot Richardson

Adam Yarmolinsky Arthur Burns

John K. Galbraith Henry Kissinger

Arthur Schlesinger, Jr. Richard Nixon

Hubert Humphrey

John Lindsay

Democrat Republican

The following are so-called Democrats who have been or now are C.F.R. agents: Dean Acheson, Alger Hiss, Adlai Stevenson, John Kennedy, Robert Kennedy, Edward Kennedy,* Averell Harriman, George Ball, Henry Fowler, Dean Rusk, Adam Yarmolinsky, Huber Humphrey and John Lindsay.

It is interesting to note that rewards of cushy jobs were given by the international bankers to many men high in the LBJ administration for their services. Undersecretary of State George Ball went with Lehman Brothers; Secretary of the Treasury Henry Fowler was taken in by Goldman, Sachs & Co.; Budget Director Peter Lewis, Undersecretary of the Treasury Frederick Deming and former Secretary of Commerce C. R. Smith all avoided the bread lines by being picked up by Lazard Freres (Rothschilds). Fowler and Deming were largely responsible for policies which led to European nations claiming half of our gold (and having potential claims on the rest) as well as denuding the U.S. Treasury of all of the silver reserves it had built up over a century of time. Did the international bankers take pity on these men for their incompetence or were they rewarded for a job well done?

Controlling the Republican Party for the C.F.R. have been Dwight D. Eisenhower, John Foster Dulles, Thomas E. Dewey, Jacob Javits, Robert McNamara, Henry Cabot Lodge, Paul Hoffman, John Gardner, the Rockefeller clan, Elliott Richardson, Arthur Burns, Henry Kissinger and Richard Nixon.** While it is true that every administration since FDR has been dominated by the C.F.R., the Nixon Adminis-

tration has set the all-time record by appointing over 110 C.F.R. members to key positions. Henry Kissinger, the "Colonel" House of the Nixon Administration, came to his job directly from employment on the C.F.R. staff. Kissinger represents the very opposite of everything Nixon said he stood for in his campaign. Both Liberals and Conservatives admit Kissinger is by far the most important man in the Nixon Administration.

Administrations, both Democrat and Republican, come and go-but the C.F.R. lingers on. This is why the more things seem to change, the more they remain the same. The fix is in at the top, where the same coterie of Insiders, bent on control of the world, runs the show. As Professor Quigley admits:

"There does exist, and has existed for a generation, an international. . . network which operates, to some extent, in the way the radical Right believes the Communists act. In fact, this network, which we may identify as the Round Table Groups, has no aversion to cooperating with the Communists

or any other groups, and frequently does so." [Emphasis added.)

Yes, the Insiders have no aversion to working with the Communists whose ostensible goal is to destroy them. While the Insiders are serving champagne and caviar to their guests in their summer mansions at Newport. or entertaining other members of the social elite aboard their yachts, their agents are out enslaving and murdering people. And you are next on their list.

Clearly, the Chicago Tribune's editorial of December 9, 1950, on the C.F.R. still applies:

(*Boston Committee)

(**Richard Nixon now claims that he no longer belongs to the C.F.R., having dropped out when the organization became an issue in his primary campaign for the governorship of California in 1962. Nixon has never said why he dropped out, but the fact that he has appointed over 110 C.F.R members to important positions in his administration speaks for itself. It should come as no surprise that the very same Richard Nixon who campaigned in 1968 as a conservative had already made his real position very clear to the Insiders of the C.F.R. by authoring an article in the CFR. magazine, Foreign affairs, in October 1967. The title of "The members of the council [On Foreign Relathis article, "Asia after Vietnam," revealed how the aspiring President Nixon would open a new policy toward Red China and bring "realism" to our Asian foreign policy.The C.F.R.'s Annual Report for 1952, admitted that sometimes members in sensitive positions were forced to go underground and keep the membership secret.)

"The members of council [On Foreign Relations] are persons of much more than average influence in their community. They have used the prestige that their wealth, their social position, and their education have given them to lead their country toward bankruptcy and military debacle. They should look at their hands. There is blood on them-the dried blood of the last war and the fresh blood of the present one [the Korean War] (HUMAN SACRIFICE)

It goes without saying that the C.F.R.'s hands are bloodier now with the gore of 50,000 Americans in Vietnam. Shamefully the Council has succeeded in promoting, as American policy, the

shipment of American aid and trade to the East European arsenal of the Viet Cong for the killing of our sons in the field.

It should not be surprising to learn that there is on the international level an organizational equivalent of the C.F.R. This group calls itself the Bilderbergers. If scarcely one American in a thousand has any familiarity with the C.F.R., it is doubtful that one in five thousand has any knowledge of the Bilderbergers. Again, this is not accidental.

The strange name of this group is taken from the site of the first meeting in May, 1954-the Hotel de Bilderberg-in Oostebeek Holland. The man who created the Bilderbergers is His Royal Highness Prince Bernhard of the Netherlands. The Prince is an important figure in Royal Dutch Petroleum (Shell Oil) and the Societe General de Belgique, a huge conglomerate cartel with worldwide holdings. The Bilderbergers meet once-or sometimes twice-a year. Those in attendance include leading political and financial figures from the United States and Western Europe. Prince Bernhard makes no effort to hide the fact tbat the ultimate goal of the Bilderbergers is a world government. In the meantime, while the "new world order" is being built, the Bilderbergers coordinate the efforts of the European and American power elites.

Prince Bernhard's counterpart among the American Bilderbergers is David Rockefeller, chairman of the board

of the C.F.R., whose economic base is the giant Chase Manhattan Bank and Standard Oil. Among the other Bilderbergers from the world of ultra-high finance are Baron Edmund de Rothschild of the House of Rothschild, C. Douglas Dillon (C.F.R.) of Dillon Read & Co., Robert McNamara of the World Bank, Sir Eric Roll of S.G. War burg & Co., Ltd., Pierce Paul Schweitzer of the International Monetary Fund, and George Ball (C.F.R.) of Lehman Brothers.

Not everyone who attends one of the Bilderbergers' secret meetings is an Insider, but only men of the Left are allowed to attend the private meetings following the general sessions. The avowedly Socialist Parties of Europe are well represented . . . another example of the tie-in between the Insiders of high finance and the ostensible leaders of the proletariat. Bilderberg policy is not planned by those who attend the conferences, but by the elite steering committee of Insiders composed of 24 Europeans and 15 Americans. Past and present Americans of the Bilderberger Steering Committee include George W. Ball, Gardner Cowles, John H. Ferguson, Henry J. Heinz 11, Robert D. Murphy, David Rockefeller, Shepard Stone, James D. Zellerbach, Emelo G. Collado, Arthur H. Dean, Gabriel Hauge, C. D. Jackson, George Nebolsine, Dean Rusk and General Walter Bedell Smith. Those who adhere to the accidental theory of history will claim that it is sheer coincidence that every single one of those named as past and present members of the Bilderberger Steering Committee is or was a member of the Council on Foreign Relations.

The Bilderberger Advisory Committee forms an even more inner circle" than the Steering Committee. Americans on the Advisory Committee include Joseph E. Johnson, Dean Rusk, Arthur H. Dean, George Nebolsine, John S. Coleman, General Walter Bedell Smith and Henry J. Heinz II. Again, all are members of the C.F.R.

One would assume (that is, if one had not read this book) that when the world's leading parliamentarians and international tycoons meet to discuss the planning of their

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Prince Bernhard of the Netherlands, head of the secret, one world Bilderberger movement, confers with President Nixon. A former Nazi SS storm trooper ("We had a lot of fun"), Bernhard now works with the Rothschilds and Communists to promote a World Super State of the elite. Bernhard holds yearly secret meetings with high U. S. officials, bankers and industrialists to map plans for merging the U. S. and the Soviet Union into a world government. After last meeting, Nixon devalued the dollar and opened up trade with Red China.

Edmond and Guy de Rothschild, leaders of the French Rothschild clan. The Rothschilds are closely connected with Prince Bernhard in business (Royal Dutch Shell) and in the building of a one world super government with the Soviets. Time of Dec. 20, 1963, says of Guy: "Guy is every inch a Rothschild. He personifies much of what the family name stands for . . . He is a friend and confidante of some of France's politicians. . . . Most of all, he is dedicated to enlarging the fortune of his bank. . . Guy heads a versatile clan of modern day Rothschilds." Edmond, reputedly the richest of the French Rothschilds, is worth $500 million personally, according to estimates.

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various nations' foreign policies, that the news hawks from papers and televisionland would be screaming to high heaven that such an event held in secret makes a mockery of the democratic process. One might expect Walter Cronkite to be thundering in wrath about an elite clique meeting to plan our lives; or the New York Times editorialists to be pounding their smoking typewriters, fuming about "the public's right to know." But, of course, the landscape painters merely brush the Bilderbergers right out of existence and focus the public's attention on something like the conditions in the prisons or coke bottles littering the highways. Since the Bilderbergers are a group of the Left (or, as the Liberals in the media might say, but don't, "a group of progressives") they are allowed to go on in peace and quiet planning for 1984. The fact that there is heavy Rockefeller (Chase Manhattan Bank and C.F.R.) influence in the media might also have something to do with the fact that while everybody has heard of, say, The John Birch Society (and almost always in a derogatory manner from the Eastern Establishment media), practically nobody has heard of the Bilderbergers.

As this is written, there have been 29 Bilderberger meetings to date. They usually last three days and are held in remote, but plush quarters. The participants are housed in one location and are protected by a thorough security network. Decisions are reached, resolutions adopted, plans of

action initiated, but only Bilderbergers ever know for sure what occurred. We must assume that these people did not congregate merely to discuss their golf scores. The press, naturally, is not allowed to be present, although occasionally a brief press conference is held at the end of the meeting at which time the news media are given in very general terms the Bilderberger version of what was discussed. Why all the secrecy if there is really nothing to hide? Why do the Ford, Rockefeller and Carnegie foundations finance the meetings if they are not important? Yes, why?

The most recent meeting took place at Laurance Rockefeller's Woodstock Inn at Woodstock, Vermont, April

23, 24, 25, 1971. Apparently the only newspaper to carry a substantial story on the meeting was the Rutland, Vermont, Herald, whose reporter could acquire only sketchy information about what the meeting was all about. The April 20, 1971 issue of the Herald reported:

"A rather tight lid of secrecy was being kept on the conference. . . . A closed-door meeting was held in Woodstock last week to brief a handful of local officials on some phases of the conference. One participant of the meeting insisted Monday that the officials were told the meeting would be an 'international peace conference.' However, other reliable sources said the conference will deal with international finance....
The Woodstock Inn will apparently be sealed up like Fort Knox. . . . No press coverage will be allowed, with the exception of issuing a statement at the close of the meeting on Sunday."

When Prince Bernhard arrived at Boston's Logan Airport, he did admit to reporters that the subject of the conference would be the "change in the world-role of the United States." Isn't it nice to have changes in America's role in the world decided upon by Bernhard, Rothschild and Rockefeller? There is real democracy in action, as they say. Present at the scene to carry back orders to Mr. Nixon was C.F.R.-Rockefeller errand boy, the President's Number One advisor on foreign affairs, Henry Kissinger. Shortly after the Woodstock meeting, two ominous and "role changing" events occurred: Henry Kissinger went to Peking and arranged for the acceptance of Red China as a member of the family of trading nations; and an international monetary crisis developed after which the dollar was devalued. As the British statesman and Rothschild confidante Benjamin Disraeli wrote in Coningsby: "So you see, my dear Coningsby, that the world is governed by very different personages from what is imagined by those who are not behind the scenes."

CHAPTER SIX

THE ROCKEFELLERS AND THE REDS

The most important American of those "different personages" who run the world from behind the scenes are the Rockefellers. The Rockefeller clan reportedly has worked with the Rothschilds and their agents since the 1880's when the original John D. arranged to get a rebate on every barrel of oil he and his competitors shipped over Kuhn, Loeb & Co.-controlled Pennsylvania and Baltimore & Ohio railroads. It has been a profitable partnership ever since, although there appear to have been areas in which the two financial dynasties competed.

The involvement of the Rockefellers with their supposed blood enemies, the Communists, dates back to the Bolshevik Revolution. During the 1920's Lenin established his New Economic Policy (the same name Mr. Nixon applied to his wage-price control package), when the supposedly hated capitalists were invited back into Russia.

The Federal Reserve-CFR insiders began pushing to open up Communist Russia to U. S. traders soon after the revolution. However, at that time public opinion ran so high against the Bolsheviks because of their barbarism that it was official U. S. government policy not to deal with the outlaw government. The U. S. did not officially recognize the Bolsheviks until 1933. In the meantime, the Soviet economy was in a shambles and the people were starving to death. Communism would have collapsed had it not been aided by the Insiders. The Bolsheviks were originally saved from collapse by Herbert Hoover (CFR) who raised money to buy food which was appropriated by Lenin and his gangsters. They used it as a tool to subdue starving peasants who had been resisting their newly imposed slave masters. While Hoover's "humanitarian" gesture saved the Soviet regime, the Russian economy was still in total chaos. In came the Vanderlips,

Harrimans and Rockefellers. One of the first to jump in was Frank Vanderlip, an agent of the Rockefellers and one of the Jekyl Island conspirators, president of the Rockefeller First National City Bank, who compared Lenin to George Washington. (Louis Budenz, The Bolshevik Invasion of The West, Bookmailer, p.115)

The Rockefellers assigned their public relations agent, Ivy Lee, to sell the American public the idea that the Bolsheviks were merely misunderstood idealists who were actually kind benefactors of mankind.

Professor Antony Sutton of Stanford University's Hoover Institution, notes in his highly authoritative Western Technology and Soviet Economic Development:

"Quite predictably, 180 pages later, Lee concludes that the communist problem is merely psychological. By this time he is talking about 'Russians' (not Communists) and concludes 'they

are all right.' He suggests the United States should not engage in propaganda; makes a plea for peaceful coexistence; and suggests the United States would find it sound policy to recognize the USSR and advance credits." (Antony Sutton, Western Technology and Soviet Economic Development, 1917-1930, Hoover Institution on War, Revolution and Peace, Stanford University, Calif., 1968, p.292)

After the Bolshevik Revolution, Standard of New Jersey bought 50 per cent of the Nobel's huge Caucasus oil fields even though the property had theoretically been nationalized. (O'Connor, Harvey, The Empire Of Oil, Monthly Review Press, New York, 1955, p.270.)

In 1927, Standard Oil of New York built a refinery in Russia, thereby helping the Bolsheviks put their economy back on its feet. Professor Sutton states: "This was the first United States investment in Russia since the Revolution." (Ibid, Vol.1, p.38)

Shortly thereafter Standard Oil of New York and its subsidiary, Vacuum Oil Company, concluded a deal to

market Soviet oil in European countries and it was reported that a loan of $75,009,000 to the Bolsheviks was arranged. (National Republic, Sept.1927.)

We have been unable to find out if Standard Oil was even theoretically expropriated by the Communists. Sutton writes:

"Only the Danish telegraph concessions, the Japanese fishing, coal and oil concessions, and the Standard Oil lease remained after 1935." (Ibid, Vol.11, p.17.)

Wherever Standard Oil would go, Chase National Bank was sure to follow. (The Rockefeller's Chase Bank was later merged with the Warburg's Manhattan Bank to form the present Chase Manhattan Bank.) In order to rescue the Bolsheviks, who were supposedly an archenemy, the Chase National Bank was instrumental in establishing the American-Russian Chamber of Commerce in 1922. President of the Chamber was Reeve Schley, a vice- president of Chase National Bank. (Ibid, Vol.11, p.288) According to Professor Sutton: "In 1925, negotiations between Chase and Prombank extended beyond the finance of raw materials and mapped out a complete program for financing Soviet raw material exports to the U. S. and imports of U. S. cotton and machinery. (Ibid, Vol.11, p.226) Sutton also reports that "Chase National Bank and the Equitable Trust Company were leaders in the Soviet credit business." (Ibid, p.277)

The Rockefeller's Chase National Bank also was involved in selling Bolshevik bonds in the United States in 1928. Patriotic organizations denounced the Chase as an "international fence." Chase was called "a disgrace to America. .. . They will go to any lengths for a few dollars profits." (Ibid, Vol.11, p.291) Congressman Louis McFadden, chairman of the House Banking Committee,

maintained in a speech to his fellow Congressmen:

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"The Soviet government has been given United States Treasury funds by the Federal Reserve Board and the Federal Reserve Banks acting through the Chase Bank and the Guaranty Trust Company and other banks in New York City.

Open up the books of Amtorg, the trading organization of the Soviet government in New York, and of Gostorg, the general office of the Soviet Trade Organization, and of the State Bank of the Union of Soviet Socialist Republics and you will be staggered to see how much American money has been taken from the United States' Treasury for the benefit of Russia. Find out what business has been transacted for the State Bank of Soviet Russia by its correspondent, the Chase Bank of New York.

(Congressional Record, June 15, 1933.)

But the Rockefellers apparently were not alone in financing the Communist arm of the Insiders' conspiracy. According to Professor Sutton ". . there is a report in the State Department files that names Kuhn, Loeb & Co. (the long established and important financial house in New York) as the financier of the First Five Year Plan. See U. S. State Dept. Decimal File, 811.51/3711 and 861.50 FIVE YEAR PLAN/236." (Sutton, op. cit., Vol. II, p. 340n.)

Professor Sutton proves conclusively in his three volume history of Soviet technological development that the Soviet Union was almost literally manufactured by the U.S.A. Sutton quotes a report by Averell Harriman to the State Department in June, 1944 as stating:

"Stalin paid tribute to the assistance rendered by the United States to Soviet industry before and during the war. He said that about two-thirds of all the large industrial enterprise in the Soviet Union had been built with United States help or technical assistance." (Sutton, op. cit., Vol.11, p.3.)

Remember that this was at a time when the Soviets had

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already established an extensive spy network in the U.S. and the Communist Daily Worker newspaper regularly called for the destruction of our liberty and the Sovietizing of America.

Sutton shows that there is hardly a segment of the Soviet economy which is not a result of the

transference of Western, particularly American, technology.

This cannot be wholly the result of accident. For fifty years the Federal Reserve-CFR-Rockefeller-Insider crowd has advocated and carried out policies aimed at increasing the power of their satellite, the Soviet Union. Meanwhile, America spends $75 billion a year on defense to protect itself from the enemy the Insiders are building up.

What has been true of the past is even more valid today. The leader in promoting the transfer of technology and increasing aid and trade with the Communists is the Council on Foreign Relations.

On October 7, 1966, President Lyndon Johnson, a man who had appointed a C.F.R. member to virtually every strategic position in his administration, stated:

"We intend to press for legislative authority to negotiate trade agreements which could extend most favored-nation tariff treatment to European Communist states.

We will reduce export controls on East-West trade with respect to hundreds of non-strategic items. . .

The New York Times reported one week later on

-October 13, 1966:

"The United States put into effect today one of President Johnson's proposals for stimulating East-West trade by removing restrictions on the export of more than four hundred commodities to the Soviet Union and Eastern Europe. .

.Among the categories from which items have been selected for export relaxation are vegetables, cereals, fodder, hides, crude and manufactured rubber, pulp and waste paper, textiles and textile fibers, crude fertilizers, metal ores and scrap, petroleum, gas and

derivatives, chemical compounds and products, dyes, medicines, fireworks, detergents, plastic materials, metal products and machinery, and scientific and professional instruments."

Virtually every one of these "non-strategic" items has a direct or indirect use in war. Later, items such as rifle cleaning compounds, electronic equipment and radar were declared "non-strategic" and cleared for shipment to the Soviet Union. The trick simply is to declare almost everything "non-strategic." A machine gun is still considered strategic and therefore may not be shipped to the Communists, but the tools for making the machine guns and the chemicals to propel the bullets have been declared "non-strategic." Meanwhile, nearly 50,000 Americans have died in Vietnam. The Viet Cong and North Vietnamese receive 85 percent of their war materials from Russia and the Soviet bloc nations. Since their economies are incapable of supporting a war, the Communist arm of the conspiracy needed help from the Finance Capitalist arm. The United States has been financing and equipping both sides of the terrible Vietnamese war, killing our own

soldiers by proxy. Again, the landscape painters in the mass media have kept the American public from learning this provable fact.

Not surprisingly, the Rockefellers have been leaders in championing this bloody trade. On January 16, 1967, one of the most incredible articles ever to appear in a newspaper graced the front page of the Establishment's daily, tile New York Times. Under the headline "Eaton Joins Rockefellers To Spur Trade With Reds" the article stated:

"An alliance of family fortunes linking Wall Street and the Midwest is going to try to build economic bridges between the free world and Communist Europe. The International Basic Economy Corporation, controlled by the Rockefeller brothers, and Tower International, Inc., headed by Cyrus S. Eaton Jr.,

Cleveland financier, plan to cooperate in promoting trade between the Iron Curtain countries, including the Soviet Union...."

International Basic Economy Corporation (IBEC) is run by Richard Aldrich, grandson of Federal Reserve plotter Nelson Aldrich, and Rodman Rockefeller? (CFR), Rocky 5 son. On October 20, 1969, IBEC announced that N M Rothschild & Sons of London had entered into partner ship with the firm.

Cyrus Eaton Jr. is the son of the notoriously pro Soviet Cyrus Eaton, who began his career as secretary to John D. Rockefeller. It is believed that Eaton's rise to power in finance resulted from backing by his mentor. The agreement between Tower International and IBEC continues an old alliance. Although Eaton's name does not appear on the CFR's membership rolls, the Reece Committee which investigated foundations for Congress in 1953, found that Eaton was a secret member.

Among the "non-strategic" items which the Rockefeller Eaton axis is going to build for the Communists are ten rubber goods plants, including two synthetic rubber plants worth $200 million. Mr. Eaton explains in the Times article: "These people are setting up new automobile plants and know they have got to have tire factories." Under the Nixon Administration which, contrary to campaign promises, has multiplied trade with the Reds tenfold, American concerns are building the world's largest truck factory for the Communists. Trucks are necessary for a nation's war machine and truck factories can be converted to the production of tanks as was done during WWII. The U. S. will provide the Soviets with both the facilities to build the trucks and the tires (or tank treads) for them to roll on.

In addition, the Rockefellers and Eatons are constructing a $50 million aluminum producing plant for the Reds Aluminum for jet planes is considered "non-strategic under Johnson-Nixon doctrine. Even more incredibly, the Times reveals:

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Nelson Rockefeller greets Khrushchev, the infamous "Butcher of Budapest." The Rockefeller and Eaton families have now joined forces to build war production plants behind the Iron Curtain so that the Communists can become a bigger threat to U. S. survival. America spends $70 billion a year ostensibly on defense and then the Rockefellers build aluminum mills for the Communists. Only the absence of a formal declaration of war in Vietnam keeps the Eatons and Rockefellers from being actionable for treason. They have the blood of nearly 50,000 American servicemen on their hands.

When Communist dictators visit the U. S. they do not visit the laorers or union leaders, but hobnob with industrial leaders. There is little, if any, attempt by the Red dictators to identify with the working class. Here Nikita Khrushchev greets the avowedly pro-Communist industrialist Cyrus Eaton. Eaton started his business career as secretary to John 0. Rockefeller and the Rockefeller family Is believed to be largely responsible for his fortune.

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"Last month, Tower International reached a tentative agreement with the Soviet patent and licensing organization, Licensintorg, covering future licensing and patent transactions. Until now, Mr. Eaton said, the Russians have left the buying and selling of licenses and patents to the Amtorg Trading Corporation, the official Soviet agency in this country for promoting Soviet-American trade."

This means that the Rockefellers and Eatons have a monopoly on the transfer of technological capability to the supposed enemies of the super-rich, the Soviet Union. According to the Times:

"Mr. Eaton acknowledged the difficulties that Amtorg's representatives had encountered here in trying to arrange licensing agreements with American companies. 'As you can imagine,' he said, 'it is almost impossible for a Russian to walk into the research department of an American

aerospace company and try to arrange the purchase of a patent'."

Certainly every loyal American will say to himself, "Well, I would hope to God the Soviets couldn't walk into our defense plants and buy a patent." The Rockefellers and the Eatons have solved that problem for the Communists. Now, instead of dealing with an official agency of the Soviet government, American concerns will be dealing with the Rockefellers. Meanwhile, nearly 50,000 Americans have died in Vietnam, many of them killed by weapons which the Rockefellers directly or indirectly supplied to our avowed enemies. Only the technicality of the lack of a formal declaration of war prevents the Rockefellers' trading in the blood of dead Americans from being actionable as treason.

Thus by the purchase of patents for the Communists the Rockefellers are virtually in charge of research and development for the Soviet military machine, allowing the Soviets to mass produce American developments. The

transfer of such knowledge is even more important than the sale of weapons. A process that may have taken an American corporation a decade to develop is transferred in toto to the Communists. Does it make sense to spend $75 billion a year on national defense and then deliberately increase the war-making potential of an avowed enemy? It does to Mr. Rockefeller and the insiders.

Since the Rockefellers have contracted to arrange for patents for the Soviets, they are by dictionary definition Communist agents. Would it not be more accurate to define the Communists as Rockefeller agents?

Indicative of this was a strange event which occurred in October of 1964. David Rockefeller, president of the Chase Manhattan Bank and chairman of the board of the Council on Foreign Relations, took a vacation in the Soviet Union. This is a peculiar place for the world's greatest "imperialist" to take his vacation since much of Communist propaganda deals with taking all of David's wealth away from him and distributing it to "the people." A few days after Rockefeller ended his "vacation" in the Kremlin, Nikita Khrushchev was recalled from a vacation at a Black Sea resort to learn that he had been fired. How strange! As far as the world knew, Khrushchev was the absolute dictator of the Soviet government and, more important, head of the Communist Party which runs the USSR. Who has the power to fire the man who was supposedly the absolute dictator? Did David Rockefeller journey to the Soviet Union to fire an employee? Obviously the position of premier in the Soviet Union is a figurehead with the true power residing elsewhere. Perhaps in New York.

For five decades the Communists have based their propaganda on the theme that they were going to destroy the Rockefellers and the other super-rich. Yet we find that for five decades the Rockefellers have been involved in building the strength of the Soviets. We are supposed to believe those international cartelists do this because they are foolish or greedy. Does this make sense? If a criminal goes up and down the streets shouting at the top of his

lungs that as soon as he gets hold of a gun he is going to kill Joe Doaks, and you learn that Doaks is secretly giving guns to the criminal, one of two things must be true. Either Doaks is a fool or all the shouting is just "show biz" and the criminal secretly works for Doaks. The Rockefellers are not fools.

While David runs the financial end of the Rockefeller dynasty, Nelson runs the political. Nelson would like to be President of the United States. But, unfortunately for him, he is unacceptable to the vast majority of the grass roots of his own party. The next best thing to being President is controlling a President. Nelson Rockefeller and Richard Nixon are supposed to be bitter political competitors. In a sense they are, but that still does not preclude Rockefeller from asserting dominion over Mr. Nixon. When Mr. Nixon and Mr. Rockefeller competed for the Republican nomination in 1968, Rockefeller naturally would have preferred to win the prize, but regardless of who won, he would control the highest office in the land.

You will recall that right in the middle of drawing up the Republican platform in 1960, Mr. Nixon suddenly left Chicago and flew to New York to meet with Nelson Rockefeller in what Barry Goldwater described as the "Munich of the Republican Party." There was no political reason why Mr. Nixon needed to crawl to Mr. Rockefeller. He had the convention all sewed up. The Chicago Tribune cracked that it was like Grant surrendering to Lee.

In The Making 0/ the President, 1960, Theodore White noted that Nixon accepted all the Rockefeller terms for this meeting, including provisions "that Nixon telephone Rockefeller personally with his request for a meeting; that they meet at the Rockefeller apartment . .. that their meeting be secret and later be announced in a press release from the Governor, not Nixon; that the meeting be clearly announced as taking place at the Vice President's request; that the statement of policy issuing from it be long, detailed, inclusive, not a summary communique."

The meeting produced the infamous "Compact of Fifth Avenue" in which the Republican Platform was scrapped

and replaced by Rockefeller's socialist plans. The Wall Street Journal of July 25, 1960, commented: ". . . a little band of conservatives within the party . . . are shoved to the sidelines. . . . [T]he fourteen points are very liberal indeed; they comprise a platform akin in many ways (to the Democratic platform and they are a far cry from the things that conservative men think the Republican Party ought to stand for. . . ." As Theodore White put it:

"Never had the quadrennial liberal swoop of the regulars been more nakedly dramatized than by the open compact of Fifth Avenue. Whatever honor they might have been able to carry from their services on the platform committee had been wiped out. A single night's meeting of the two men in a millionaire's triplex apartment in Babylon-by-the-Hudson, eight hundred and thirty miles away, was about to overrule them; they were exposed as clowns for all the world to see."

The whole story behind what happened in Rockefeller's apartment will doubtless never be known. We can only make an educated guess in light of subsequent events. But it is obvious that since that time Mr. Nixon has been in the Rockefeller orbit.

After losing to Kennedy by an eyelash, Mr. Nixon, against his wishes, and at the request (or order) of Rockefeller, entered the California gubernatorial race and lost. (For further details see the author's Richard Nixon:

The Man Behind The Mask.) After losing to Pat Brown in the California gubernatorial race in 1962, Nixon had universally been consigned to the political trash heap. He left his practice as an attorney in California and went to New York, where he moved in as a neighbor of Nelson Rockefeller, the man who is supposedly his archenemy, in a $ 100,000-a-year apartment in a building owned by Rockefeller. Then Mr. Nixon went to work for the law firm of Mr. Rockefeller's personal attorney, John Mitchell, and in the next six years spent most of his time touring

the country and the world, first rebuilding his political reputation and then campaigning to get the 1968 Republican nomination. At the same time, according to his own financial statement, his net worth multiplied many times and he became quite wealthy. Nelson Rockefeller, (and his colleagues of the Eastern Liberal Establishment), who helped make Nixon acceptable to Conservatives by appearing to oppose him, rescued Nixon from political oblivion and made him President of the United States. Does it not make sense that Mr. Nixon, the man of passionate ambition whose career had sunk to the bottom, had to make some deals in order to reach his goal? And did he not acquire massive political debts in return for being made President by the Eastern Liberal Establishment?

When Nixon left Washington, he, by his own claim, had little more than an old Oldsmobile automobile, Pat's respectable Republican cloth coat, and a government pension. While in law practice Nixon had an income of $200, 000 per year, of which more than half went to pay for the apartment in Rocky's building. By 1968, he reported his net worth as $515,830, while assigning a value of only $45,000 to his partnership in his increasingly flourishing law firm. It may be that the frugal Mr. Nixon acquired the after-tax investment capital that mushroomed into $858,190 in assets by faithfully plugging his change into a piggy bank. Then again, it may have been part of Nixon's deal with Rockefeller and the Insiders that Mr. Nixon's personal poverty problems should be solved. The President is obviously an un-free agent.

The man most observers agree is the most powerful man in the Administration on domestic policy matters is Attorney General John Mitchell. Mitchell, who had been a Nixon law partner, served as campaign manager in 1968, and reportedly will serve in that capacity in 1972. The Wall Street Journal of January 17, 1969, revealed that Mitchell was Rocky's personal lawyer. The. Establishment's landscape painters have etched a picture of Mitchell as a tough cop-type conservative bent; it appears

that in reality Mitchell is but another Rockefeller agent.

Richard Nixon was elected President on a platform which promised to stop America's retreat before world Communism. Yet he appointed Henry Kissinger, a man who represented the opposite of the stands Mr. Nixon took during his campaign, to a position which is virtually Assistant President. Is it surprising then that Mr. Nixon has done just the opposite of what he promised he would do during his 1968 campaign?

How did Mr. Nixon come to pick an ultra-liberal to be his number one foreign policy advisor? We are told by Time magazine that Mr. Nixon met Kissinger at a cocktail party given by Clare Boothe Luce during the Christmas holidays in 1967. Mr. Nixon is supposed to have been so impresse4 by Dr. Kissinger's cocktail party repartee that he appointed him to the most powerful position in the Nixon Administration. Mr. Nixon would have to be stupid to have done that; and Mr. Nixon is not stupid. The Kissinger appointment was arranged by Nelson Rockefeller. (Salt Lake City Desert News, March 27, 1970.) Kissinger had served for five years as Rockefeller's personal advisor on foreign affairs and at the time of his appointment he was serving as a paid staff member of the Council on Foreign Relations.

Mr. Nixon's fantastic about face was praised by LBJ in the Washington Star of Dec. 1, 1971. The paper states:

"Former President Lyndon B. Johnson acknowledges that Richard Nixon, as a Republican President, has been able to accomplish some things that a Democratic President could not have...

"'Can't you just see the uproar,' be asked during a recent interview, 'if I had been responsible for Taiwan getting kicked out of the United Nations? Or if I had imposed sweeping national controls on prices and wages?'

"'Nixon has gotten by with it,' he observed, an appreciative tone in his voice. 'If I had tried to do it, or Truman, or Humphrey, or any Democrat, we would have been clobbered.'"

Nelson Rockefeller and Richard Nixon are theoretically political enemies, but Rocky arranged '68 election so that if he could not be President, someone whom he controlled would be. The Rockefeller family through their Chase Manhattan Bank and other entities have been great benefactors of the Soviet Union ever since Communist Revolution in Russia. During campaign Nixon promised to halt shipment of war materials from America to North Vietnam via European Communist bloc because these supplies were being used to kill American soldiers. But much of this bloc trade is controlled by Rockefellers and Nixon has reversed himself and greatly multiplied such trade. The press, quite naturally, remains silent about killing American soldiers by proxy.

The boss and his two employees-the three musketeers of the CFR-Rocky President Nixon and Henry Kissinger confer. Kissinger of Harvard was made - virtual Assistant President by Rockefeller on whose staff he had served for a dozen years. Kissinger also had been on the staff of the CFR just prior to joining the Nixon Administration. Kissinger was the very embodiment of every. thing Nixon denounced during his '68 campaign. This explains why Nixon has reversed himself on so many stands. Among those to hail Mr. Nixon's move to the Left is Alger Hiss, the Communist spy Richard Nixon helped convict (Chicago Tribune, Oct. 25,1971.1 It was the Hiss Case which catapulted Nixon - from obscurity into the Senate, the Vice Presidency and, eventually, the White House.

CHAPTER SEVEN

PRESSURE FROM ABOVE AND PRESSURE FROM BELOW

The Establishment's official landscape artists have done a marvelous job of painting a picture of Richard Nixon as a conservative. Unfortunately, this picture is twenty years out of date. The very liberal Senator Hugh Scott of Pennsylvania boasted to a reporter one day: "(Liberals] get the action and the Conservatives get the rhetoric." Richard Nixon could not have been elected had he run as a Rockefeller liberal, but he can get away with running his Administration like one simply because the landscape painters fail to call the public's attention to the fact. However, columnist Stewart Alsop in writing for a sophisticated audience of approving Liberals, reveals the real Nixon. Alsop claims that if Nixon were judged by his deeds in- stead of his ancient image, the Liberals' attitude toward him would be aifferent. If only the Liberals' Pavlovian response to the Nixon name could be eliminated, says Alsop, they would realize how far Left he is. Therefore Alsop substitutes a hypothetical "President Liberal" for President Nixon:

" . . . . If President Liberal were actually in the White House, it is not at all hard to imagine the reaction to his program. The right would be assailing President Liberal for bugging out of Vietnam, undermining American defenses, fiscal irresponsibility, and galloping socialism. The four basic Presidential policy positions listed above would be greeted with hosannas by the liberals. . .

Instead, the liberals have showered the President with dead cats, while most conservatives have maintained a glum silence, and thus the Administration has been 'little credited' for 'much genuine achieve-

ment.' But there are certain special reasons, which Pat Moynihan omitted to mention, why this is so.

Alsop further explains how having the reputation of being an enemy of the Liberal Democrats helps Nixon pass their program:

"For one thing, there is a sort of unconscious conspiracy between the President and his natural enemies, the liberal Democrats, to conceal the extent to which his basic program, leaving aside frills and rhetoric, is really the liberal Democratic program. Richard Nixon is the first professional politician and 'real Republican' to be elected President in 40 years -and it is not in the self-interest of the liberals to give credit to such a President for liberal initiatives. By the same token, it is not in the self-interest of the President to risk his conservative constituency by encouraging the notion that he is not a 'real Republican' after all, but a liberal Democrat at cut rates.

There are plenty of examples of the mutual obfuscation which results from this mutual interest. The withdrawal of half a million men from Vietnam is quite obviously the greatest retreat in American history. But the President talks as though it were somehow a glorious advance, certain to guarantee a 'just and lasting peace.' When the President-like any commander of a retreat-resorts to spoiling actions to protect his dwindling rear guard, the liberals howl that he is 'chasing the will-o'-the-wisp of military victory.'

. . . . . When the President cuts back real military strength more sharply than in a quarter of a century, the liberals attack him for failing to 'reorder priorities.' The President, in his rhetoric about a 'strong defense,' plays the same game. The result, as John Kenneth Galbraith accurately noted recently, is that 'most people and maybe most congressmen think the Administration is indulging the Pentagon even more

than the Democrats,' which is the precise opposite of the truth...."

Alsop continued what is probably the most damning column ever written about Richard Nixon by noting the role that the mass media have played in portraying to the public an image that is the reverse of the truth:

". . . . There is also a human element in this exercise in mutual obfuscation. To the liberals, especially the liberal commentators who dominate the media, Richard Nixon is Dr. Fell ('The reason why I cannot tell, but this I know and know full well, I do not like thee, Dr. Fell.'). This is not surprising. Not too many years ago, Richard M. Nixon was one of the most effective-and least lovable-of the conservative Republican professionals of the McCarthy era."

The columnist, himself a member of the socialist Americans for Democratic Action (ADA), speculated on what the "old Nixon" would have had to say about the "new Nixon":

". . . . on his past record, it is not at all hard to imagine R. M. Nixon leading the assault on the President for his 'bug-out,' 'fiscal irresponsibility,' 'galloping socialism,' and all the rest of it. So how can one expect Mr. Nixon to defend President Liberal's program with the passionate conviction that a President Robert Kennedy, say, would have brought to the defense of such a program?"

Alsop has revealed the real Nixon and is obviously pleased. Those who voted for Nixon shouldn't be quite so happy. If you liked the Richard Nixon who ran for the Presidency, then you cannot, if you are consistent, like the Richard Nixon who is President. Nixon and his fellow "moderates" have turned the Republican elephant into a donkey in elephant's clothing. On June 19, 1959, Vice President Nixon gloated: "In summary, the Republican administration produced the things that the Demo-

crats promised." It looks as if it's happening again!

A year and a half earlier Nixon had been warbling a different tune:

"If we have nothing to offer other than a pale carbon copy of the New Deal, if our only purpose is to gain and retain power, the Republican Party no longer has any reason to exist, and it ought to go out of business."

The Nixon "Game Plan," as Harvard Professor John Kenneth Galbraith gleefully points out, is SOCIALISM. The Nixon "Game Plan" is infinitely more clever and dangerous than those of his predecessors because it masquerades as being the opposite of what it is.

Mr. Nixon is aware that most Americans fear "big government." An August 1968, Gallup Poll showed that 46 per cent of the American public believed that "big government" was the "biggest threat to the country." Gallup commented: "Although big government has been a favorite Republican target for many years, rank and file democrats are nearly as critical of growing Federal power as are Republicans." Recognizing this attitude, Mr. Nixon geared much of his campaign

rhetoric to attacking Big Daddy government. However, the Nixon Administration has taken massive steps to further concentrate authority in the federal "power pinnacle." (See Chart 3, p. 34)

While centralizing power at a rate which would have made Hubert Humphrey blush, Mr. Nixon has continued to pay lip service to decentralization. During the first year of his Administration Mr. Nixon announced his "New Federalism" (the name taken from the title of a bo6k by Nelson Rockefeller). The first part of the "New Federalism" is the Family Assistance Program (FAP) which would, contrary to his campaign promises, provide a Guaranteed Annual Income. Based on suggestions from John Gardner of file C.F.R. and Daniel Moynihan, a member of the board of directors of the socialist ADA, the FAP would double the number on welfare and increase tremendously the power of the executive branch of

the federal government. The Leftwing weekly, the New Republic, cheered the proposal as "creeping socialism."

The second major segment of the President's "New Federalism" is revenue sharing with the states, touted as a step in the decentralization of power from the federal government. Actually, the program does just the opposite. The money must first go from the states to Washington before it can be shared. As columnist James J. Kilpatrick remarked: ". . . power to control follows the Federal dollar as surely as that famous lamb accompanied little Mary." As soon as the states and local governments get hooked on the federal funds, the controls will be put on just as they were in education and agriculture. Every field the government attempts to take over it first subsidizes. You can't decentralize government by centralizing the tax collections.

Mr. Nixon's "power to the people" slogan really means "power to the President."

House Ways and Means Chairman Wilbur Mills has called the revenue-sharing plan a "trap" that "could become a massive weapon against the independence of state and local government." The plan, said Mills, "goes in the direction of centralized government."

But, Mr. Nixon is very clever. In his 1971 State of the Union Message, the talk in which he used the Communist slogan "Power to the People," the President said:

"We in Washington will at last be able to provide government that is truly for the people. I realize that what I am asking is that not only the Executive branch in Washington, but that even this Congress will have to change by giving up some of its power."

That sounds reasonable doesn't it? The Executive branch will give up some power and the Congress will give up some power and the people will gain by having these powers returned to them. Right? Wrong! That is nothing but verbal sleight of hand. Notice the precision of Mr. Nixon's language. He speaks of the "Executive branch in Washington" giving up some of its power. Three days later

it became obvious why Mr. Nixon added the seemingly redundant "in Washington" when it was announced that the country was being carved up into ten federal districts. These federal districts would soon, be used to administer the wage and price controls which centralize in the federal government almost total power over the economy.

To many political observers the most shocking development of the past year was the admission by President Richard Nixon to newsman Howard K. Smith that he is "now a Keynesian in economics." The jolted Smith commented later, "That's a little like a Christian Crusader saying: 'All things considered, I think Mohammed was right.'" Howard K. Smith was well aware that such a statement was tantamount to a declaration by Mr. Nixon that "I am now a Socialist." John Maynard Keynes, the English economist and Fabian Socialist, bragged that he was promoting the "euthanasia of capitalism."

It is generally believed in England among students of this conspiracy that John Maynard Keynes produced his General Theory of Money and Credit at the behest of certain Insiders of international finance who hired him to concoct a pseudo-scientific justification for government deficit spending-just as the mysterious League of Just Men had hired Karl Marx to write the Communist Manifesto. The farther a government goes into debt, the more interest is paid to the powerful Insiders who "create" money to buy government bonds by the simple expedient of bookkeeping entries. Otherwise, you can bet your last farthing that the Insiders of international banking would be violently opposed to inflationary deficits.

In his internationally syndicated column of February 3, 1971, James Reston (C.F.R.) exclaimed:

"The Nixon budget is so complex, so unlike the Nixon of the past, so un-Republican that it defies rational analysis. . . . The Nixon budget is more planned, has more welfare in it, and has a bigger predicted deficit than any other budget of this century."

During 1967, while on the primary trail, Richard Nixon made -exorbitant Democrat spending his Number Two campaign issue, just behind the failure of the Democrats to win the Vietnam War. Mr. Johnson's 1967 Budget was $158.6 billion, "Which at the time seemed astronomical. Mr. Nixon claimed that if that amount were not sliced by $10 billion the country faced financial disaster. At a time when the Vietnam War was a far bigger financial drain than it is now, Richard Nixon argued that we should be spending around $150 billion. President Nixon is now spending $230 billion, and bills already introduced in Congress and likely to pass could push the 1972 Fiscal Budget (July 1, 1971 to July 1, 1972) to $250 billion.

The point is that the man who campaigned as Mr. Frugal in 1968 is, in his third year of office,' out-spending by $80 to $100 billion what he said his predecessor should spend. And some

experts are predicting that Mr. Nixon could spend as much as $275 billion next year.

This is the same Richard Nixon who in Dallas on October 11, 1968, declared that "America cannot afford four years of Hubert Humphrey in the White House" because he had advocated programs which would have caused "a spending spree that would have bankrupted this nation." Candidate Nixon flayed the Johnson Administration for failing "to cut deficit spending which is the cause of our present inflation." Budget deficits, he said, "lie at the heart of our troubles." For his own part, he renounced any "massive step-up" in federal spending. "This is a prescription for further inflation," said Nixon. "I believe it is also a prescription for economic disaster."

While it took LBJ five years to run up a $55 billion deficit, Senator Harry Byrd notes that the accumulated deficit for Mr. Nixon's first three years will reach at least $88 billion. Congressional experts are now predicting Richard Nixon could well pour on the red ink to a total of $124 billion in this term of office alone.

In order to halt inflation Mr. Nixon has now instituted wage and price controls. Most Americans, sick of seeing their paychecks shrink in purchasing power each month,

have overwhelmingly approved. But this is because most people are not aware of the real causes of inflation. And you can be sure that the Establishment's landscape painters will not explain the truth to them. The truth is that there is a difference between inflation and the wage-price spiral. When the government runs a deficit, brand new money in the amount of the deficit is put into circulation. As the new money percolates through the economy it bids up wages and prices. This is easy to understand if you think of our economy as a giant auction. Just as at any other auction, if the bidders are suddenly supplied with more money, they will use that money to bid up prices. Inflation, in reality, is an increase in the supply of money. It causes the wage-price spiral which is generally mislabeled inflation. You could not have a wage price spiral if you did not have an increase in the money supply with which to pay it. This is not just economics, it is physics. You can't fill a quart bottle with a pint of milk. To say that the wage-price spiral causes inflation is llke saying wet streets cause rain. Mr. Nixon, unlike the vast majority of the American public, is aware of the real causes of "inflation." He explained it clearly on January 27, 1970:

"The inflation we have at the start of the Seventies was caused by heavy deficit spending in the Sixties. In the past decade, the Federal Government 'spent more than it took in-$57 billion more. These deficits caused prices to rise 25' percent in a decade."

Business blames "inflation" on the unions, and unions blame "inflation" on business, but only the government can cause "inflation."

Mr. Nixon has fastened wage and price controls on the economy supposedly to solve a problem which Mr. Nixon (and LBJ) created by running huge deficits. If he sincerely wanted to stop "inflation" he would have put wage and price controls on the government rather than on the rest of us and would have stopped deficit spending. People are cheering Nixon because he "did

something." This

is akin to cheering for a motorist who shoots a pedestrian he has just run over.

Wage and price controls are at the very heart of Socialism. You can't have a totalitarian government with- out wage and price controls and you can't have a free country with them. Why? You cannot impose slavery upon people who have economic freedom. As long as people have economic freedom, they will be free. Wage and price controls are people controls. In his Phase II speech, Mr. Nixon made it clear that the 90-day wage and price controls are with us in one disguise or another from now on. They are a major step towards establishing an all-powerful Executive branch of the federal government.

After the Insiders have established the United Socialist States of America (in fact if not in name), the next step is the Great Merger of all nations of the world into a dictatorial world government. This was the main reason behind the push to bring Red China into the United Nations. If you want to control the natural resources, transportation, commerce and banking for the whole world, you must put everybody under the same roof.

The Insiders' code word for the world superstate is "new world order," a phrase often used by Richard Nixon. The Council on Foreign Relations states in its Study No.7: "The U. S. must strive to: A. BUILD A NEW INTERNATIONAL ORDER." (Capitals in the original) Establishment spokesman James Reston (CFR) declared in his internationally syndicated column for the New York Times of May 21, 1971: "Nixon would obviously like to preside over the creation of a new world order, and believes he has an opportunity to do so in the last 20 months of his first term."

A world government has always been the object of the Communists. In 1915, in No.40 of the Russian organ, The Socialist Democrat, Lenin proposed a "United States of the World." The program of the Communist International of 1936 says that world dictatorship "can be established only by victory of socialism in different coun

tries or groups of countries, after which the Proletariat Republics would unite on federal lines with those already in existence, and this system would expand . . . at length forming the world union of Soviet Socialist Republics."

One of the most important groups promoting the "world union" is the United World Federalists, whose membership is heavily interlocked with that of the Council on Foreign Relations. The UWF advocate turning the UN into a full-fledged world government which would include the Communist nations.

Richard Nixon is, of course, far too clever to actually join the UWF, but he has supported their legislative program since his early days in Congress. In the October 1948 issue of the UWF

publication World Government News, on page 14, there appears the following announcement:

"Richard Nixon: Introduced world government resolution (HCR 68) 1947, and ABC (World Government) resolution 1948."

World government has a strong emotional appeal for Americans, based on their universal desire for world peace. The insiders have the Communists rattling their sabers with one hand and dangling the olive branch with the other. Naturally everyone gravitates towards the olive branch, not realizing that the olive branch is controlled by another arm of the entity that is rattling the sabers.

In September of 1968, candidates for public office received a letter from the United World Federalists that stated:

"Our organization has been endorsed and commended by all U. S. presidents in the last 20 years and by the current nominees for the presidency. As examples we quote as follows:

Richard Nixon: Your organization can perform an important service by continuing to emphasize that world peace can only come thru world law. Our goal is world peace. Our instrument for achieving peace will be law and justice. If we concentrate our ener

gies toward these ends, I am hopeful that real progress can be made.'

Hubert Humphrey: 'Every one of us is committed to brotherhood among all nations, but no one pursues these goals with more dignity and dedication than the United World Federalists.'"

There really was not a dime's worth of difference. Voters were given the choice between CFR world government advocate Nixon and CFR world government advocate Humphrey. Only the rhetoric was changed to fool the public.

Aworld government requires a world supreme court, and Mr. Nixon is on record in favor of a world supreme court. And a world government must have a world police force to enforce the laws of the World Super state and keep the slaves from rebelling. The Los Angeles Examiner of October 28, 1950, reported that Congressman Richard Nixon had introduced a "resolution calling for the establishment of a United Nations police force...

Not surprisingly, the Insiders have their pet planners preparing to administrate their world dictatorship. Under an immense geodetic dome at Southern Illinois University is a completely detailed map of the world which occupies the space of three football fields. Operating under grants from the Ford, Carnegie and Rockefeller foundations (all extensively interlocked with the C.F.R.) a battery of scientists including everything from geographers, psychologists and

behavioral scientists to natural scientists, biologists, biochemists and agronomists are making plans to control people. These elite planners conduct exercises in what they call "the world game." For example: There are too many people in Country A and not enough people in Country B. How do you move people from Country A to Country B? We need so many males, so many females, so many of this occupation and so many of that occupation, so many of this age and so many of that age. How do you get these people from Country A and settle them in Country B in the shortest possible time? Another example:

We have an uprising in Country C (or as it would now be called, District C) How long does it take to send in "peace" forces to stop the insurgency?

The World Game people run exercises on global control. If you plan on running the world, you cannot go about it haphazardly. That is why the Insiders of the Ford, Carnegie and Rockefeller foundations are making these plans. The real name of the game is 1984. We will have systematic population reduction, forced sterilization or anything else which the planners deem necessary to establish absolute control in their humanitarian utopia. But to enforce these plans, you must have an all-powerful world government. You can't do this if individual nations have sovereignty. And before you can facilitate the Great Merger, you must first centralize control within each nation, destroy the local police and remove the guns from the hands of the citizenry. You must replace our once free Constitutional Republic with an all-powerful central government; And that is exactly what is happening today with the Nixon Administration. Every action of any consequence, despite the smokescreen, has centralized more power in what is rapidly beco~ning an all-powerful central government.

What we are witnessing is the Communist tactic of pressure from above and pressure from below, described by Communist historian Jan Kozak as the device used by the Reds to capture control of Czecho-Slovakia. The pressure from above comes from secret, ostensibly respectable Comrades in the government and Establishment, forming, with the radicalized mobs in the streets below, a giant pincer around middle-class society. The street rioters are pawns, shills, puppets, and dupes for an oligarchy of elitist conspirators working above to turn America's limited government into an unlimited government with total control over our lives and property.

The American middle class is being squeezed to death by a vise. (See Chart 9) In the streets we have avowed revolutionary groups such as the Students for a Democratic Society (which was started by the League for In-

dustrial Democracy, a group with strong C.F.R. ties), the Black Panthers, the Yippies, the Young Socialist Alliance. These groups chant that if we don't "change" America, we will lose it. "Change" is a word we hear over and over. By "change" these groups mean Socialism. Virtually all members of these groups sincerely believe that they are fighting the Establishment. In reality they are an indispensible ally of the Establishment in fastening Socialism on all of us. The naive radicals think that under Socialism the "people" will run everything. Actually, it will be a clique of Insiders in total control, consolidating and con trolling all wealth. That is why these schoolboy Lenins and teenage Trotskys are allowed to roam free and are practically never arrested or prosecuted. They are protected. H the Establishment wanted the revolutionaries stopped, how long do you think they

would be tolerated?

Chart 9

Instead, we find that most of these radicals are the recipients of largesse from major foundations or are receiving money from the government through the War on Poverty. The Rothschild-Rockefeller-C.F.R. Insiders at the top "surrender to the demands" for Socialism from the mobs below. The radicals are doing the work of those whom they hate the most.

Remember Bakunin's charge that Marx' followers had one foot in the bank and the other in the Socialist movement.

Further indications of Establishment financing of the Communist S.D.S. are contained in James Kunen's The

Strawberry Statement: Notes 0/ A College Revolutionary .Describing events at the 1968 S.D.S. national convention,

Kunen says:

"Also at the convention, men from Business International Roundtables-the meetings sponsored by Business International for their client groups and heads of government-tried to buy up a few radicals. These men are the world's leading industrialists and they convene to decide how our lives are going to go. These are the boys who wrote the Alliance for Progress. They're the left wing of the ruling class.

They agreed with us on black control and student control.

They want McCarthy in. They see fascism as the threat, see it coming from Wallace. The only way McCarthy could win is if the crazies and young radicals act up and make Gene look more reasonable. They offered to finance our demonstrations in Chicago. We were also offered Esso (Rockefeller) money. They want us to make a lot of radical commotion they can look more in the center as they move to the left."

THAT IS THE STRATEGY. THE LANDSCAPE 1 PAINTERS FOCUS YOUR ATTENTION ON THE KIDS IN THF STREET WHILE THE REAL DANGER IS FROM ABOVE.

As Frank Capell recently observed in The Review Of The News:

"Of course, we know that these radical students are not going to take over the government. What they are going to do is provide the excuse for the government to take over the people, by passing more and more repressive laws to 'keep things under control.'"

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The radicals make a commotion in the streets while the Limousine Liberals at the top in New York and Washington are Socializing us. WE ARE GOING TO HAVE A DICTATORSHIP OF THE ELITE DISGUISED AS A DICTATORSHIP OF THE PROLETARIAT.

Now the Insiders of the Establishment are moving into a more sophisticated method of applying pressure from below. John Gardner, a "Republican" and member of the C.F.R., has established a grass roots proletarian organization called Common Cause. This may become the biggest and most important organization in American history. Common Cause's goal is to organize welfare recipients, those who have not voted before, and Liberals to lobby for Socialism. That lobbying will not only be expressed in pressuring Congress to pass Socialist legislafion but will also be expressed as ballot power in elections. Common Cause is supposedly the epitome of anti-Establishmentarianism, but who is paying the bills? The elite Insider radicals from above. The number one bankroller of this group to overthrow the super-rich and re-distribute their wealth among the poor is John D. Rockefeller III. Other key financiers are Andrew Heiskell (CFR), chairman of the board of Time, Inc., Thomas Watson (CFR), chairman of the board of IBM, John Whitney (CFR) of the Standard Oil fortune, Sol Linowitz (CFR), Chairman of the board of Xerox, and Gardner Cowles (CFR) of Cowles publications. In any organization, the man who pays the bills is the boss. The others are his employees.

What better proof could we have that Socialism is not a movement of downtrodden masses but of power hungry elitists? The poor are merely pawns in the game. Needless to say, the landscape painters hide Common Cause's financial angels so that only those who understand that the Establishment's game plan is SOCIALISM under- stand what is going on before their very eyes.

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CHAPTER EIGHT

YOU ARE THE ANSWER

Many people cannot refrain from rationalizing. After reading this book, some will bemoan the fact that the situation is hopeless. These will be many of the same people who, before reading this book, really did not believe the problems facing us were serious. Some people wake up and give up in the same week. This is, of course, just exactly what the Insiders want you to do.

The conspiracy can be defeated. The insiders are not omnipotent. It is true that they control important parts of the federal government, high finance and the mass media. But they do not control everything, or the vise would already have been closed. We might say the conspiracy controls everything but you. You are their Achilles heel if you are willing to fight. There is an old cliche in sports that quitters never win and winners never quit. We need a million Americans who are not quitters, but, moreover, who have the will to win!

Of course, you can't buck the conspiracy head on.

trying to fight it on its home grounds. But the Insiders are vulnerable to an end run. You, and thousands of others like you can make an end run if you want to. It is our intention in this closing chapter to show why it can be done and how you can do it.

The timing for an end run has never been better. What Barry Goldwater said in 1964, people were willing to believe in 1968. Most people who voted for Nixon did so because he promised to balance the budget, not establish wage and price controls; slash government spending, not multiply it; cut welfare, not push for a guaranteed annual income; stand firm against the Communists, not lead the Red Chinese into the U. N.; build America's defenses, not continue to unilaterally disarm us; and stop aid and trade with our avowed Communist enemies, not double

it. These were the issues which supposedly differentiated Nixon from Humphrey. Now we see that Nixon has repudiated his own promises and carried out those of his opponent. By 1972, millions of Americans will have concluded that there is little difference between the leadership of the two major parties. And more and more people are beginning to realize that there is a tiny clique of conspirators at the top which controls both the Democrat and Republican Parties.

The one thing these conspirators cannot survive is exposure. The Insiders are successful only because so few of their victims know what is being planned and how Insiders are carrying out those plans. Conspiracies can operate only in the dark. They cannot stand the truthful light of day. Once any sizeable minority of the American people becomes aware of the conspiracy and what it is up to, the many decades of patient planning and work by the Insiders in this country can be destroyed in an amazingly short period of time.

This job is largely a matter of getting others to realize that they have been conned and are continuing to be conned. You must become the local arm of the world's largest floating university. But before you can go to + work, pointing out these conspiratorial facts to others, you must know the facts yourself. This book is designed to give you these facts, and can be your greatest tool. It is available on tape casettes* so that you can virtually memorize its contents by listening to it

repeatedly while you are washing the dishes or driving to and from work. The concept of an army of individuals which is dedicated to exposing "the conspiracy" frightens the Insiders because it works outside the channels which they control.
Richard Nixon has said of the Republican Party:

"We've got to have a tent everyone can get into." The Democrats have obviously believed that for a long time.

(*From Gary Allen Communications, P.O. Box 802, Arcadia, California 91106.)

But a Party must be based on principles or it has no justification for existence. Bringing Socialists into the Republican Party theoretically may broaden the base, but, in reality, serves only to disfranchise those who believe in a Constitutional Republic and the free enterprise system.

In 1972, the Republicans will try to make you forget that Richard Nixon was elected on George Wallace's platform but has been carrying out Hubert Humphrey's. The pitch will be "party unity." "If not Nixon then who?" will be the typical response to complaints about Nixon's actions. But unity with evil is evil. During the campaign of 1972, Nixon will again talk conservatively while the C.F.R.'s Democrat candidate will sound frighteningly radical in order to stampede you into accepting Nixon as the lesser of two evils. The Establishment may even run its John Lindsay or Eugene McCarthy as a far Left third or fourth party candidate in order to split the Democratic Party and re-elect Richard Nixon with a comparatively small number of votes.

It is only logical that the Insiders will try to apply the coup de grace against America through a Republican President simply because most people cannot believe that a Republican could be "soft on Communism" or would jeopardize our liberty or sovereignty. The watchdogs tend to go to sleep with a Republican in office.

Democrats and Republicans must break the Insider control of their respective parties. The C.F.R.-types and their flunkies and social climbing opportunist supporters must be invited to leave or else the Patriots must leave.

It is up to you to put the politicians on the spot and make the C.F.R.-Insiders a campaign issue. This can be accomplished easily by creating the base of thinking that will oppose their positions. The Socialists must be forced to gather into one party. The conspiracy doesn't want the resultant clear distinction between party ideologies. The Insiders want the issues between the parties to be cloudy and gray, centering on personalities, not principles. Neither party can come out strongly against Socialism as

long as it is pushing Socialist programs. But that is the way the Insiders want it.

The issue, very simply, is the enslavement of you and your children. Just because many of these Insiders are theoretically Americans, don't think they will spare this country the terror they have brought td thirty others through their hired Communist thugs. To the Insiders, the world is their country and their only loyalty is to themselves and their fellow conspirators. Being an American means no more to them than being an honorary citizen of Bali would mean to you. It has not bothered their consciences one iota that millions of your fellow human beings have been murdered, including 50,000 of your own sons in Vietnam. In order to solidify their power in the United States they will need to do here the same thing they have done in other countries. They will establish and maintain their dicta t6rship through stark terror. The terror does not end with the complete take-over of the Republic. Rather, then terror just begins . . . .for total, all encompassing terror is an absolute necessity to keep a dictatorship in power. And terror does not mean merely publishing the enemies of the New Order. Terror requires the murdering and imprisoning of people at random even many of those who helped them come to power.

Those who are complacent and hope to escape the terror because they were not involved in politics or resisted the New Order coming to power must be made, by you, to understand that this all-encompassing need for terror includes them especially. . . . that they cannot escape by doing nothing.

What can we expect from the conspiracy during the next few years? Here are fourteen signposts on the road to totalitarianism compiled some years ago by historian Dr. Warren Carroll and a refugee from Yugoslavian Communism, Mike Djordjevich. The list is not in any particular order nor is the order of any particular significance as given here. But the imposition of any one of these new restrictions on liberty (none of which was in effect when

the list was compiled) would be a clear warning that the totalitarian state is very near; and once a significant number of them-perhaps five has been imposed, we can rationally conclude that the remainder would not be far behind and that the fight for freedom and the preservation of the Republic has been lost in this country.

FOURTEEN SIGNPOSTS TO SLAVERY

1. Restrictions on taking money out of the country and on the establishment or retention of a foreign bank account by an American citizen.

2. Abolition of private ownership of hand guns.

3. Detention of individuals without judicial process.

4. Requirements that private financial transactions be keyed to social security numbers or other government identification so that government records of these transactions can be kept and fed into a computer.

5. Use of compulsory education laws to forbid attendance at presently existing private schools.

6. Compulsory non-military service.

7. Compulsory psychological treatment for non- government workers or public school children.

8. An official declaration that anti-Communist organizations are subversive and subsequent legal action taken to suppress them.

9. Laws limiting the number of people allowed to meet in a private home.

10. Any significant change in passport regulations to make passports more difficult to obtain or use.

11. Wage and price controls, especially in a non-wartime situation

12. Any kind of compulsory registration with the government of where individuals work.

13. Any attempt to restrict freedom of movement within the United States.

14. Any attempt to make a new major law by executive decree (that is, actually put into effect, not merely authorized as by existing executive orders.)

As you are n6 doubt aware President Nixon already has invoked numbers 1, 14 and 14.

Steps 2, 3, 6, 7, 9, 12 and 13 already have been proposed and some are actively campaigned for by organized groups. As of January 1, 1972 banks must report to the government any deposit or withdrawal over $5,000.The next step will be to restrict the taking of money out of the country. Big Brother is watching your bank account!

Increased government control over many kinds of private schools is proposed annually in many state legislatures. Compulsory non-military service-a universal draft of all young men and women, with only a minority going into the armed services has been discussed by the Nixon Administration as an alternative to the draft. Sensitivity training is already required for an increasing number of government workers, teachers and school children. As long ago as 1961, Victor Reuther proposed that anti-Communist groups and organizations be investigated and placed on the Attorney General's subversive list. The propaganda war in progress to force registration or confiscation of firearms is the number one priority of all the collectivists-an armed citizenry is the major roadblock to a totalitarian takeover of the United States.

You are in this fight whether you want to be or not. Unless you are an Insider, you are a victim. Whether you are a multimillionaire or a pauper you have an enormous amount at stake.

The Insiders are counting on your being too preoccupied with your own problems or too lazy to fight back while the chains of slavery are being fastened on you. They are counting on their mass media to con you, frighten you, or ridicule you out of saving your freedom, and, most of

all, they are counting on your thinking you can escape by not taking part in opposing their takeover.

They are also counting on those of you who recognize the conspiracy becoming so involved with watching all moves that you become totally mesmerized by their machinations, and thus become incapable of acting.

The choice is yours. You can say, "It can't happen here!" But nearly every one of the one billion people en- slaved by the Communists since 1945 doubtless said the same thing. Or you can end run this whole conspiratorial apparatus.

The choice you must make was enunciated by Winston Churchill when he told the people of

England:

"If you will not fight for right when you can easily win without bloodshed; if you will not fight when your victory will be sure and not too costly; you may come to the moment when you will have to fight with all the odds against you and only a precarious chance of survival."

Because we have ignored warning after warning, we are now at that place in history. Unless you do your part now, you will face a further choice, also described by Mr. Churchill. He said:

"There may be even a worse fate. You may have to fight when there is no hope of victory, because it is better to perish than live as slaves."

WHAT WILL YOU DO?

If you are unwilling to get involved because you feel it may be bad for business or may jeopardize your social respectability, just look into the eyes of your children and tell them that making a buck and climbing the social ladder are more important to you than they are.

This is the end of our case.

If you have decided not to do anything about it, then

you can close this book, read no further, and turn out the light. That is just what you will be doing for the United States of America, and may God help us. And may He have mercy on your soul.

If you decide that you will do something- that you at least are not yet controlled-read on-pick up the ball we are tossing you and with thousands of others, let's "end run,, the conspiracy.

Here's how: The four keys in this program are:

1. You. What you do now is, of course, the key to this whole operation. If you delay, your motivation will wane, your concern will recede, but the danger will increase. Remember, the Insiders don't care how much you know about their conspiracy so long as you don't do anything about it. So keep reading and then act.

2. This book: None Dare Call It Conspiracy. In writing this book we have tried to give a concise overall picture of the nature of the conspiracy. We wrote it not only to explain the conspiracy, but to give you a complete program of action now, so that the many "You's" around the country would not necessarily have to be articulate sales men to make your "end run." You can simply pass this book out and let it do the job for you. The conspiracy may be able to stifle publicity on this book and keep it off the magazine rack at your local supermarket, but they can't stop you from distributing it to friends, neighbors, relatives and business associates and especially in your precinct. With a potential 30 million distribution of this book to those mentioned above (and in a manner yet to be described), you will create a base of opinion that will throw the Insiders out.

It is quite possible that in distributing this book, questions will come up concerning certain statements and conclusions with which you are not able to deal. There are a number of organizations that have well documented material on all subjects raised in this book. But after considerable personal research the author has concluded that the organization which is the leader in this field, has had

the most experience, and is doing the best job of exposing the conspiracy is The John Birch Society,*

Doesn't it appear strange that this organization which works toward decentralization of political power and the exposure of the Insiders should be so vilified by the mass media, while the Council On Foreign Relations, which promotes centralization of power in the hands of a few within a world government, is practically never mentioned? So contact The John Birch Society for further back-up information (Belmont, Massachusetts 02178-San Marino, California 91 108-or check your telephone directory for the nearest American Opinion Bookstore)

3. Your Precinct. The precinct is the lowest denominator in our political structure. Any politician will agree that whoever reaches and influences the most people in the precinct wins the election. When you break down the job to be done to this least common denominator, it doesn't seem to be nearly as big a job as when you look a~ those millions of votes that need to be switched. Many elections are won or lost by less than five votes per precinct. Remember that every vote-switch you can accomplish (by planting the seed with your book) really amounts to two votes, as it takes one from the other side.

Start your "end run" in your own precinct now. Lists of registered voters are available from your County Registrar. With everyone working within his own precinct, the hit and miss efforts of prior years will be avoided and organization will be added to this effort. A blanket coverage of your precinct will create talk between neighbors on this subject and thereby greatly increase the number of persons reading this book.

4. Your Congressman. You have now completed the three simple basic moves in your "end run.,'

Barring a

(*The Berkeley Gazette stated in an editorial of August 26, 1971, commenting on The John Birch Society's 1958 ten point predictions for the United States, "Whatever Else, Call Him [Robert Welch] 'Correct?" Write Box 8352, San Marino, Ca. 91108, for copy of editorial.)

wholesale awakening by the American people, it is probably wishful thinking to believe that the C.F.R.'s hold on the Presidency can be broken in 1972. But it is possible to block the Insiders' men in the House of Representatives. Congress can still lift a powerful voice against the conspiracy if only it would. It can also throw a search- light on to the C.F.R.'s stranglehold on the executive branch of the government. No burglar tries to rob a house when a spotlight is on him. With your effort Congress can be that spotlight.

It is at the Congressional level that the conspiracy can be delayed at least until there is sufficient strength to rout it. But your local Congressional candidate~ must be forced to take a public stand on the Council on Foreign Relations, its goals, and its power in the federal government. And once your candidate is elected you must make sure that he does not submit to the incredible pressure which will be put upon him in Washington to compromise his principles. The Congressman for whom you are laying the base for election must be as steadfast in Washington as he is at home in personal conversation with you. Keep in mind that a Congressman must return to his constituents every two years for re-approval.

How would you like to be a Congressman who had voted for any one of the 14 Signposts to Slavery, asking to be elected by constituents who had read None Dare Call It Conspiracy? It is therefore easier to keep a Congressman on the straight and narrow than a Senator or the President. The latter run less 'frequently than Congressmen and represent tremendously larger geographical areas. Although it is not easy, it is still possible for a good Congressman to finance his campaign from within his district and not be dependent on the Insiders for campaign contributions.

If there are no Congressional candidates worth supporting in your area at this time, support one or more in other areas. Never contribute money to the Republican or Democratic National Committee. That money, except in token amounts, will never reach anti-C.F.R.-Establishment

candidates, most of whom suffer from a severe shortage of funds, at least until they are well established. Only con- tribute your campaign dollars to those who are committed to fighting the conspiracy. A candidate running on good conservative principles is not enough. We've had many such candidates, and although most of them are very good men, they never come to grips with

the real problems- exposing those behind the World Socialist Movement.

So, organize your "end run," pass out your books and then keep your eagle eye on your Congressman and his voting record.

This "end run" concept we are suggesting is not just a game we are playing even though we use a football term.

To summarize: You do not necessarily have to be an articulate salesman to make this "end run." You do not necessarily have to know all the in's and out's of the total conspiracy-the book is intended to do this for you.

All you have to do is find the wherewithal to purchase the books and one way or another see that you blanket your precinct with them. Then force your Congressman to stand up to the C.F.R. Establishment.

It is simple. It is straightforward. It is a workable plan.

With 30 million "end runs" being made during I 972, you can, and will, rout the conspiracy, turn the tide of history and prevent the enslavement of yourself and your family.

Remember, seeds planted in 1972 will pay off not only this year, but in 1974 and 1976. If we do not build a

large counter-revolutionary base in 1972 the ball game will be lost by 1976.

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CLASS VIII

TAPE 10

ASSISTS

22 FEBRUARY 1990

Get a reality on what tech will do and what you can do with it.

An assist: For a sick or injured Pc. A Contact assist; do instead of touch assist. Contact the injured part with what caused the injury. The exact thorn will turn on the exact somatic - The less you say, the better off you are.

You can SEE a somatic blow through -a faint impression and Pc flinches. Can't force a person to do a contact assist. Do it 100 feet from point of injury and gradually approach it.

Touch assist: The next gradient of assist. Command: Feel my finger. Don't say command more than you need to. Wait for person to acknowledge.

The head is most difficult to do. The head is pain absorption cushion. A wave of shock goes to the head through nerve channels at the rate of ten ft/second. Through spine to extremities of body.

Head injury = problems with spine; therefore, do touch assist head to extremities.

Touch Assist - not just around head - approach and go away, approach and go away, approach closer and go away farther, closer and go away farther, touch it, go away farther. Follow the nerve channels of the body, spine, limbs and there are certain relaypoints like the elbows and the wrists. Head for these points where the pain gets locked up.

Get communication wave flowing again through the body because the shock of injury stopped it; it stopped right there.

Right side of body and the left side, do exactly the same.

Brain comm system cross locks; principles near/far and on and follow nerve channels.

Touch Assist after First Aid, then get medical assistance. Be quiet.

Day or two later, give him a session, run out the engram; it's part of the assist.

Sick or severely injured Pc - an acute NOW condition - devouring his attention. You don't have to fly the ruds before an assist. The injury is the out rudiment. He's sitting in the major action. An exception to "fly the needle" (get the needle to float) before the major action.

He's dying/collapsing/ceasing to breathe, sudden agony, can't identify what it is. Malignant Body Thetan can hit the guy; do the usual action of III - run Inc 1 & 2.

Individual very ill. Give medicine if doesn't get well. If doesn't recover, it is held up mentally.

* Function is senior to structure.

* Thought is senior to function and structure.

Individual is determined to be sick. If the bank or an Entity Being is trying to make him sick you can feed him all themedicine in the world and he won't GET WELL. After an assist, the antibiotics start to work, fever goes.

In medicine, they divide patient reaction into three separate categories:

1. what causes it

2. what makes it acute

3. what prolongs it

He gets an illness and is sick, doesn't respond = prolongation. The Clearing Practitioner does standard tech, runs engram, can't reach very deep, ability to as-is poor; it has to be gently done and have very GOOD control. You date it, don't even run it out and the person starts to get well, called an assist, but done by standard tech. Check ARCX and handle it. Break in reality. A bullet went through his head. If you expect the needle to fly, you're a fool - it won't fly and if you try to force it to fly you're distracting him. All ruds will be germane to the incident he's in.

Babies assessment: hungry, wet, pin in him, chaffed. It IS something. It's never ever nothing. You have to Look.

If a case is having trouble, it is something, it is never nothing.

For a very ill Pc, assess all things it could be. Bad food, Entity Being, engram, something will cause a Blow Down? If it's a EB, follow Beginning Entity Clearing procedure. The second you start contacting it, it starts to cool off. Find out what's wrong with EB Try to run Inc. 1 on EB and find he's overrun on Inc 1. Don't always assume it's a cluster but it could be a cluster and there is a mutual engram. So if it's a an EB, identify and date the incident it's hung up in - what's it about.

For a mutual engram: 1. Date it. 2. Get a description of content.

You can ask: "Is it one?" "Is it several?" Take the biggest read. If it's a cluster, date it and run the cluster through the incident.

For cross-copying you can ask, "whose just copied the Being who just left?"

EB - is it one or several - it will answer as just one but several will read bigger, date it using the standard dating drill. That's the Incident you run. 15 or 20 leave. If Pc was relieved and looked well, you say, that's good. Might be some still around. so run Inc 1 on them.

Person has a terrible throat; still sore throat means still some left, and a copy. Beings copy what has been copied and make copies of the copies. Thing came off your back? "Who's copying?" It blows.

What if the person starts spinning and has a fever again? Do the same procedure. Try to get in ruds, make assessment of what it might be, date it.

These are assists, not a proper session because you didn't fly ruds for a major action. The touch assist, contact assist, assessment. But you must carry on assist with discipline of the Clearing Practitioner. Don't force; be persuasive, be gentle, do what you can within limits of session.

On Inc 1, a person can have more than one Inc 1, or can have administered one Inc 1, a perpetrated Inc 1. A simple implant, but quite effective; it interrupted them from creating what they would have created.

Took away what mock-ups they DID have and stopped their cycle and put something there unwanted so when they tried to create, they created it. It fixed their attention by protest.

For this planet and Confederation of 76 planets had clothes, cars, trains that looked like 1950 - 1960. This civilization has simply copied R6 100% because they were told to - houses, streets same.

Upset before R6: Loyal officers were an elective body set up to protect the population. The Supreme Ruler, elected, about to unelect him. He took his last moments to really upset it and got key administrators and heads of planets and got rid of cowboys in white hats and troops picked them up. He told them to come in for Income Tax investigation. Troops slaughtered them.

Troops ordered out and renegades came in. They shot each other up and implanted each other. The renegades it someone, hit with alcohol and glycol, froze the Being. He tried to exteriorize, there he was frozen, collection, boxed in exact DC8's, refrigeration units.

The length of time from planet Coltus to Earth, 1 of planets of N. Star Polaris, 9 weeks. Ferried in boxes to Earth. Shot administrators, set off hydrogen bombs on top of volcano, blew up electronic ribbon, vacuum zones, projection machines. This is given on the Clearing Course implants and OT II; the remainder of 36 days, 3-D motion picture, 5 pics/5 words. Then boxed up again and boxes mixed. Roman Catholicism is all R6. 4-5 assignments of who DID it to get people confused about real cause. 178 billion people per planet, Teegeeack, the bomb place, the evil place. To get rid of it all, run Inc 1 & Inc 2, volcanic explosion follows actual explosion, some chained to roofs and whirl-winds.

Everyone killed on planet, 3 days after implanters started operating. It was to make a person cease and desist on creation, 2nd dynamic, suppressions, sex with children, taught in R6. Can make a full figure appear, like 3-D, was a movie. The net result was a 75 million year vacuum. Saucers around, why don't they land here? We have an evil repute here, this planet and this sector of the universe.

This catastrophe overcame this confederation. 20 million years ago someone started a body line on the planet. R6 tailor-made it to be a cave man civilization and moved up the line. A dramatization of R6 is what man calls progress.

An Implant is that anyone who tries to save the world must be killed. Whole planet responds to R6 symbols. They Booby-trapped it. Roman Catholic Church is fragments of R6. Truth of it is, loyal officers were not all killed. Civilization was battered, but still had weapons, transport and semblance of org and loyal officers left an fought and finished off Galactic Confederation.

Xemu, within 1 year was under arrest and within 6 years the lot wiped out. What little was left went by the boards. A base here-unrecognizable. Surgeon, R6, cutting bodies to pieces. Pieces of R6 became Christianity,

When they get cold it restims frozen alcohol & glycol. Japan, explosion. Before R6, people lived on and on.

Incident II was 74 million plus years ago (almost 75 million).

Incident I is at 4 Quadrillion years ago.

When Clearing a Pc, you're Clearing versus this background (R6). Something blows up and 5-6 Thetans get smashed and think asone. Someone kills someone in a duel; owner of 2nd body is so revengeful, he jumps on 1st guy = dual Being who hates himself.

A Being goes mad when he begins to stop things. The button "to stop" important in running Inc 1 & 2.

When he needs an assist, he's in 2 or has a cluster, but still go through whole process. Person says he's done on III, give him Truth Reveal Rundown. Don't send him back on Beginning Entity Clearing. The Truth Reveal Rundown is exact; run valence shifter early before you do rehabs. Valence shifters always followed by confront process.

THE MILAZZO

Run an injury chain by the book (engram chain). "What injury or accident would cause a cluster?" or "What impact or incident would make a cluster?" This is the first question of the Milazzo. You find and run this sever injury chain. It doesn't have to read on the meter. You've picked up incidents with clusters and a whole bunch of EB's clear out. Now, find an Inc 1 and you run it. And continue that and F/N each one. Overrun on Beginning Entity Clearing is an EB that has been run one too many times on Inc 1. So rehab the one EB; you can't overrun Beginning Entity Clearing.

Pick up and run an injury chain. Find any injury chain and run it earlier similar. Date/Duration, etc to EP. Now find Inc I and run it. Repeat finding and running more Inc Is.

7 resistive cases are:

Drugs

Connected to Suppressive

Seriously physically ill

Audited over out ruds

Former practices

Pretending/out of valence

Doesn't want auditing -

You solve a case by doing right what has been done wrong. When confronted with the unusual do the usual.

When Standard Tech hasn't been done, find out what hasn't been done and do it.

A wide-open invitation, feel person is finished (person run on engram). He has Entity Beings, one of two things is: he hasn't run Inc 1 or 2 or overran Inc 1; something was wrong or he has body thetans; find an engram chain and run it, and run as many Inc 1's as you can find to run.

There are two basic actions in Clearing: 1. Those actions that are corrective of the case (repair). 2. Those actions that advance the case (Life Expansion Chart levels).

The first thing to do in session if fly the ruds to F/N. If the Pc doesn't F/N on ARCX then he has a PTP or M/W/H. If he F/Ns on ARCX, he probably does not have a PTP or M/W/H.

* * *

REVOLT IN THE STARS

by

L. Ron Hubbard.

PROLOGUE

The winch on the truck wound inward, growling and snapping and groaning. Seaweed whipped and wound and unwound on the taut, protesting cables as they dragged an object toward the beach from under the sea.

The intensity of the watching group had no eye for the beauty of the scene; The soft purling of the small waves, the soothing whisper of the tropical wind, the distant clatter of a palm, the rich gold of sand and crystal aquamarine of water might as well have been a tourist poster in a waste basket.

The rigid cordon of Marines, facing outward, automatic weapons in hand, had fierce eyes against any threatened intrusion into the site. VIPs that must not be approached, an object that was top secret and a sergeant with a hangover increased their trigger-happy vigilance.

Several supercilious scientists gazed benignly at the water, tolerantly and learnedly waiting for the object to appear, hoping no one had penetrated the fact that they hadn't a clue.

Jedgar, the jut-jawed czar of all US police and security forces scowled with ferocity at the water.

God damn president, he ought to have his ass kicked, getting him out here for what. God damn hobby-happy bastard. So it's an historical find. So it may be from outer space. Sand fleas when he had an appointment at the race track with Bennie the

Dip. $30,000 payoff via the window. Damned junkie, he'd probably blow it or forget it. What the hell was he doing out here playing nursemaid to his nibs' crap hobby? Nursemaid, that's what he was. God damn president. Bennie better pay up. Jedgar glared at the water as though about to arrest it on suspicion.

On the other side of the groaning cables sat a disconsolate young man in a scuba suit. He twisted his helmet and mask in his hands around and around. While he might have the nerve to face the monsters of the deep, what were those compared to US officials. Damned government. He ought to have kept his mouth shut. No breaks. He always lucked out. Here he'd made the find, personally and privately and even paid for his own bike gas and air. Well, an orphan is an orphan. Still, there was law about ownership. You couldn't give up just like that. One more try. If it didn't work.....

The young man braced himself, got to his feet and wiped some of the sand off his pants. How would John Wayne handle this on the late-late show? One more try.

The young man ducked under the growling cables and walked up to Jedgar who gave him not a glance.

Now or never. "It's mine! I insist it's mine! I found it. If it weren't for me you wouldn't even know of its existence!"

Jedgar did not even take his eyes off the water. He put out an arm and brushed the young man sideways..The leading scientist of the group found his own view obstructed. He never wore

glasses despite needing them as they spoiled his image of the tawnymaned man of science. He peered at the young man. In his benign voice, reserved for assistants he intended to fire, he said, "You don't understand. Such finds as this belong to the world of science, to the museums, to the universities."

Having registered now that there was a dispute, Jedgar tore hls eyes from the water and stabbea them at the young man. Reaching out with a sudden and practiced cop hand, he seized the front of the young man's scuba suit.

"You give me any more crap," Jedgar yanked the young man close to him, "and you'll be charged with conspiracy to steal archeological treasures. Section 896.

Three years in jail. Not one more word out of you. Not to the public! Not to your friends! Not to the press!" He hurled the young man from him violently so that he staggered and fell. "This," pronounced Jedgar, "is a state matter."

The young man looked up from the ground, defeated. He looked out to where a government scuba diver was guiding in the cables. There was no sympathy there. He looked at the tense Marine backs. He looked at the scientists. He looked at Jedgar. He was totally, completely and utterly ignored. He had never felt more lonely.

He got up and unsteadily wandered across the sand. Head down, shuffling, he went out through the cordon and wandered away through the distant crowd.

The winch cables groaned on, coiling and twisting. The government scuba diver watched the cables. The group on the sand stared, waiting.

A greenish sea-coated metal object began to emerge.

It had no bolt studs, no apparent seams. It was many planed, symmetrical. First one, then two, then a the eight foot diameter of it came into full view.

"All right!" yelled Jedgar. "Let's get the thing loaded on a plane." Maybe he could still get to the race track.

Washington the fair, Washington the beautiful, home of the incorruptible politician and the shining knights of social justice, basked in the summer sun, owned, operated and controlled as usual by the bankers and their police.

The Institute sat on a low hill, securely backed by the printing plant that poured the newly printed money into the hands of the deserving few. As much summer sun as could get through the smog entered the windows of a large hall and fell upon the object.

All eight feet of it had been placed against one wall. It had been polished up a bit -at least the sand had been removed. It had two small panels, oblong sealed rectangles, much like slitted eyes and these seemed to stare blindly into the hall facing it, waiting.

Several feet in front of it, Jedgar and the leading scientist stood. The President, who had just arrived with his usual escort, joined them..Excitement agitated the President's eyes. Ever

since he had been a little boy he
had been interested in such things. It might be something from outer space, it might be some archeological wonder. He had strictly forbidden them to tinker with it. These scientists monkeyed so. Who knows but what it might be some discovery he could claim the patronage for and help his votes and show he was an intellectual. Maybe somebody would work out its secrets and make some great new weapon he could use as a big stick. Maybe It held secrets that would blow everything up. His background training for his hobby consisted of a chemistry set somebody had given him at the age of ten and which he had used mainly to make explosives.

The President took his eyes off the object and looked around. "And what have we guessed so far?"

The leading scientist swept back his tawny hair, which he hoped would come to look like Einstein's. It didn't much matter what he told the President so long as it added up to new grants for the Institute and new honors for himself. "Well, Mr. President, we're not at all sure what it is. It must have been imbedded in a cliff side and when that fell into the sea, it exposed itself. I'm having it analyzed now." And he pointed to the right of the object.

Beyond the object a table of instruments had been set up - those used in carbon half-life estimations of age, radiation detection, electrical detonators - all strewn about in disorderly jury-rigs. White-coated and serious, the instrument man was searching through the scattered papers and getting them in some kind of order.

"All right," said the instrument technician, "I think I've got it." He frowned heavily at a note. "It's some kind of alloy we have never achieved."

The leading scientist nodded and said, "Yes," hoping it sounded as though he knew it already."

The instrument technician pulled a wad of tape out of the notes and, with some difficulty, stretched it out. "This is stretching our equipment, but I'd say that, according to the carbon age test, this thing is tens of millions of years old close to seventy five million years old at an estimate."

The leading scientist's eyes flashed wider. Damn the techninian. You never told

laymen things that were likely to scare them off. You damped it down a bit.

But the heedless technician bored on. "I"s also been subject to heavy radiation I think, but the count is too faint to tell. No longer dangerous. It doesn't appear to be explosive but there is some sort of energy charge in there."

The President nodded intellectually. "Well, why not get on with finding what it does, or something."

Jedgar scowled at the scientists, scowled at the machine and jutted his jaw at the President. Jedgar was in no pleasant mood. He had missed Bennie the Dip and 30 Gs. This bastard was just a kid playing with toys.

"Mr. President," said Jedgar in a respectful-sounding voice, "I know of your interest in such things and how this is a scientific age and so forth, but we ain't got any guarantee that that damned thing won't blow up. The Secret Service would insist!".The President waved him off with an indolent hand and turned to the leading scientist. "Go ahead, Doctor. I am truly intrigued."

The two approached the object, leaving Jedgar standing alone in the center of the room.

The two front plates of the machine continued to stare blindly. The leading scientist poked a finger at the left hand one. "Jenkins says this one is apparently moveable. But there's no getting into it with drills. It just breaks the bits."

The President looked curiously at the plate. It had a number of raised dots and marks and he fingered them. First there were ten dots in a line, low and to the left. Then a circle about an inch and a half in diameter with a radius mark. Then a straight line at the level of the bottom of the circle and about as long as the circle was round. Then two dots at the end of the line but at a height level with the top of the circle. After that came a wide gap. And to the right of the gap were a group of dots arranged so that as dots they made up small individual groups of one to nine. Part of this last group was a square that was empty.

"Those," said the leading scientist, "appear to be meaningful, some sort of an equation perhaps." He coughed depreciatingly. "My assistant Jenkins says whoever possibly made this didn't want barbarians to open it and put a code on it

that only an advanced civilization could resolve." Always feed the laymen the interesting bits even when one personally might discount them. And let assistants take the rap if they were challenged. "Isn't that what you said, Jenkins?"

Jenkins had come out of a hole somewhere and crept up on the group. He was short, poorly formed as a man, looking as if he had borrowed his white coat from an elephant. His glasses were three quarters of an inch thick which made his pupils look like enlarged specimens. He was very, very nervous. Jenkins seldom got very brave, and today, finding himself in company with the President and the top cop of the country, he was having a hard time with his nerve. Nevertheless he braved up to it.

He spoke all in a rush. "When we couldn't make a dent in it with a sledge hammer, I guessed it might be some culture superior to ours. So...." He bogged down.

The leading scientist looked at him in contemptous tolerance. "Well, well, come on."

Jenkins took a deep breath. "I think....begging your pardon Mr. President and all... I think that's "pi", the radius of a circle." He yanked a book, a table of logarithms out of his enormous jacket pocket and tremblingly opened it to where he had made a marker. God help him if he was looking smarter than his boss. That old bastard would put an assistant that looked like competition back on an instructor's post as quick as look at him.

The leading scientist said tolerantly, "Well, come on. No matter how silly it may be, we're quite receptive."

Appalled at his own bravery, Jenkins dived all the way in. "That first row of dots on the left must mean common base ten logarithms, the circle and line must mean pi -the circle is the same length as the line - I measured them - the two dots there must mean squared, the gap must mean equals and that group of dots on the right must.mean one through nine and zero so you can punch in the answer if you figure it out."

He shakingly found a place in the book and held it close to his glasses. "The log of 3.14 is 0.4969 and the answer to that squared is 0.9938." He looked up, scared but brave. "The combination to that thing is 0.9938 he swallowed. "If you let me push

the dots...."

The smile of the leading scientist had a certain amount of hydrochloric acid in it. Never a word in all that about how his boss had suggested.... even if not true. An instructor's post in some desegregated school would certainly be in order.

"I think," said the leading scientist, "that I'm at least capable of pushing the buttons."

Without any great expectations of anything happening, he probed an index finger over the dot groups one by one. A common base log squared was not very advanced math in his opinion, although it is true that pi was a pretty good idea -communication was possible without arbitrary symbols. Now had they put a formula on it in quantum mechanics.....

A flaring green light glared in the other panel.

The leading scientist and the President jumped back.

The green turned into a racing, flashing red that played over their startled faces.

A low whine began to ascend. It ended sharply with a loud snap. Jedgar went for his gun. The left hand plate ceased to flash and turned into a criss cross of white lines like a speaker grid.

In a sawtoothed, metallic voice, the object spoke. "Mark 92 Vocotranslator. All sound and information is now coming to you by thought concept and visual feedback so that you hear as though spoken in your own language."

The group looked at it wide-eyed. The voice continued. "You have activated the power charge. It will last for two years continuous running and many times that used intermittently. It will shut off automatically at the end of this use. Please step back at least two paces."

There was an earsplitting whine and a creak and a crash. The whole front face of the object below the panels flashed wide open. It was very hard on their nerves and confirmed Jedgar's solid opinion, which was usually wrong, that it was a bomb after all. The gun in his hand shook but he couldn't see anything to shoot at except a deep wide cavity which had been disclosed by the opening doors.

"Please be seated," said the object politely

.

The President was suddenly mindful of his traditional White House responsibilities.
He rose to the crisis. "Clear the room! This may contain confidential information. It can talk!".This more routine attitude served to clear Jedgar's scrambled wits. It was an order he could understand. He scowled around him. As he was still holding onto his gun, the leading scientist and all others in the room made haste to comply. By various doors they left.

Jedgar scurried around the hall and turned keys in locks, looked behind and under things with a very practiced eye,used his gun muzzle to see if a bug was anywhere in the potted palms and, satisfied, found two chairs and brought them back to the area in front of the object.

He seated the President and then, reversing his own chair and still holding his gun, sat down. It occurred to him that the damned thing seemed to know they weren't ready until they were and he glared at it.

The President continued to stare into the black cavity. It was quite wide and quite dark. He nervously hoped no monster would spring out of it or that it didn't turn on a sudden vacuum, suck them in and send them spinning off into space.

Jedgar looked around the roam one final time to see if they were alone. The screen at the back of the cavity flickered, faltered and then turned on in full color..CHAPTER ONE

The music was faintly oriental and the drums were sad.

A tattered and ripped up operations room showed the signs of battle.

The man at the desk was handsome, young, but his face was disfigured with a bandage around his forehead. The plain khaki blouse he wore was singed over the left shoulder. He looked vital, competent, alive.

He was holding a sheaf of papers in his hand, reports, notes, records.

"We assume," he said, "that as you have solved this capsule, your civilization has advanced to a high standard of technology - possibly nuclear fission, computers, even space flight - or at least you are capable of these things in your immediate future.

"You have a right to know the violent history of your planet. Some day when grass has grown again and the few pitiful survivors have multiplied into a culture, you will

know what to do with this and understand it.

"My name is Mish, a Loyal Officer of the People of the Galactic Confederation."

He stretched his hand behind him to the wall. There a star map glittered and sparkled. "You may never have heard of the Galactic Confederation. It consisted of 21 stars and their 76 inhabited planets. You were one of those planets.

"Earth was a beautiful jewel then. It had vast cities, lovely forests and mountains and billions of inhabitants.

"But all was not calm. Things had happened, not just on Earth but all over the Confederation."

He propped up a screen up on his desk. A mob appeared on it, an angry mob carrying placards, surging and seething outside a building.

Mish continued, "Throughout the Galaxy symptoms of unrest, hitherto unknown in the Confederation were occuring as you can see by these news clips."

An old woman was being mugged on the street. She fell. One of the muggers snatched her purse, the other kicked her in the face.

"Crime was becoming commonplace."

A littered street lined with broken shop windows appeared.

"When there was a power failure in a major city, thousands of people began a fury of looting and burning."

A school yard appeared. A young girl was being attacked by a mob of thugs.

"All these conditions had begun in the past eight years.".A horde of secret police in grey-green uniforms and riot dress were shown charging a mob.

"The popularity of the government had dropped to an all time low."

A tank was shown attacked by a mob. They turned it over on its side.

A government building was shown. The huge sign "Tax Office" was suddenly obscured by a blast of flame.

"The words 'idealism' and 'patriotism' had become meaningless throughout the 76 planets."

A large array of assorted arms and explosives were being displayed by police, a

cache discovered in a basement, enough material to fight a regiment.

"Gun running had become a highly profitable business."

Trucks loaded with bales of drugs were being unloaded by police and tumbled into a huge bonfire.

"Organized crime was profiting as never before. To combat it hundreds of thousands of secret police were being recruited by the government."

Long ranks of men in grey-green uniforms were shown drawn up.

A colored agitator, speaking from a platform was shown haranguing a mob. A secret policeman lined the speaker up in the sights of a blast rifle and fired. The agitator was smashed backwards.

"But the government in its turn was using more and more force in an attempt to control the violence."

A civilian sniper appeared on a parapet of a building. Beyond him a city spread out. The sniper fired down into the street.

"And reprisals were earning reprisals in their turn."

Mish folded the screen. He looked at his notes and then up again.

"The Galactic Confederation was very old. It had endured for thousands and thousands of years. It had been happy, prosperous and peaceful.

"The planets were politically democratic. The people elected their own governors and civil officials and the entire Galaxy was governed by the Congress of Loyal Officers of the People. These were trained men, skilled in political and martial arts. When they were graduated from their academy they stood for election to the Congress and those chosen loyally served the people.

"There was also an executive branch headed by the Supreme Ruler, a man also elected by the people and responsible for the day to day running of the Confederation but under the laws and appropriations of Congress.".Mish laid down his notes.

"The Congress of the Loyal Officers of the People met every ten years. Matters of state, finances and other concerns had been smooth and routine in the 2053rd Congress. Indeed there had been no upsets at all throughout the Galaxy.

"The Grey Invasion had occurred just before that. An invader had attempted a

destruction of the Confederation, had sailed in in savage attack and had been effectively and efficiently destroyed. He had come from another Galaxy. But he had found the Confederation prepared and alert and -that was the end of him.

"The Grey Invasion was shot out of space even before full mobilization could occur on Earth and our planets and the whole affair had become ancient history.

"The 2053rd Congress had done what was necessary to handle all that and it was finished. Thus it was with considerable concern that the Loyal Officers came to the 2054th Congress.

"Revolt was growing in the Stars.

"And it was in this atmosphere that the 2054th Congress met to decide what course to take. On Home Planet, many light years away from Earth, the Loyal Officers of the People were arriving from every part of the Galaxy .".CHAPTER TWO

The Announcer on his platform gazed across the vast spaceport of Home Planet. Behind him a military band in resplendent white and blue uniforms blared joyous music. Before him spread a tumultuous vista of arriving ships, surging crowds and whipping flags.

Two thousand planetary troops with their guidons, plumes and drummers lined both sides of the concourse facing inward, an honor guard.

Police cordons blocked tens of thousands of people safely away from the landing ships and the concourse.

The harried staff of the Announcer hectically tried to catch everything in their radio cameras, tried to spot everyone and write down the names of arrivals and data about them and pass the result to the Announcer.

Well aware that his voice was carrying across this whole vast assemblage through huge public address horns, not only across and in almost every room of the limitless city beyond the field,but also across the stars to seventy-five other planets, the Announcer spoke in a rapid,impressive monologue, kept going by the slips passed to him by his staff.

He was apprehensive. Just two days ago these mobs had been surging through streets and burning. He had thirty-three staff here including his cameramen and this

equipment strewn around here and one firebomb would take it all. He felt responsible as well. What he said was going to this crowd and huge viewscreens around the field as well as everyone else in the Galaxy. The regular announcer for such things had declined today and he had had to take over even though he was actually the producer. Soothe them, soothe them. Nervous business.

"Hope is a wonderful thing! Looking across the field of Home Planet today you would not think that half the inhabited worlds of the Galaxy were close to outright revolt. Such is the confidence of the people in the Congress . There isn't even a demonstration placard out there today." He reached urgently to his staff for another slip of paper.

Ship after ship was landing from a sky full of ships. As each one swooped down, a Loyal Officer would step out, promptly surrounded by guards, and stride toward the concourse.

"Ah, what a great day, a great day," said the Announcer, reaching beseechingly for more slips from his staff. "The most famous names of the entire Galactic Confederation are arriving on this field this afternoon. The two thousand and fifty? fourth Congress of the Loyal Officers is beginning auspiciously."

The high pitched whine of circling ships, the roar of the crowd and the upsurge of the band as they began a new piece blotted his voice for a moment. He stepped closer to his dozen cube shaped mikes and his sound engineer frantically re-adjusted his levels.."The Loyal Officers, the Loyal Officers of the People, heading 76 planets for the 21 star systems of the Confederation, one by one are coming up this concourse...."

One of his staff got a piece of paper into his hand and he looked at it urgently and then smiled happily.

"Hah! Here is Rawl!"

The group which had entered the field end of the Concourse was larger than others, being joined by military officers in white and blue and some civilians. They were jostling one another, some of them trying to reach through and shake hands with the man at the center.

Rawl was smiling good-naturedly. He was a tall, athletic man, handsome in a blunt sort of way. He wore the plain khaki trousers, blouse and cap of a Loyal Officer.

The Announcer stood on tiptoe to see better over his mikes. "Rawl, the Loyal Officer in charge of Earth. Rawl, Speaker of the Congress! You have heard his name connected with every great deed and decency!"

A surge in the outer crowds became a cheer roaring up to blanket the whine of circling ships. Rawl was looking up around at the familiar faces, smiling, trying to shake each hand extended to him. His progress up the concourse was being slowed by the increasing pressure. He drew a long breath and then caught sight of a drummer boy in the ranks of the Ninth Army honor guard and winked at him. The drummer boy grinned happily and suddenly added to the din with a bursting roll upon his drum.

Just behind Rawl's group was another. Mish, the center of it, pushed forward, trying to reach Rawl. The Announcer didn't need another slip. "And there is Mish! Mish, Loyal Officer in charge of the Outer Limits, Rawl's best friend! You know the story well of how these two stood off the entire fleet of the Grey Invader until our own battlefleet could arrive. And you know their daring rescue of the freighter Aldebaran..."

Mish finally struggled through the mass and tapped Rawl's shoulder. They gripped each other's hand and beamed, their greeting lost in the excited babble of the groups, the swelling roar of the crowd and the band suddenly tearing into "Grey Invader Victory".

The Announcer was staring down at a new sheet of paper jammed into his hand urgently. He looked at it, his pleasure evaporating, and followed the stabbing finger of an assistant. Several radio cameras whirled in that direction.

Standing like a naked sword, the black tower of the spaceport administration building stabbed at the sky and circling ships.

A balcony near its top was draped in somber green. A black wreath with twenty-one stars hung from the railing.

"Just now," said the Announcer in a much changed tone, "on the receiving balcony

of the Administration tower there has appeared the party of the Supreme Ruler.".The Announcer made sure the radio cameras were centered on the balcony.

"There he is, Xenu, the Supreme Ruler of the Galactic Confederation."

Xenu, bitter faced, sardonic, leaning heavily on a cane that was more like a club, limped forward to the front edge of the draped railing. He glared down at the stalled group on the concourse below and did not like what he saw. The dark somberness of his civilian suit, the darkness of his hair and face seemed to spread outward. The cheering below dimmed off to silence. The band faltered and died down.

The Announcer's voice was overly loud suddenly for only the whine of ships lay over the field. "He is accompanied today by Chi, the illustrious Minister of Police of the Galactic Confederation."

Chi, jut-jawed, bulldog faced, squat and as crudely built as his civilian suit was rumpled, was oblivious by any announcement. He stepped up to Xenu's side and looked belligerently down at the stalled groups on the concourse.

The Announcer was glad to get off the subject. He frantically waved to his cameramen to target the right side of the balcony. "And here is something of interest. He has brought with him today his new mistress, the Lady Min!"

Lady Min caught the cue from the PA and stepped forward to the balcony railing. She was a warm and smashingly lovely woman, splendidly gowned in gold. The band abruptly struck up a lively theater overture.

"As no one needs to be told, Lady Min is the foremost stage star of the Galaxy!"

With perfect poise, Lady Min curtsied. There was a spattering of applause, a few cheers. She spread her hands to receive the applause and it increased. She blew a kiss and the applause increased again.

The Announcer, although he knew she was unlikely to see him and didn't even know him, blew a kiss back at her in thanks for getting him out of that one. That crowd silence had scared him and he had no skill in handling riots.

Putting new forced vitality into his voice to swing the crowd's attention off dangerous ground, the Announcer shouted, "There seems to be a lam of the concourse.

No, that's Rawl!"

The radio cameras swiftly whipped to the concourse. Two cameramen pushed through the ranks of the Honor Guard and added to the press and turmoil, trying to get their cameras high enough to shoot down over the milling heads.

Rawl and Mish were jammed in tight. A new group had come down from the administration building adding to the civilians, military officers, press and staff that surrounded them already. The group was pushing a big wreath of flowers over people's heads and struggling to get closer.

"Ah," said the Announcer, "Look at that. The city is trying to give Rawl a wreath of welcome and they can't even get to him. ".The wreath, a bit frayed,finally made it by knocking Rawl's hat askew and bashing

down on his shoulders. Rawl and everyone around him was laughing but their laughter was drowned by the rolling roar of cheers from the vast crowds when they saw on the screen boards the wreath had finally made it. City fathers, their own hats askew in the press, tried to shout, unheard, their speech of welcome.

Up on the balcony, Xenu and Chi beheld the scene.

"Well," said Xenu bitterly, "he seems to have lost none of his popularity."

Chi said, "Huh!" And it was eloquent.

They glared at the sky and concourse as the Announcer's voice continued to roll over the PA system, to the city, to the planet, to seventy-five other inhabited worlds on carrier wave hyperspeed sound and picture.

"And still they come, the Loyal Officers of the People! Tomorrow they will meet in the long awaited two thousand and fifty-fourth Congress in the Galactic Capitol. From every quarter ".CHAPTER THREE

Rawl let the entrance door swing shut behind him and gazed across the enormous hall.

Seventy-six great flags jutted out on poles high above, each one with the plaque of its planet in solid gold below it. The great arched windows spread a pattern of sun. Hundreds of Loyal Officers were at their seats already, talking tensely to one another. Many caught a glimpse of Rawl and shouted their greetings.

At the near end of the room a choir stood in ranks upon a raised balcony and before them the Archbishop of Home Planet stood, his tall, mitred cap flashing with jewels.

Rawl's eyes went to the rostrum at the distant end of the hall. On the first tier were the Ministers of the Executive Branch. At the wide desk above it, in a sombre black robe, backed by the glittering seal of the Confederation, sat Xenu, Supreme Ruler.

For a brief instant over that expanse, their eyes clashed. Then Rawl began to walk down the aisle. The click-click of the magnet-heeled space boots he habitually wore was sharp and punctuating in the room despite the babble of sound.

Chi, on Xenu's left, was following Rawl's progress down the long aisle with ferret eyes and a palm that itched for contact with his hidden blaster.

The calm strength of Rawl seemed to spread outward. He was giving little heed to the greetings beyond a preoccupied nod. He had spent the night with committees and, as speaker of the Congress, he knew what he had to do.

His seat was in the front rank of chairs with empty space between it and the rostrum. Mish was there already, smiling eagerly.

Rawl stopped and swept his eyes across the hall and back at the rostrum. That Chi was a nasty breed. And Xenu looked sardonic, contemptuously amused.

Rawl sat down.

An officer in the row behind him put a friendly hand on his shoulder. "Are we going to take up this police state thing right away?"

Rawl said, "Might as well."

Mish nodded rapidly. "Head on collision."

The officer behind them said, "Good boy," and sat back expectantly.

A huge round gong rested in a frame beside Xenu. He picked up a brass hammer and gave the gong a hard blow. Its long, doleful sound rolled in waves across the hall, carrying audience silence with it..Xenu spoke. "Now that we seem to have gotten together somehow - if late - I, Xenu, duly elected Supreme Ruler by the Loyal Officers of the Galactic Confederation, do declare the two thousand and fifty-fourth Congress to be in session."

The choir lifted their voices into a hymn.

The hundreds of Loyal Officers rose to their feet, caps off and stood facing the front of the room.

The Archbishop stood, tall and solemn, bathed in the sound of the choir behind him. As the hymn finished, the Archbishop raised his palms upward. His droning, sonorous voice spread through the hall:

"All blessings to Almighty God and the Galactic Confederation, upon its 21 stars, upon its 76 green planets, upon its trillions of population and upon the Loyal Officers, loyal to the people, to the Confederation and to God and upon this Congress. May peace and prosperity continue as it has for ages past."

The Loyal Officers resumed their seats.

A crier stepped forward from the end of the rostrum. "The Congress is now open for its first deliberations!"

Rawl stood. He looked around him calmly, at the Loyal Officers, the rostrum.

"This Congress," said Rawl, "meets in the shadow of possible planetary revolt." The last particle of noise vanished from the hall. Every eye gave him full, strained attention.

"Head on collision," Mish had said. Well here it was.

"In the ten years since the last Congress, certain orders have been issued by the Executive Branch which were not ratified by the 2053rd Congress."

Xenu went rigid. He had not thought they would dare. "While we do not wish to be critical," said Rawl, "and imagine there are reasons for these orders - no matter how much mistaken - it has been decided by the Congressional Committees that our first order of business should be to survey these changes, put them to a vote, and ratify them or not so that their legality or illegality is clearly established."

A rapid, electric buzz of approval spread through the hall.

Xenu braced himself, corrected his expression to one of political suavity. "What changes?" said Xenu.

Mish instantly produced an ornate folder and passed it to Rawl who took it without glancing at it.

"Over the past two hundred years or so," said Rawl, "certain political ideas and innovations have been put forward from time to time. And each time they have been defeated. But now, beginning eight years ago, we find they have become executive orders!".Xenu continued to keep a grip on himself. He was very sure of his own ground.

Rawl glanced at the folder he held. "These ideas are: personal income tax, credit records, fingerprinting all citizens, identity cards, passports."

An angry mutter swept through the hall.

Rawl dropped the folder. He lifted his head. "For thousands of years we have done without these things and done well. Yet today, by executive order, we find them instituted and enforced on every planet of the Galactic Confederation.

Chi bent and whispered urgently into Xenu's ear.

Suavely Xenu smiled. "These are lawless times. It is the executive responsibility to keep the realm peaceful, prosperous and calm." He tented his fingers and assumed an attitude of stating a fact that everybody knew and only an idiot would disagree with. "By making it possible to identify every citizen swiftly we can catch criminals at once!"

In the back of the hall a grey-haired officer leaped to his feet. "If this identity system is so successful, then why is it that during the last eight years, crime throughout this Galaxy has multiplied five times?"

Rawl raised his hand in a signal.

The doors at the rear of the hall crashed open and six page-boys, each one pushing a wheeled table, raced in and rushed to the front of the room.

The tables, each one piled high with documents and reports were rapidly positioned before Rawl.

Rawl swept his hand indicating the tables.

"The Congressional Committees have not been idle," said Rawl. "Here, Your Excellency, are the crime records of all seventy-six planets for the past ten years. Here also are the complaints and petitions of those planets. Here, as well, are the financial records and appalling rate of inflation of the Galaxy."

He let the hall calm down a bit. He looked mild and persuasive. "Personal income

tax and credit records carry with them a total invasion of privacy. Identity cards and passports put every citizen at the mercy of personal enemies as well as the state."

He picked up some of the petitions, long rolls with tens of thousands of names and, after glancing at them, sought to pass them via a page to Xenu. Xenu flattened his hands against them. He wanted no petitions.

Rawl continued, even more mild and more persuasive. "Such measures are the mechanisms that make slaves of a people, that sap their initiative and fill them with fear."

His gaze at Xenu leveled. His voice became very firm. "These are the mechanisms of tyranny and oppression and no right-minded citizen would ever permit them..They are the tools of the sly slave-master and every one of these measures is a stench in the nostrils of free men."

An abrupt rolling shout of approval burst from the hall.

He stood very straight. "The executive branch is regarding populations as domestic cattle, to be milked for taxes and the payment of loans. You are ear-marking and branding them with enforced identity cards. You are even teaching them in schools that they are animals. You do NOT own them. They are NOT your herd, They are free human beings, not economic slaves or government property. And any government that violates this fact cannot end in anything but destruction of both itself and the people. This is NOT opinion! This is history!"

Cheers and applause rolled through the Congress.

Savagely Xenu cut into it. "These measures were vital! He struck the gong hard for order. "Here, I will call a witness!" He gestured behind him, and to the crier.

The crier stood. "Master Lord Lieutenant Zel,chief of the secret police of Earth, appearing as witness for the Ministry of Police."

The curtains parted and Zel came forth. He was dressed in a grey-green uniform, glittering with braid. He came to Xenu's right and stood there, black eyes shifting, his weasel face suspicious.

"The only way to handle crime," said Zel, "is to be able to lay your hands on any citizen at any time. Men are all basically criminal. Without identity cards, without the

most detailed dossiers...."

"For police blackmail," came a shout from the hall.

"...the most detailed dossiers," continued Zel, "without passports to cut down criminal travel, police work would be utterly impossible."

"You're causing the revolt!" someone shouted.

Zel struggled on. "You cannot handle a crime wave unless you consider every citizen a potential criminal. And you have to have fingerprints of everyone to identify missing persons and bodies...." Laughter from the hall drowned out what he was saying.

He had not been prepared for this much opposition.

He looked sideways at Xenu, looked at the Congress and then, backward step by backward step, he got to the curtains and vanished.

Xenu was hard eyed. He clamorously struck the gong. He gestured urgently toward the curtains and the crier.

The crier caught his cue. "Master Lord Chu, Executive President of the Galactic Interplanetary Bank, presenting testimony for the Treasury.".The curtains slipped apart and a fat, pudgy man, very much like a pig, slid forward.

His civilian clothes were quite plain but he wore four diamonds in his tie and a huge diamond on each hand.

He was very nervous and was twisting the rings on his fingers. "I am very honored for the privilege to address the Congress of Loyal Officers. Doubtless," he repressed a giggle, "this slight misunderstanding can be cleared up. You see," and he didn't succeed in repressing the giggle this time, "You see, the Confederation is not solvent. It has," he paused and looked very pleased, "very bad debts. Er...."

A Loyal Officer leaped to his feet in the hall. "It was completely solvent at the time of the last Congress!"

Chu nodded energetically. "Well, yes, perhaps it was solvent then. But only on the surface. The bills for the Grey Invasion were not all counted up. And the Treasury was very empty. And so I...I mean the Treasury proposed a personal income tax. Oh, yes, it very much eased things."

Rawl looked at him, calm, assured. "These petitions show that personal income tax has caused wild inflation on every planet and has brought about economic stress. The government takes the money of individuals and companies before it can be invested or enter commerce. Wages and prices have had to be doubled, tripled, quadrupled to compensate for this loss of income. Inflation and increased public debt has followed."

With a flurry of ring twists and a wriggle, Chu said, "All the very best economists recommended it,I am sure. But this is a state matter. I am more concerned with any effort to abolish personal credit files and ratings. You see, a bank "

Back in the hall, a Loyal Officer was on his feet. "As Chairman of the Loyal Officer's Economic Committee, I wish to remind you that banks were perfectly capable of handling their loans and affairs and prospered well before this enforced individual credit file system was instituted. Your business is with your customers and depends on your judgment, not upon some spider web espionage system that pries into the lives of every citizen's finances."

"Well," said Chu, "well, yes, I dare say you have a point....I...er...hasten to assure you that banks are not an official part of the government and..er...possibly have no right invading privacy." But he had his own point to make and he firmed up and shot it at them. "But when the government needs money, it always has to come to the bank!" And with this petty triumph he dived back through the curtains.

Xenu furiously banged on the gong to still the laughter.

"I suggest," said Xenu, "this Congress get about its proper business. The executive orders have been passed, they are in effect. They were undertaken under the authority of the emergency powers granted to the Executive in its last session. More police, better means of identification and more tax money are vital to suppress this growing revolt, these crime waves. This unruly , population must be gotten under CONTROL!" He smashed his clenched fist down on the desk. He recovered himself a bit. He was sure of his ground. He knew he was right, for one of his virtues was that he always knew he was right no matter what he did.."They are legal orders. Personal income tax was necessary to replenish the

Treasury. Identity cards and passports were vital to check crime. They exist as orders, they are legal and in force. Under the emergency powers...."

Rawl smiled tolerantly. "Not so hurried, Your Excellency. The law of the Galaxy is formed by this Congress. The situation is very plain. This evidence spread before me says very eloquently that inflation and crime have followed those orders."

He turned his back on the rostrum and addressed the hall. "The flaw in all those enormous personal files being gathered is that they are obtained by newly active secret police. The credit and identity files of individuals are stuffed with false reports, lies that are never questioned. When the file of an individual has been so corrupted, he can no longer obtain work. He is ruined. A person with a false file has no choice but to turn outlaw and criminal. As you well know, the criminal ranks, hideouts and lairs are swelling out of control and directly as a result of these measures. The criminal does not have to show an identity card to the person he robs or kills. Only decent citizens are being regulated.

And as to inflation, other wiser methods and economies can be found to handle it."

A mutter of agreement and applause came from the hall.

"The way to handle a possible revolt," he continued, "is NOT more oppression, more police. Revolts start with oppression and because of repression. The government frantically adds more repression and gets more revolt. And so it goes on until either the state or the people die. History has shown that the way to handle threatened revolt is to remove utterly, fully and completely all possible reasons for revolt at once. Laws of government that do not stem from the desires and wishes of the people cannot be enforced and must not exist."

Rawl took a long breath. It was now or never. "I therefore move that the emergency powers of the executive be cancelled and all executive orders be declared null and void."

The shock wave of ayes and cheers hit Xenu like a blow. And as the bedlam continued he sank from bitterness into suppressed rage.

The crowd had been standing for hours on the outside steps of the Congress hall, waiting, waiting.

Suddenly the big PA horns blared. "The motion has passed!"

For an instant the crowd was still. Then they exploded into a deafening roar of cheers. Some leaped in the air, others danced. An old lady just continued to stare at the PA horns and then sank down against the wall and began to cry tears of relief for it meant her two grandsons, imprisoned for not paying accurate tax, would be freed. The waves of cheering and dancing feet churned about her.

The factory cafeteria, where workers had been eating their evening meal,was suddenly struck to silence by the PA.

The lunchroom exploded into a frenzy of cheering. Plates, food and all, sailed into the air..They jumped on tables and began to dance and shout.

A foreman raced up the curving stairs to the time keeper room and jabbed frantically at "whistle", "siren" and "fire alarm" buttons and out of the top of the factory, joined promptly by other towers in the industrial zone, came a shattering blast of joyous sound.

A priest as wide as he was tall raced into the bell loft of the great cathedral and began to yank on every bell rope he could reach.

The street had been impassably jammed with cars and people, waiting, waiting, all eyes riveted upon the huge view screens and PA horns.

The blared "Motion has been passed" was like hitting a button for total commotion. The people screamed with delight. Every driver hit his car horn.

Whatever else the PA might have said was totally inaudible in the din.

Three young men immediately reached into the back seat of their bus and ripped a blanket off a concealed, mounted automatic blast weapon and stripped the charge bolts out of it. Grinning at one another they dumped the weapon into a street garbage can, abandoning it. They stood and added their voices to the din.

The newscaster in the Home Planet Interplanetary Broadcast Corporation tower held the first slip in his excitedly shaking hands and screamed at the operator, "Connect it up! Connect it up!"

The technician was urgently unsnarling cables that re-snarled in his haste and jamming plugs into the connector for each planet. He got the board green lighted

and snapped a mike cable into the master after two misses.

The newscaster gripped the cubicle mike, started to talk, realized his signal was not green, hit the mike, got it green and yelled, "Alert,alert! All planetary newsrooms. Official, official! Galaxy wide. The 2054th Congress of Loyal Officers just cancelled the executive orders of personal income tax, identity cards and passports. Details to you as fast as they come in here!"

A door opened behind him. The distant shouts, horns, sirens of the city were heard for an instant.

The newscaster whirled. One of his reporters had just come in.

A huge fan of celebration fireworks exploded over the city and flashed through the control tower windows.

The newscaster stripped the paper from the reporter's hand. "Quick! Get Mol at the palace....we want details... color...background...interviews..." The reporter dived at a communication panel. "The palace the palace Mol. Get me Mol.".CHAPTER FOUR

Lady Min was close to being smashed up flat in the palace hallway.

Half a hundred newsmen and cameramen clamored before her, pounding her with questions.

Beside her, Ap, her press agent, a flashily dressed young man, tried without much success to keep her from being knocked off her feet.

"Lady Min," shouted a reporter, "as the Supreme Ruler's mistress, would you say Xenu was pleased?"

Ap tried to field the question. "Lady Min is the greatest actress in the Galaxy. She does not meddle in politics. Gentlemen, would you please...."

Another newsman shouted, "Is it true Rawl accused Xenu of trying to stir the planets to revolt?"

And another, "Lady Min, would you say the women will be pleased..."

And yet another, "Did Xenu say he was planning a vacation on the summer satellite?"

Lady Min had edged backward and backward, trying to keep herself all in one piece. Her red evening gown was pulled askew on one shoulder. Her red,

sparklestudded shoes had been stepped on. The jeweled flower in her hair had been pulled back of one ear.

The din was hard on her ears. "Ap," she shouted, "stars and spotlights, handle them!"

Ap groaned. "In ten years I never had to handle a wild animal act." Suddenly he saw that she had her back to an executive office door and her hand was already turning the latch to open it behind her. "Where are you going?"

Lady Min slid through the door and before any pressure could be put on it, banged it shut. Ap promptly stepped in front of it and held up one hand while he fished in his big-checked jacket for a sheaf of releases. A fanfare of hands began to grab at them.

Lady Min sagged back against the door. From the other side still came the mutter of the commotion in the hall. She was limp.

What had she gotten herself into? The commands of the Supreme Ruler in the past few years had become absolute. Three weeks ago he had simply sent an order to the theater that she was appointed his mistress. And why? He hated women, apparently couldn't stand to touch one. Had she said "No" there was no telling what would happen to her. The government lately had a way of ruining anyone who said "No." So, even though Ap beat his brains trying to find a way around it, here she was..She looked about her. This was one of Xenu's executive offices. It was splendidly ornate in red velvet and gold. It had a bar, a black table in the room center with some sort of a computer panel in its top and a couch that faced the windows, its back to the room. It was the couch that caught her weary eye and she moved toward it.

One of her glittering red leather shoes came off, its strap broken in the "interviews" but she let it lie and limped on across the room. Exhausted she dropped down on the couch. The back blocked her view of the room, the wide windows gazed out on the evening

city. She started to light a cigarette and then let it fall back in the tray. She put a finger under the gold band at her throat and loosened it. Her eyes lingered on a

bracelet that bore the enameled picture of the Supreme Ruler and then tore it off her wrist and dropped it on the floor. She stared at the ceiling and let out a long sigh.

What had she gotten herself into? In her many years on the stage, beginning when she was five, she had been in some commotions, some remarkable ones, but seldom anything even approaching this. The play had closed, mainly because she had had to leave the cast but partly because of public disturbance. The broadcast series she was going to do had been suspended due to her being ordered to the palace. And Xenu had, in the underworld if not amongst the population, a very unsavory reputation, vague, whispered about, never specified. What crazy bent had caused him to suddenly order someone to become his mistress? Ah, well, tomorrow would tell. Evening was gradually turning into night. She turned on her side and stared out at the stars, dimmed by the celebrations and lights of the city, far from guessing that there lay her immediate destiny.

The latch of the door to Xenu's quarters rattled and the door swung open. Much in the way one would shoo a chicken, Xenu pushed Chu before him.

Xenu shoved the door shut with his cane and snapped on the lights by jabbing it at the switch. He looked at the bar, the table, the hall door. The back of the couch was toward him. Satisfied, he limped to the table and lowered himself into the chair before the computer.

Chu was in an uproar. He was twisting so hard at his rings that he appeared to be taking his fingers off.

"It's ruin!" said Chu. "It's ruin, I tell you. Ruin. Without personal credit files or identity papers, we will never be able to locate debtors and persuade them into paying."

Xenu showed no slightest sympathy. "Crush them into paying, blackmail them into paying, you mean."

Chu agitatedly gestured at a chair for permission to sit and then wriggled into it.

"You promised...."

"I promise nothing," said Xenu sharply. Then he relaxed. "I brought you here, my piggy.little friend, to give orders, not to make promises.".With a sly lift of his eyebrows, Chu said, "Remember it was my ideas and

suggestions that got all the money into the Treasury."

"Yes, and now it will have to be paid back. And exactly how we make up the little commissions that were spread around amongst us is a problem. And don't forget that it was your idea because it was a bad one."

Chu began to sweat a bit in alarm. One could never tell about Xenu.

But Xenu was not there to engage in idle conversation. "We have business to do. The Congress has put over me and the whole executive branch a guard committee on finance. Without their authorization the government cannot spend a single credit. This was their method of paralyzing any secret action I might take. They could not remove me as every action I took was completely legal under the emergency powers. But there is an election next year."

Chu flinched.

"Precisely. We will all be retired to the scrapheap. And don't think that because you are a banker you will be overlooked. It is not beyond possibility that under a new Supreme Ruler, they will look into some of your loans and connections. They might even discover how you use billions of public funds to improve the surroundings of your private holdings. They might even find how much public money you had us spend to completely rehabilitate asteroids so that, you could put resort hotels on them and pocket...."

"No, no," said Chu nervously. "You don't have to push me into despair with it. My doctor...."

"Good," said Xenu. "Then we understand one another."

He promptly began to punch buttons on the table computer and view screen. It flared green and the green light, shining upward, glowed on their faces.

Xenu muttered as he pushed buttons. "About two billion for renegades.... another four billion to secretly rehire the secret police "

Apprehension began to mount in Chu as he watched the dancing figures.

"The minimum amount, " said Xenu, looking at Chu, "is one trillion Galactic credits."

Shock made Chu twist a ring so deeply it cut him.

"In private funds, " said Xenu. "Untraceable."

Chu did not speak. He was incapable of it for the moment.

With a long, expert finger, Xenu began to punch buttons again and the figures again started to race across the computer, increasing the amount.

"No, " said Chu . "No, no, no . " He gathered his wits and gradually took on a sly, calculating attitude. "And my credit systems?"."You'll get them back, " said Xenu.

"And the use of public treasury to improve my private holdings?"

"Of course," said Xenu.

With well being slowly seeping through him, Chu said, "A trillion Galactic credits. Untraceable funds and accounts." He got up and minced to the door. He looked back at Xenu and, humming to himself, opened the door.

Chi came through it. A very gloomy, listless Chi. He closed the door after Chu and wandered over to the middle of the room.

Xenu pried himself erect with his cane and limped to the bar. He was smiling, more cheerful than he had been for days. He took down a bottle and began to prepare drinks.

Chi gloomily followed him to the bar. He let out a deep sigh, "We are crashed."

Xenu uttered a short vicious laugh and continued to pour drinks. "Not so, my friend. The game has not ended. It has only now begun!"

The handkerchief Chi was using to mop his face halted at the side of his jutting jaw. He was not quite bright enough to take this in. He looked stunned.

"But it's only a matter of time until they depose you. Certainly within the year! And my files. They've ordered me to destroy my files and erase my computers!"

Xenu pushed a drink toward him and spoke casually. "There are other files you can destroy and plenty of useless computers you can erase. Chi, did it ever occur to you that you now have a file on every criminal, renegade and psychopath in this entire galaxy?" He sipped his drink lovingly. "And have you ever thought at one time or another what a splendid secret force they would make?"

Uncertainly Chi took hold of the drink. The concept finally got through to him, he raised his eyebrows and started to lift the glass in a toast but a horrible thought occurred to him.

"But this will take money. And all finances are cut off. Have you ever asked a renegade how much he...."

"Indeed I have," said Xenu. "But no target. We will have more than adequate funds, private, secret."

The illustrious Minister of Police stirred it around in his mind and then began to get the idea.

Xenu put down his glass, all business. "And so we reoccupy the bases destroyed and abandoned after the Grey Invasion. We recruit every renegade we can lay our hands on, we train and equip and on one certain day a few months hence we will...".Chi hastily got out a pad and pencil and eagerly started to write these orders down.

Xenu knocked the pad up. He began to move back to the black table leaving his drink behind him.

"No, no notes. This is totally secret. You will even have to develop your own codes and transmissions. You can trust only those on whom you have definite blackmail."

He sat down in his chair. "This will take very careful planning. A simultaneous strike coordinated on all planets..."

Under Xenu's finger the green computer face lighted up. "There will be no Loyal Officers left to object. And especially no Galactic Commander Rawl, especially no Rawl." This pleased him and he stabbed the buttons viciously. "They wanted a revolt! We'll give them a revolt. Did you know, Chi, that all revolts start from the top. It's an historical fact...."

Chi grabbed his arm. Xenu looked up in some annoyance and then followed the line of Chi's glare.

On the floor midway between the couch and the sofa lay a glittering red shoe.

Chi's hand darted to the hidden blaster under his coat.

Xenu restrained him and silently began to rise from his chair. He walked cat-footedly over to the back of the couch.

He looked down on Lady Min. Her eyes were closed as though asleep, but her breast was heaving a bit rapidly.

He reached down and suddenly grabbed her hair. With a savage wrench he

yanked her to her feet.

She backed up toward the window. "I've been asleep!"

He curled his lip. "And by that you confess you heard every word!"

She got her hair loose and tried to run. She stumbled and crumpled into a heap.

Xenu leaped after her. He yanked her to her feet.

"And I suppose your first thought is to contact Rawl! You corrupted bitch! You filthy

whore!"

He shook her violently. "This is what I get for taking you in." His voice rose to a

scream. "You were supposed to bring me popularity!"

Terror was giving away to anger in Lady Min. She gave him a level look,

"Popularity is earned, not bought!"

The cane came up and struck her.

She went sprawling into the corner back of the hallway door, knocked out.

The blaster was in Chi's hand, he made a gesture to Xenu to get him out of his line

of fire. "Please move a bit your excellency so I can get a clear shot.".Xenu took his eyes off the crumpled figure. Slowly, he was gathering his wits,

taking a competent estimate of the situation. "No. Mo, we don't want another

scandal. The pigs of this galaxy have been fed enough."

He hobbled over to the table motioning to Chi to put away his gun. "Call Doctor

Stug."

"Robotize her," said Chi.

Xenu nodded several times. "Depersonalize her with neurosurgery." The thought

pleased him. "Drag her to her room, put her under guard." He laughed. "She might

even be some fun.".CHAPTER FIVE

Lady Min's bedroom was a very ornate affair. It looked out across the sprawling

night-lit city. Mirrors that could be adjusted to different angles reached from ceiling

to floor all about the walls. One mirrored door led into the hallway, another into a

large bathroom. A huge boudoir table, ornate with gold frames stood beside the

bed. A full communications panel and screen glittered in the wall.

Lady Min lay sprawled upon the bed where they had thrown her.

She started to rise and winced. She felt gingerly at her head where the cane had struck her. Panic was rising in her but she steadied it down. This was no time to go to pieces. She had no illusions whatsoever about the trouble she was in or her possible fate. The rumors in the underworld about Xenu could not be without foundation.

Unsteadily she removed her ruined gown and walked over to the wash basin at the boudoir table. She took a wet towel and began to sponge the bruised area above her ear.

The sharp knock at the door was followed at once by a key grinding harshly in the lock.

Doctor Stug opened the door.

In the hall behind him a nurse, a wheeltable and a guard were waiting.

Stug closed the door and advanced into the room. He was a tall man dressed in black civilian clothes. His pointed beard and ribboned eye glasses gave him a veneer of professionalism. As Xenu's private psychiatrist he had had a great deal of practice in deception. His left hand was held behind his back.

"I just came to see if you were all right," said Doctor Stug.

Lady Min laid down the towel and looked alertly at him.

The tilted mirror beside the door clearly showed his back.

It disclosed as well the narcotic pistol he was hiding, a pistol good for a hundred shots anything-up to ten feet which guaranteed a day or more of unconsciousness.

"These petty lover's quarrels!" said Doctor Stug. "Tch. Tch. I have known Xenu for a long, long time and he may get angry but he quickly forgives, quickly forgives. I wouldn't doubt that it will be all made up by bed time."

He began to move forward slowly, easily.

"Why, you seem to have a bruise on your cheek. Well, well, we can do something about that at least."

Lady Min looked at him and then pointed to her cheek. She winced and began to walk toward him unsteadily. "It is a bit swollen, but really I feel very faint.".She came close to him presenting her cheek. "Can you see if anything is broken?"

She stumbled and her left hand flew up as to balance herself.

Instinctively Stug reached for her with his free hand.

Lady Min's right lashed around to his back.

She jerked the hidden gun outward so that it pointed at his side.

Her thumb depressed his finger on the trigger.

A tiny white puff hammered through the cloth of his coat.

Stug's eyes flew wide, dazed. His mouth opened and he slowly slumped forward.

His head hit the rug.

Lady Min knelt over him and disengaged the narcotic pistol. She fumbled with the slide and then got it cocked again.

Softly she said, "You're not so different from any stagedoor jackass, Doctor Stug."

She checked the slide, pulled his coat collar open and pressed the muzzle against his bare neck.

"Have a good day's sleep, brain surgeon." The muzzle jumped and a puff of white smoke eddied up from it.

She tossed an apprehensive look at the door. She knew there were guards there, not only the one who would come with Doctor Stug, but also door guards. Xenu would not neglect that.

She sped to her closet and yanked out a large flowing night robe. She threw it over Stug and quickly adjusted it to cover all of him and his shoes.

Moving fast, she went to the communications console. She knelt before it and hastily pushed buttons. It's screen blurred and flashed. Urgency and some panic was catching up with her.

A long way away in the city Ap was flopped over a bar in a honky-tonk, gripping a drink, listening languidly to a girl who sang soothingly in front of the band. A ragged buzz came from his pocket and with a bored sigh he took out a flat small communications unit with a tiny view screen. His calm vanished when he saw a disheveled Lady Min appear on it.

Her voice was sharp and tinny through the tiny receiver. "Ap! Where is Rawl?"

Ap blinked and got his mind into focus. "What a spectacular question. He left for

planet Earth about sunset. The congress is over, you..."

"You've got to contact him!".Ap's hand on the receiver began to shake. "We got banner headline trouble, I can

tell! He'll take days in flight. That's out. Look...."

"Ap. Get out to the spaceport fast and get my spaceyacht ready for instant take-off.

Quick, quick!"

The honky-tonk music increased in volume. "But Lady Min, they just changed your

pilot...."

There was a sharp click as the communications receiver went off.

Ap steadied himself against the bar. "Hot smoke, she rang off. Well here goes

tomorrow's headlines maybe." He let out a shivering sigh, "Future Zero!" He

jammed his communicator into his pocket. It seemed to him that the music was

actually a shriek. He collected himself, threw a one credit note on the bar and

tottered out toward the door.

In the bedroom Lady Min rose from the console. She stared at Stug on the floor and

quieted her rapid breathing.

She rushed to the bathroom and turned on its light. She opened a faucet until the

water roared.

She left the bathroom door a crack open and made sure lights could be seen from

the room.

Narcotic pistol in hand, she sped over beside the main entrance door, positioning

herself so that when it opened she would be behind it.

She was breathing rapidly and carefully steadied herself down. She pulled back

the slide on the narcotic gun and hefted it. She took a deep breath. Slowly she

unlatched the door and let it drift open a couple of inches.

She raised her chin and in a not too good imitation of Stug's voice called, "Nurse!"

With a clatter and a bang the door was shoved open from the outside by the

wheeled stretcher, pushed by the nurse and flanked by the guard. They saw the

covered body on the floor and pushed the stretcher on into the room.

The guard, dressed in the grey-green of the secret police, gripped his blast rifle at

ready and looked about.

The nurse's head was covered with a white scarf, her shirt was blue-striped and white-cuffed and she wore a voluminous white skirt. She looked at the body on the floor and then at the partly opened bathroom door, noted the running water and smirked. "Have some fun for yourself first, Doc?" she said.

With her palm Lady Min swung the hall door shut.

At the sound of the latch the nurse started to turn.

With one step forward Lady Min pressed the muzzle of the narcotic gun against her neck and fired..The secret police guard whirled and started to raise his blast rifle to firing position.

He opened his mouth to shout.

Lady Min worked the slide of the pistol and jammed the narcotic gun in the direction of his open mouth.

She pulled the trigger and a white puff of smoke eddied around his suddenly slack jaws as he crumpled.

She grabbed the blast rifle to keep it from clattering on the floor and eased it to the carpet.

She silently slid home the bolt on the bedroom door. She sagged against the wall, gasping with relief. "Stars and spot lights!" she breathed.

She realized she wasn't out of there yet, and it would only be a matter of minutes before the guards outside the door would begin to wonder what was going on.

She went to the peephole port in the door, uncovered it and looked at its lens.

There were two guards in the hall. One was standing indolently beside the door. The other was sitting in a chair across the hall, his blast rifle held between his knees while he fished in his pockets for a lighter, an unlit cigarette dangling from his lips. The rest of the hall was empty.

Lady Min closed the view port. She took the guard by the shoulders and with considerable effort dragged him into the bathroom. She went back and knelt besides the nurse. Laying the narcotic gun on the floor she urgently began to strip the nurse of her clothes, first the scarf then the skirt, then the shoes and finally the blouse. Dear God it was lucky the nurse was a trifle bigger than she was.

Working fast and frantically she shortly had the now naked nurse dumped in the bath tub, Stug - with exertion that was almost too much for her - laid out on the stretcher and the blast rifle under him. Dear God it was also lucky that he wasn't too big a man. She pulled the cover sheet over his form obscuring him utterly. She climbed into the nurse's clothes and then with two darting trips to look at the nurse's face she converted her own nose, mouth and hair line to a similarity.

She adjusted the nurse's scarf and looked at herself in the mirror. She inspected herself carefully and then nodded. She opened a drawer in the boudoir and grabbed a handful of rings and her wallet and stuffed them inside her shirt bosom.

She picked up the narcotic pistol and went into the bathroom. Working the slide rapidly she pumped an additional shot into the guard and another into the nurse.

She came back to the stretcher, picked a nightgown off the floor and threw it carelessly across the stretcher's foot.

She looked around the room, closed the bathroom door, locked it and sailed the key under the bed. Silently she unbolted the main entrance door..She took one final look around the room, drew a long breath to steady herself and then with one hand on the bottom rail of the wheelstretcher she swung the door open.

With a hard yank she sent the stretcher sailing out into the hall, stepped after it and slammed the door. The guards stiffened.

The one nearest it, looked at the closed door and then at Lady Min. "Where's the other two?"

Lady Min looked at him sneeringly. She had heard the nurse speak and hoped her voice now sounded like it. "The fun they had made a little mess . They're cleaning it up so old Xenu won't notice . Phagh, Doctors ! "

The guards leered and looked at the door.

Lady Min jabbed her finger authoritatively at one of the guards. "Call an ambulance to the south door." She glared authoritatively at the other one. "Give me a hand with this stretcher.".CHAPTER SIX

Standing beside the spaceyacht, his ears assailed with the whine of ships and

rattling clatter of the hangar, Ap was gradually losing seven years of his growth. The sweat ran damply down one side of his forehead and he dabbed it off with a gaudy handkerchief.

The spaceyacht designing was black with a white diagonal stripe and while it might have very nice appointments, it left a lot to be desired for long voyages. And just now it was only about an eighth full of fuel.

Ap stared out across the expanse of space port toward the administration tower. He didn't know what he was watching or waiting for and he expected the area to erupt with guards any instant.

The pilot was lounging under the stub wing of the craft, one foot indolently resting on the sloped landing ramp which extended from the side of the fuselage. He was a new pilot. He had Just been assigned. Some of his time in the last twenty-four hours had been spent in wondering what happened to the man he replaced, what he had done to throw him out of favor.

"You say she's only going to the Summer Palace satellite," said the pilot. "That's no great flight.

Why do you want to top up all the fuel tanks and air?"

Ap carefully put on his most persuasive manner. "Well it's safest to have full fuel tanks. Go ahead. Fill her."

"Why!"

"They may want to take a grand tour, sightseeing amongst the satellites. Look, you're just new here. When you serve at this stellar level of command chain, take it from Ap, be prepared for anything."

Doubtfully the pilot moved over to the head of the ship and waved a lazy hand at a passing fuel and air truck.

Ap went on staring toward the administration building.

Chi prowled along the palace hall. One had to keep one's eye on everything these days. You couldn't trust anybody to do anything. Also they didn't keep him informed the way they should. Only a few minutes ago he had heard that Lady Min had been taken away by ambulance, which was peculiar as there was a complete operating

room right here in the palace specially installed by Xenu for exactly such emergencies. He looked at the guard outside Lady Min's door. "Why are you still on guard here? Haven't they gone?"

The guard started and straightened up stiffly. It made one nervous just to see Chi much less to be talked to by him. "Yuh Yuh. They took her out. But the brainbanger and one of my guys are still in there - straightening up.".Chi didn't like it. He stood for a moment and then suspiciously slid the door open.

There was nobody in there. He instantly drew his gun and stepped sidewise through the door.

Cat-footed he approached the bathroom door, flipped the knob, found it locked. He stepped back and crashed the flat of his foot against the door just beside the knob.

It flew open.

The guard lay sprawled on the floor.

The nurse lay naked in the tub.

The guard stood jaw open looking in and then something like terror came into his eyes as he shifted them to Chi. He had a very good idea what would happen to him now.

Chi thrust the guard violently aside and rushed out into the hall shouting.

Ap heard the siren before he saw the ambulance and for a sweating instant was certain that it must be a police car.

The white vehicle shot across the field, dived into the hangar and, siren dying, spun about and pointed its nose toward the hangar door. With a squeal it backed to the ramp.

On the run the driver and attendant raced back to the rear ambulance doors and flung them open.

Ap was hastily trying to put the pieces of this together. He saw a nurse step out and if she hadn't moved her hand toward him briefly, only in a way Lady Min would do, he wouldn't have known who it was.

The driver and attendant rolled the stretcher toward the bottom of the ramp and would have rolled it straight on up into the ship had it not been for the pilot barring

the way.

The pilot frowned. "What the rockets is this?" He came on down the ramp to the bottom and reached for the cover at the top of the stretcher.

Lady Min chopped at his hand. "Why don't you call Xenu and find out?"

He frowned and again reached for the corner of the sheet.

This time Lady Min used the side edge of her hand on his wrist.

"I know all about little boys who can't keep their hands off unconscious girls. You pervert."

Ap had it now. He rushed forward. "Come on, come on. There's little time to lose.".And he gave the stretcher a perilous push up the ramp. If he hadn't jumped aside the pilot would have been knocked down. The driver and attendant pushed with a will and with a roar of wheels the stretcher flew on up the ramp and into the fuselage of the spaceyacht. Sullenly the pilot followed it.

Ap came to the spaceyacht door as the driver and attendant trotted back down the ramp. "Thank you fellows," Ap called after them. "Greatest drive in history pretty near. Xenu won't forget this!"

The ambulance men waved back to him, climbed into their vehicle and shot off.

The pilot pulled the ramp closed and walked doubtfully to the pilot seat.

His eyes wide with unanswered questions, Ap looked at Lady Min. She shook her head at him and pushed the stretcher down the aisle of the ship toward a cabin at the tail.

Languidly the pilot was obtaining his clearance from the tower. He checked over the instrument panel and began to start the motors.

"Take off!" yelled Ap. "Get this thing spaceborne!" The ship lurched and began to roll forward slowly.

Lady Min got the stretcher fully inside the rear cabin and began to lash it to cleats in the wall. Ap banged the cabin door shut and lifted the sheet at the head of the stretcher.

He gulped.

"Stug!" He stared at Lady Min. "Why him? This is Stug, Xenu's chief brainbanger."

"Can this rust can get to Earth?"

"Earth! That's days away. No."

They were pushed back heavily as the ship leaped into take-off.

Chi flung himself out of the car and raced up the steps of the control tower, glancing sideways at the sky as he went.

The open air defense platform at the top of the tower was manned by blue and white uniformed soldiers, idling about. They were planetary troops and not in total agreement with keeping a constant alert since nothing had happened for a decade since the Grey Invasion. It seemed a waste of time, Their officer sat, bored, on the parapet. The snouts of four heavy caliber anti-spacecraft guns pointed motionless at the zenith.

Chi burst upon the platform, looked around for the officer and rushed at him, pointing at the sky.

"I am Chi, Minister of Police. That ship, that one there. A bank has just been robbed and they are escaping on that ship. By police orders fire on it!" The officer looked through his viewer and then back at Chi. "But that's Lady Min's spaceyacht!"."I know, I know," screamed Chi. "She'll be furious. Start shooting. Start shooting before they get out of range!"

"Bank robbers?" The officer made up his mind and gestured at his sergeant, "Stop that ship!"

The four muzzles of the battery swept down into firing position, long streaks of red flame sped from them in a staccato roar.

Inside the ship Ap struggled forward up the aisle against the heavy acceleration. He tapped the pilot on the shoulder.

"If you'll just set a course..." He gaped as ribbons of flame shot by in front of the wind screen.

The pilot whipped his head around to the side window and looked back at the rapidly receding field. The red boom of gun fire flashed in his eyes. His face went grey.

Without a second thought, the pilot turned back to the control panel. His glance

centered on "Pilot Eject". His hand stabbed hysterically at it.

The pilot seat and the panel beside it tilted violently over.

The white smoke of the ejection explosion puffed around the pilot.

In a long graceful arch the pilot sailed out into the atmosphere and began to

tumble.

Ap screamed, "Come back here!"

The hurricane wind of the ship's passage was whipping into the cabin from the

open ejection port. He reached and hurriedly snapped the panel shut.

Down below he could see the pilot's parachute opening.

Flame shots raced by between the parachute and the ship.

Ap stared at the maze of controls, the keyboards of buttons on the flashing spinning

navigation console. He threw up his hands in despair.

More shots flashed by the windscreen.

Lady Min was trying to inch forward from the tail. Her headkerchief and glasses

were off and her hair was flying wildly.

Five flame shots zipped through the side of the ship directly in front of Lady Min.

She flinched.

"I can't fly this thing!" wailed Ap.

"Neither can I!" shouted Lady Min..He ripped open a drawer under the pilot's seat and scrambled in it. He brought out

a manual "Mark 38 Navigation Console!" He shakingly yanked at its pages one by

one.

A flame projectile went through the windscreen another hit the tail and the ship

began to shake.

Trying to get the diagram to match up with the buttons, Ap hit "Accelerate" He

huntingly hovered over other buttons.

He clenched his fist in indecision and despair.

"Future Zero!"

Abruptly he jabbed five buttons chosen at random all at once.

The ship abruptly changed course and vaulted skyward in a spinning spiral.

A final barrage of shots sped by under the ship converging on where it would have been.

Lady Min held on desperately in the aisle. Loose objects thudded and banged about the ship.

The passing hurricane velocity air made the small holes in the fuselage whistle and scream like maniacs.

Lady Min looked at the holes. She realized that when they hit space they would lose all their air.

She braced herself and pried open a locker. She brought out a roll of tape and dragged herself to the side of the ship. Stripping off chunks of the adhesive with her teeth she began to patch the holes.

The ship, steadied out, continued its vertical headlong course for who knows where..CHAPTER SEVEN

The ship rocked gently as its auto-pilot corrected against gravitic pulls. The aisle between the two couches was littered with empty food cans which clinked together as the ship moved. Crumpled wads of note paper littered the floor between the two couches.

Ap took one last look at the navigation manual and resumed staring at the ceiling, dropping the manual into the litter of the floor.

"Guy that wrote that navigation manual ought to get top billing as an idiot...."

Lady Min stirred on the opposite couch. She still wore the nurse's uniform but now it was rumpled and dirty. She took her eyes off the overhead and looked listlessly at Ap.

"No idea where we are?"

"Not being pulled into a flaming sun anyway - maybe."

"These weeks of this have been...." She was interrupted by a sudden tilt of the ship.

Ap sat up, startled. He stared through the window.

Covering a large portion of the sky beside the ship was a huge-black asteroid, its outline visible only because of the Milky Way beyond it; A patrol ship flashed by, close to.

The spaceyacht console speaker flashed red and from it came a loud official bass voice.

"Patrol A from Interceptor Base 62. Shut off your motors. You will be landed by remote control tractor beams. Anyone found armed on landing will be guilty of a felony. Do not jettison any cargo."

Lady Min sat up, ecstatic. "Interceptor Bases are commanded by Loyal Officers! We're saved! We can reach Rawl!"

The spaceyacht was slowly and inexorably pulled toward the satellite where large hangar doors were sliding open.

Two pilots in the hangar watched its approach. One of them took a closer look at it and then slid his blast pistol into its holster and buckled the flap, dismissing the situation. "Ah it's just some fool spaceyacht that lost its way."

The other dropped his chin on his speaker button inside his space helmet. "Dull, dull, dull. No excitement at all since the Congress. Crime doesn't pay anymore."

They turned and sauntered through the airlock door and shut it behind them.

The spaceyacht came to rest on the hangar floor. The big red lights which said "No air" began to flash. The hangar doors ground down and sealed themselves with a.grating clank.

The hangar warning light went green and flashed, "Safe atmosphere"; The landing ramp from the yacht fell into position with a crash.

A cleaning man and cleaning woman, old and not much surprised at anything, gathered their mops and buckets together and shuffled toward the ramp.

An officer in blue and white-fatigue uniform lounged up against the craft.

Lady Min and Ap, highly excited and urgent scrambled out of the ship and ran down the ramp. The Officer smiled tolerantly, thumbs hooked in his belt, cap on the back of his head. He negligently waved his hand to indicate the direction they should take and, leading off, escorted Ap and Lady Min into the now open airlock which led deeper into Asteroid Interceptor Base 62.

The cleaning couple watched them go and then shuffled up the ramp with their mops and bucket.

They paused at the port and gazed at the littered wreck.

"Well, well, looks like they had quite a party," said the old woman She chuckled to

herself.

The cleaning man walked through the litter, kicking at it and approached the cabin doors at the rear of the ship. He tried to open a door and found it locked.

He sighed, reached to the key ring in his belt, laboriously sorted out a master key and finally got it unlocked.

Just as he was about to touch the knob it was twisted from within.

The door was yanked inward.

Doctor Stug, disheveled, savage, his professional calm left far behind him, loomed in the doorway. He glared around. When he saw the cleaning man and woman were the only occupants he quickly readjusted his expression. "Ah, thank you my good man."

Stug's eyes lighted on the communications console in the pilot compartment and he hastened up the aisle.

"Where are we?" he said to the cleaning woman as he passed. "Is this an Interceptor Station?"

The old woman chuckled. These people who used yachts certainly were something to laugh about. "Interceptor Station 62, close as you'll ever get to it." Laughing to herself she got busy with her broom sweeping the litter together.

Doctor Stug tensely and expertly punched a series of buttons on the communication console and then slid into the chair before it. He adjusted the hypersound dial for distance and then triggered the two buttons which turned on a scrambler.

The screen lighted up, was jagged for a moment, its lines snapping and smashing into each other. It cleared and a picture of Chi came on..Chi glared at his own screen before him and then recognized who it was. He

snarled impatiently, "Stug! Where the crap have you been for a month?"

Stug pulled the mike toward him, looking deadly. "No time for tales. The lost ones are at Interceptor Space Station 62. Just arrived."

Shock spread over the face of Chi, "That's commanded by a Loyal Officer." He paused, his eyes darting about. Then he looked back at his own viewscreen and a

cunning look which he thought was persuasive came over his face. "Stug, we have always counted on you."

"You're counting on me now to the tune of a hundred thousand credits. Right?"

"Right."

"I suggest you send a hyperspace interceptor here at once," said Stug. "Manned with a couple of reliable men, of course. I don't like asteroids."

"All right," said Chi. He added ferociously, "They must not talk!"

Stug smiled. "They won't talk," he said smoothly and consolingly.

The white doves, imported to decorate the chambered gardens of the otherwise bleak asteroid and also to fall dead if air pollution rose dangerously, flitted about from perch to perch, the whir of their wings mingling with the artificial waterfall. It was a beautiful garden but in the opinion of Lady Min and Ap was no place to spend two days of idle waiting.

They sat on a seat beside a heavily grilled door, very strong in the black rock. True, they had been able to clean themselves up even though no changes of clothes had been offered them.

But two days of waiting, despite the urgent notes they had sent the Base Commander, was creating a mystery that depressed their spirits.

The door opened and a white-coated servant entered carrying a tray. He walked over to them and set his burden down.

Lady Min caught at his sleeve as he turned to leave. "Wait!"

"Listen," said Ap,"we've been waiting two days to see the Base Commander. He can't be that busy!"

The servant shrugged and went out closing and barring the door behind him.

"I guess you get that way on an asteroid base!" said Ap.

Lady Min stared at the barred door. "Ap, something must be wrong! I feel it.Why should a Loyal Officer keep us waiting?"

"I sent him messages that you were the greatest actress in the universe and had vital data." He looked defensive. "Maybe I'm flopping as a press agent! Probably.".They sank back hopelessly ignoring the luncheon tray.

Some hours later the bolts grated and the door opened. An officer uniformed in blue and white entered, followed closely by a uniformed guard who held his blast rifle at ready.

Coolly the officer said, "The Base Commander will see you now."

Ap looked at the guard, the blast rifle held at ready, its safety lock off. "Future Zero!" he whispered to himself.

The officer escorted them through the long tunnels and ramps which led up through the light gravity of the asteroid.

The Base Commander's office was spacious even for an asteroid base. Behind the desk was a large illuminated chart of the home planet system with small patrol craft on pins. The kidney-shaped desk was long but very narrow. The Base Commander was young, guileless, with the optimism of youth and a bit bored. He was uniformed in Loyal Officer khaki but his collar was open. A holstered blast pistol was belted about his waist, but his hands folded behind his head as he leaned back in his chair showed that he considered the whole thing rather dull, not even really amusing.

On his right sat Doctor Stug, smiling, smooth. Beside Doctor Stug and standing against the wall were two toughs in the green-grey and kepis of the secret police.

The corridor door burst in and Lady Min, Ap and their escort entered.

The scene was so different from anything she had been anticipating that Lady Min stopped in shock. Ap tried to back hurriedly out of the doorway but was shoved forward by the guard's rifle.

Doctor Stug smiled professionally and affably, "Ah, come in, come in my dear. Don't be frightened. These people won't hurt you." He turned to the Commander, "It's certainly a relief to know they can be taken back for the treatment they need, poor things."

The Base Commander nodded absently.

Lady Min advanced to the edge of the desk, "Don't listen to him." She jerked her head towards Stug. "I am the Lady Min. I must talk to you and quickly. Alone!"

The Base Commander gazed at her languidly.

"As I said, poor girl," said Stug. "She's always had these paranoid hallucinations.

Somebody after her. Messages of vast importance. I thought she had been cured

and, well, there you are." He began to rise.

"So we'll put them back in the institution. Very sorry to have..."

"Don't listen to him! I am the Lady Min!".With a bored smile the Base Commander reached down to a waste basket and

pulled out a newspaper. Spreading it on his desk he revealed a front page picture

of Lady Min. The caption said,"Lady Min gives charity ball. Yesterday Lady Min was

hostess to three thousand notables at a ball for Charity to Stray Children."

The photograph was a very touched up press photo showing Lady Min with a huge

head of hair and coronet.

The Base Commander's finger traced along the newspaper's date. "Then how is it

Lady Min was on the Capital Planet three days ago and you are here?" He tossed

the newspaper aside and reclined back in his chair. "She doesn't even look like

you."

Lady Min was getting furious with frustration.

"That's a wig, you idiot. And that's a fake paper."

Stug again started to rise. "Well, we'd better be going. She does bear some slight

resemblance. Trades on it too."

Both Stug and the Base Commander were on their feet. The Base Commander

leaned forward with his knuckles on the desk. "Well I suppose these things happen.

Glad to be of assistance...."

Lady Min put out her hand to stop him. "Wait, I'll prove to you that I'm a stage

actress. Look! What is that doing under your belt?"

Dear God, let this thing work. With her left hand she made a pass over his belt

buckle and then, gracefully, with her right hand appeared to pull a dove out from

behind the belt buckle on the Commander's stomach.

The dove began to fly away in a mad flutter of wings.

Her darting left hand flipped his holster open and then in a fraction of a second had

transferred his blast pistol to her left thigh,snapping her garter down on it and

flipping her voluminous skirt over it.

All eyes were on the dove which pounded the air, veered off from Stug and finally came to rest on a desklight.

Stug rapidly interrupted anything the Base Commander was about to say, "Yes, she always amused other patients with that trick." He gestured at the secret policeman who promptly took hold of Lady Min and Ap and pushed them toward the door.

"I'm certainly pleased with your cooperation, Commander." said Stug. "With your permission, we'll be taking off now for Home Planet." He shook the Base Commander's hand.

"Say, by the way," said the Base Commander, "I thought the Secret Central Police had been disbanded."."Oh, those," said Stug. "I think they're finding them other jobs as fast as they can.

Poor devils. Soon they'll be out of work, the economy being as it is. Well, good-bye and thank you."

"The Base Commander glanced at the dove and then back at Stug. "You sure have some interesting patients. Well, have a safe trip."

A few minutes later, in the hangar, the green sign "Safe Atmosphere" began to go on and off as the huge side ports exhausted and salvaged the hangar air. The red sign "No Air" flashed on. The hangar door began to grind open.

The Police spaceship interior was grey-green, like any prison. One secret policeman was at the controls while the other finished fastening the ramp lugs from inside.

Stug shoved Ap and Lady Min back down the aisle and slammed them into the two hard seats at the back of the ship. Partial bulkheads were on either side of the seat and it was ordinarily enclosed with a strong wire door.

Shoulder-height thick straps were fixed to the seat back. Stug, with no gentle hands, snapped the strap shut across Ap's chest and then turned to Lady Min. She was shorter than the usual prisoner and the wide belt barely enclosed her shoulders. Stug tightened it with abrupt ferocity.

"That will do until we get you troublemakers on an operating table," said Stug.

The ship surged forward with an ascending whine and zoomed out of the hangar into space.

Stug steadied himself and then reached for the cage door, stepping outside the enclosure.

Lady Min looked up to her right into an area hidden from view from the forward part of the ship. An expression of shocked horror and terror spread over her face.

She screamed.

"My God," shrieked Lady Min. "A time Bomb!"

The pilot sprang up from his controls and whirled to come back down the aisle. The other guard froze in paranoid horror. They very well knew their own service and they had no slightest doubt that it was often in the State interest that prisoners not arrive alive.

"A time bomb!" screamed Lady Min. "They never intended us to reach there alive! Let me out!"

Both guards were now rushing towards the back of the ship.

Stug had ceased to close the cage door, He threw it open, fumbling with the lock, and then thrust his head into the compartment looking up toward the hidden spot..Lady Min hitched the strap up to the level of her throat. Her hand darted to her skirt and yanked it up, All in one motion she threw the safety catch of the blast pistol and drew it from under her garter.

Green violent flame hammered at Stug's stomach pounding him back from the door with a massive blow.

He went down.

The nearest secret policeman skidded to a halt. He clawed at his holster.

Lady Min fired. The shot took him on the left shoulder and spun him toplike, his blast pistol flying up the aisle.

The second secret policeman reached frantically for the bulkhead gunrack and yanked down a blast rifle.

He brought it to his shoulder, aiming.

Lady Min fired.

Her shot slammed into the muzzle of the blast rifle. Fragments of the weapon disintegrated the guard's head and shoulders in a great gout of green flame.

Smoke drifted and eddied along the floor and through the cabin of the police craft.

The three bodies lay inert, pounded and charred out of recognition.

Lady Min stood up shakily.

Tendrils of smoke spiraled up toward the air circulators and purifiers.

Lady Min gradually wound down.

Ap, with a considerable struggle, got out of his strap and stood up, steadying himself against the partial partition. He coughed in the green fumes.

The ship's motors continued in an accelerating whine. Its nose bored relentlessly outward into the vast emptiness of outer space.

Ap sighed, "So now what do we do for navigation?".CHAPTER EIGHT

Rawl stood alone on the parade ground of Galactic Base Earth.

The brisk wind from the deep blue sea snapped and rustled in the flags. The parade ground was paved with white marble and surrounded by a gilded and ornate balustrade . In the far distance stood a volcano, the wind pushing its plume of smoke into a horizontal banner. Ner, the black mountain which contained the barracks, vast hangars and work shops, reared above the parade ground, its face honeycombed with hangar doors from which could spring a multitude of defense and attack ships as well as transports.

On the parade ground a band, brightly uniformed in blue and white, played a military air.

The wind rippled Rawl's khaki. He looked toward the two groups approaching him, a faint smile on his lips and a trifle of unfriendliness in his eyes.

The first group was composed of the high ranking officers who had headed the Earth Secret Police Organization. They were uniformed in grey-green with much gold braid.

Zell, head of the Earth Secret Police, advanced with outstretched hand.

"Well, it's farewell Earth for us," said Zell as he shook hands.

Rawl's eyes were watchful. "So you're leaving us to return to the Home Planet.

Departing today?"

"Within the hour." He looked around and sighed. "All in all we of the Secret Police have not been too unhappy here on Earth," he sighed. "And on arrival home we'll be disbanded."

"Fortunes of war," said Rawl.

The Secret Police Chief could not quite keep the viciousness out of his voice. "Yes, well, that Congress of yours finished us. But it's all for the best, of course. Our eight regiments will be getting spaceborne right now. So, fortunes of war, eh?"

One by one the Secret Police executives shook Rawl's hand. All in all, Rawl thought, they were a seedy lot for all their gold braid. They bore the mark of their profession, a bit craven, shifty-eyed, and debauched.

Rawl looked toward the second group. These were civilians, the heads of the Personal Tax Collector Units.

Their chief shook his hand. "The tax clerks and staff all bid you farewell Commander Rawl. No more personal tax, hah, hah."

Rawl took his limp sweaty hand and shook i t . "Are all your clerks and investigators leaving as well?"."Yes, we've pulled every one of them out of the two thousand cities of Earth. " He gestured toward the looming base . "It's back to Home Planet and unemployment for all of us. "

The five civilian chiefs after him one by one shook Rawl's hand and followed the Secret Police executives toward the entrances and ramps of the base.

But the tax chief could not resist a final jibe. He turned when some distance off. "Watch your privacy doesn't get invaded."

Rawl stood for some time watching them go, his eyes narrow, speculative. The band ceased playing, its drummer boys began to beat a march and it moved off.

Rawl walked over and leaned against the gilded balustrade, his eyes still on the cliff face.

The transports began to eject from the hangars one by one then two by two then four by four.

At length Rawl gestured toward a communicator "Bring me a communications cart!"

The cart rolled forward, equipped with compact panels and a view screen. The communicator was pushing buttons on it, bringing it to life as he wheeled it forward. Rawl picked up a cubicle mike.

"Get me Solar System Interceptor Combined Headquarters on Uranus. Commander Mish."

The communicator reached across the cart, pulled a lever and hit a red button.

While he waited Rawl gazed at the panorama of departing ships. Their sound was punctuated with small explosions as they ejected from the hangars, pulled up steeply and cracked the sound barrier. The more distant ones flashed pinpoints of light as they cracked the light barrier after leaving atmosphere. Rawl gave his attention to the cart. "Hello, Mish."

The view screen was a trifle sun-glared and the communicator adjusted its hood. Mish's face went clear. He was smiling. His collar was unbuttoned, his cap was off and he was drinking from a steaming cup. He was very glad to hear from Rawl.

"Hello, Rawl. How's the good planet Earth?"

"The Secret Police and income tax people," Rawl said into the mike. "They're leaving the planet. About one hundred and fifty thousand of them."

"Well, hip hurrah for them," said Mish sarcastically.

"I'll show you." He turned the mike toward the cliff face.

Mish stared intently at his own view screen, "That's sure a lot of transport."

"That's the point. They're taking every transport we've got. But why didn't some of them stay here? They're being disbanded. Earth's a good planet."."Ah"

Rawl looked at the cliff's face again and the long extended parade of ships. "They took it too tame, too cheerful in fact. Mish, I wish to smoke I had some reliable intelligence from Home Planet. It's too quiet. I'm getting nothing from there and haven't for a couple of months."

"You want me to run a patrol?"

"No, that would tell us nothing. What I want you to do is order every Solar System Station you have stock up on ammunition, fuel, food and spare parts. Got it?"

"Good. The day you can trust Xenu will never dawn." Rawl hung the mike on the communications cart.

The wind whipped at the flags. The long parade of departing ships made a line across the sky that was black and ominous.

Rawl didn't like it. Not one bit. He settled his cap against the tugging wind and continued to look at the sky..CHAPTER NINE

Through the windscreen of the Police interceptor ship Ap stared hopelessly at the onrushing planet.

A thunder and lightning storm was raging in the lower atmosphere. They were approaching it awfully fast.

"I can't figure out what planet it is. We're a long way from the solar system. Whatever star this planet belongs to, it's got atmosphere, maybe even oxygen. Maybe."

The atmospheric flaps of the police ship were down, bent and buckling. The tips of the flaps were glowing incandescent.

The tips began to burn and the flickering light of the flame sputtered through the cockpit punctuated by the flashing of lightning in the storm they were now entering.

Lady Min was crouched down in her seat, her head turned away from Ap. She was crying quietly to herself.

They were out of food, out of water and their air tanks indicator was flashing danger red.

"Nothing about the Secret Police was right including their mucked up ships. There's no eject"' He stabbed again at the red "Emergency Decelerate" button.

He rocked the manual controls again. They were limp. The auto pilot had evidently jammed in, engaged.

"Buckle yourself in tighter. On the bottom side of this lightning storm is a crash!" He looked sideways and saw that Lady Min was crumpled up in despair. He reached over and tightened her straps.

The piercing shriek of the air rushing by made his nerves feel as though they were tearing apart.

Belatedly deceleration cut in. The storm was all about them, the lightning cutting jagged blades of blue and yellow. A flame from their burning wing tips danced in reflection across the windscreen.

The air appeared to be solid water as they struck into the torrents under the clouds.

Ahead of them Ap could see an expanse of watersaturated jungle.

A huge tree was rushing up at them.

It struck in an explosion of leaves and limbs.

The striking ship made an enormous geyser of mud..He had no recollection of how he got out of the ship. A short time later he came to himself crouching beside a jungle path that was running torrents of water. Lady Min was on the ground where he had placed her. The drenching iciness of the rain brought him out of it. He had no idea whatsoever how he had gotten her out of the ship.

He bent over her, felt for her pulse and looked in growing panic at her bloodless lips and white face.

A searing flash of red flame was followed with a hammer blow of concussion as the police ship exploded some distance from them.

He looked dazedly about him. Jungle, jungle, jungle. Jungle and rain.

He stared at the torrent of water going by them and realized at length that it was a cart track, turned into a creek by the storm. Thunder rumbled. The distance he could see grew slightly greater as the torrent lessened. But still there was nothing but jungle, jungle, jungle.

He gently picked up Lady Min and started down the cart track, expecting at any instant to be pounced upon by wild beasts or snakes.

He walked along a river bank, his shoes collecting great globs of mud. He found another track, a broader one and trudged down it.

The thunder muttered in the far distance.

Soaked, exhausted and stumbling, he did not see the wall until he collided with it directly. He backed up and stared at it. Yes, it was a wall, green-grown and slimy but made out of rocks. It was very high, so high he could not see the top of it. It

reached from his left and from his right beyond any visibility.

Then he saw that the cart track had ended at a small square door, itself almost obscured with vines.

He staggered toward it and fumbled for its latch.

"Future Zero," he sighed and pushed the door inward.

It was a room of rough stone, littered with odds and ends of metal. There was a huge block of stone which served as a work bench or desk and sitting at it was a hulking man in a filthy undershirt. The man did not look up. Ap swept some pieces of metal out of his way and placed Lady Min gently in the corner. He shut the outside door.

The man still had not looked up but continued to work on the bent barrel of a blast rifle which lay in pieces on the table before him.

"Are you the guys that crashed out there a while ago?" He pushed the gun back in disgust, stretched and yawned.

Ap crossed over to the table. Might as well try. "What place is this? ,what planet?".The man finished his yawn and rubbed his arms before looking up. "This planet?

This is the crummiest, louseforgotten, steam-beamed, ball of mud..." He swept a lazy arm. "Welcome to Altec, pearl of the Southern Galaxy. Welcome to Stip, gun-running capital of the Confederation, haven of the..."

Suddenly, he got angry. Half-rising from his seat, .he shook a grimy, grease-smeared finger at Ap. "You know what happened? When that Congress ripped up them oppress orders, this place got to be a condemned, rip-blasted graveyard, that's what."

To Ap's relief, the other man's anger faded. The man sat back in his chair with a deep sigh, despair written on his face. "No crime means no guns. No explosives. We're broke, finished. Some of the best outlaws in the Galaxy quit us and went back to honest work." He shook his head sorrowfully.

Rallying, he banged a fist on the table, sending gun parts scattering and Ap's alarm level up to a high pitch. "Bird dung!" he snorted.

The man flung an angry glare at Ap and went back to fiddling with his gun. "Well,

what the blast do you care?"

Ap shuffled his feet uncomfortably. If only he were back home, safe. Man looked nasty. "Who's in charge here?"

"I am," he muttered, still working on his gun, "but in charge of what? Fourteen thousand broken-down crooks and ten busted-up ships."

He stabbed viciously at the gun, then swung his arm in a wide arc. "You see before you the great outlaw leader, Sna, Lord of Stip. But don't," he added, red eyes suspicious and tool jabbed toward Ap for emphasis, "ask for a job. We're so dead we stink."

Losing interest, Sna returned to his gun. "Get out of here. Go on into town." He waved the tool over his shoulder to indicate a back door. Boring, boring, boring. Nothing ever happened anymore, and who gives a damn anyway?

Giving up, Ap turned back to Lady Min. better check the town out. If there even is a town, maybe.

Kneeling down, Ap anxiously checked Lady Min's pulse. Its unsteady beat alarmed him, as did the dead white of her face. He looked back over his shoulder at Sna and almost asked where a doctor could be found, but decided against it. The man was ignoring him so pointedly, he probably wouldn't have answered anyway.

He eased Lady Min into his arms and stood up carefully. Picking his way across the smoky room, he reached the door and went through it, shutting it sharply behind him.

Outside, the rain had stopped but the main street of Stip before him was a narrow, curving river of mud. Ap grimaced in dismay, he'd had enough of mud. He looked around to get his bearings. The buildings were decayed, obviously having passed their prime a long, long time ago. Crooked signs poked out from dilapidated shops.

A couple of drunks were lying, lost in stuporous slumber, on a flat stone slab that.fronted a sleazy bar. Wolf-like and heavily fanged, a dog was walking up the street

toward Ap. It stopped to sniff a drunk, then moved on.

Ap shuddered. Friendly place, but where to now? .He studied the various signs and was thankful to see one that announced a "Dr. Ax" and next to it, a "Drug

Emporium"

Gently tightening his arms around Lady Min, he made for the Doctor's house.

The door was partially open, nearly falling off its hinges. Ap knocked and settled himself against the casing to wait. Inside, some bedsprings creaked. Shuffling footsteps approached, bringing a gaunt, grizzled man with them.

"Go 'way," grumbled Dr. Ax as he unsuccessfully tried to close the door. Pausing, he peered at his callers. "You got money?"

Ap nodded and fished in his pocket. The doctor peered more closely at Lady Min. Fine gal, could do with more flesh on her bones. Looks pale, though.... Catching sight of a bill in Ap's hands, Dr. Ax abandoned his trail of thought and seized the money. Ten Galactic credits! He jumped up and down, hardly able to contain his excitement.

"Dregomine," he proclaimed breathlessly, "is vitally necessary." He shoved the bill somewhere in his jacket and pushed past Ap, heading for the Drug Emporium.

"Take her to the Grand Hotel," he called back over his shoulder. "I'll be right there."

Ap glanced down the street to where it turned. Some hotel. Its sign had fallen off to lie in the debris beside some filthy steps. Wearily, Ap trudged toward it, at least it would be warmer inside. Hopefully.

The lobby had once been a fancy place. Now, it sagged sadly in advanced disarray. A man lounged on a divan, busying himself with a bottle, not looking over as Ap entered.

"You got a room?"

The man just stared at the ceiling. "Do I have a room?" He laughed derisively. "When those income tax laws were in effect, you couldn't get a room. Two hundred millionaires in this town to escape tax. Wine, women, money everywhere. Then they cancel the law. The millionaires all go back home. They don't need a tax haven anymore." He shook his head and took a gulp from the bottle.

Annoyed, Ap repeated his question. "Do you have a room?"

Eyes still on the ceiling, the man ,waved the bottle. "Take any you can find. Want to buy a hotel?"

Ap grunted and gazed around the lobby. Place sure was run-down, he observed, even the elevators were out of order. Casting a final glare at the hotel proprietor, he proceeded up the stairs..Picking a random door, Ap entered a room. Despite the smothering dust, it still clung to an air of cheaply imitated luxury. Twisted drapes flanked a window that looked out over cloudy skies, rooftops and stone battlements. An unmade bed leaned against a peeling wall.

Ap straightened out the covers, laid the still unconscious Lady Min down on the bed and began to loosen her soaked, ice-cold clothes.

Dr. Ax, having tracked Ap's muddy footprints, waltzed into the room and threw his tattered bag down on the bedside table.

Humming to himself, the doctor produced a package from somewhere on his person and ripped it open to reveal a syringe filled with a clear fluid. He rolled up his sleeve and plunged the needle into his arm.

Ap raised an eyebrow as the doctor pushed down the plunger and drew the needle out with a convulsive shudder.

Smiling brightly, the doctor tossed the syringe aside. "Now that the preliminaries are attended to, let's have a look at the little lady."

After a long examination of Lady Min, accompanied by much bandaging and tuneless whistling, Dr. Ax signalled for Ap to follow him out of the room.

In the hallway, Ap closed the door behind them, patiently watching the doctor set his bag to rights.

"She's got concussion, three broken ribs and a torn ligament in her arm and that will be another ten credits," the doctor announced, all in the same tone of voice.

Ap glanced back at the door and fished a bill out, jerking it back teasingly as the doctor tried to snatch it. "And how long will she be laid up?"

"Two or three months," Dr. Ap replied, attempting to grab the bill.

"And if you give her your very best medical attention....?"
"Two months."

"...And if you had a regular supply of your Dregomine?"

Leaping high, the doctor grabbed the note. "Six weeks!" holding it lovingly, he fairly

drooled over the bill. "Six weeks," he whispered again.

"If these hold out," he added, a shadow of doubt crossing his wizened face.

Ap pulled out another ten credit bill. "Five weeks," he said, holding on tightly as the

doctor tugged frantically at the bill. "Five weeks!" echoed Ax with a vigorous nod.

The note released, Dr. Ax scuttled off..Re-entering the room, Ap crossed over to the window and leaned on the sill.

Weeks! Five of 'em! And in the middle of nowhere. That man, Sna, was right. This is

a steam-beamed ball of....oh damn!.CHAPTER TEN

The music was awful. Broken for a long time, the juke box skipped and fumbled its

way through the musical phrases. No one listened anyway.

Early yet, the hotel's barroom-cum-nightclub had few occupants . Some bunged-up,

one-eyed, -armed or -legged outlaws lounged around. The bartender leaned

on his counter, chin propped in hand. A black-outfitted pilot sat alone in an alcove,

listlessly fingering a handful of darts . Staring blankly at the wall before him, the

pilot spun the occasional dart at it, bringing down flakes of plaster and insects.

Near the mezzanine stairs, a group sat playing dice . The bulk of the square chips

spilled over beside Ap.

The other players were having less luck, their own meager piles of chips proved it.

Greedily eyeing the pot, they tensely waited for Ap to throw.

Disinterestedly rattling three of the eight-sided dice, Ap had his mind elsewhere . A

worried frown marked his brow as he turned to the doctor. "Doc, you said five

weeks."

Dr. Ax shrugged. "You got a day left. "

His frown more pronounced, Ap threw the dice, reached out. and pulled in the pot.

"I think I had better go up and see if she's conscious yet."

The hotel proprietor half-rose in protest as Ap began to push his chair back. "Hey,

no! You can't quit a winner like that!"

Sna laughed."He's going to wind up the richest man in Stip!" He turned his leering

face to Ap. "Want to buy a gun-running base?"

Suddenly reaching out and grabbing Ap's sleeve, Dr. Ax's face was split in a wide

grin as he pointed to the mezzanine stairs.

Following the doctor's direction, Ap saw Lady Min there. Thin, face pale against her gauzy red dress, she steadied herself against the bannister as she carefully negotiated the steps downwards. A little triumphant over her accomplishment, she smiled shyly at Ap and the others.

Ap let out a long breath of relief. Starting to rise again, he stopped to look at his chips. To the doctor's shocked surprise, .Ap shoved them at him, then he upped and raced for the stairs.

Ecstatic, Ap reached Lady Min's side. He couldn't talk, was afraid to touch her. Not knowing what else to do, he whooped in delight and hugged the bannister.

The late afternoon crowds had drifted in. Brokendown outlaws smoked, drank and argued among themselves. The bartender was kept busy sloshing gut-rotting liquor into ever-emptying glasses. The dog Ap had seen weeks ago was there too, lying beside the door..Just off the dance floor, Ap was hammering out a tune that had been popular in pro-Congress

days on a beat-up electric piano.

Looking fully recovered and stunning in a golden gown, Lady Min was seated on the piano, mike in hand.

The song was one of longing to go places far away. Singing it with feeling, Lady Min directed frequent, meaningful glances across the room to where the pilot sat in his alcove.

But Pilot Tring ignored the song. Keeping his rapt attention on the roach-covered wall before him, he flipped a dart. Skewered right through the middle, a cockroach scrambled its feet helplessly, then expired as silently as it had lived. Smiling to himself, Tring settled back leisurely and raised a glass to his lips.

A burst of applause followed the song's conclusion. Lady Min gracefully slid off the piano and bowed to her audience. Keeping her demeanor professionally charming, she vented some of her pique in an aside to Ap. "I don't believe he's human!"

Ap, poker-faced, hardly moved his lips as he replied. "Human or not he's the only pilot here that has a spaceship that can get us to Earth. If it's still there."

Blowing a last kiss to the cheering men, Lady Min set down the mike and weaved her way through the overturned chairs to the end alcove.

Paying no attention whatsoever to the approaching vision, the pilot just flipped a dart as Lady Min perched provocatively on his table. She leaned over and spoke softly to him. "Changed your mind about the charter?"

Tring still didn't look up. "Politics I hate" he stated, flipping a dart.

"Galactic Confederation I hate." Flip.

He paused to consider a moving target on the wall. "Women I hate," he added, flinging the dart.

Nonchalantly, Lady Min pulled a joined string of glittering jewels from her bosom to dangle them in the pilot's face. "Jewels," she said soothingly, "are currency in any galaxy."

No response. She sighed in discouragement and put the jewels away. Getting to her feet, she began to move back to the piano, when the door across the room was burst violently open.

Sna entered, knocking the yelping dog flying. A strip of paper waving in his trembling hand. "Hey, hey listen!" he shouted. "We've been saved!"

The room went very still. Only the dog, barking in outrage, made any movement.

Overcome with jubilation, Sna barrelled forward to stand imposingly in the center of the dance floor. "I got a special secret message from the Minister of Police. We been recruited. Every able-bodied man on this base has been made a special agent. And every ship we got has been put into Confederation service!".The hush in the room ceased abruptly. Outlaws leapt to their feet and surged forward, calling to friends and foe alike, exchanging heated opinions and speculations.

A few people, however, were not pleased, one being Tring who stood up, wide-eyed, tense. Clenching his fists in anger and trepidation, he hissed furiously.

"That's just one ship- mine."

Meanwhile, Lady Min threw an agonized glance at Ap. Racking her brains, she signalled her hastily construed plans to him. He rolled his eyes. "Future zero!"

Turning, he moved to unobtrusively follow Sna as the man ploughed through the surging throng toward the pilot's alcove.

"There you are, Pilot Tring," Sna boomed, all bonhomie. "Just the man I wanted to see."

Tring stared at Sna, hands fiddling nervously with his holster flap. Rip-blasted phony; who'd he think he was. Not going to fork over my ship. No way! "You what?"

"Here's the message. Just came in." Sna brandished the paper under the pilot's nose." 'The whole blasted base, every outlaw recruited in the service of the Ministry of Police. High ranks, high pay! And every ship taken into service..."

The pilot convulsively clutched the table. "There's just one ship here - mine!"

Unnoticed by either man, Ap slipped behind the pilot as Tring's voice rose to a scream.

"I wouldn't work for the condemned blasted Confederation for anything!"

Unperturbed, for he had an overwhelming faith in his ability to get what he wanted, Sna laid a pacifying hand on Tring's arm. "Ah, now, now, now. Not for a thousand credits a week?"

Easing a pistol from under his jacket, Ap pressed it lightly into the pilot's back.Tring kept his eyes riveted on Sna who, unaware, continued his persuasions.

"This is your chance. This is all our chances. Why, man, they'll make you a general or something..."

By now, Ar, had picked up the pilot's jacket and was draping it over his arm and gun.

Sna shook the paper vigorously. "All charges forgotten, look. Look at the message!"

Still, Tring had made no move. Ap, having completed the masking of the gun, glanced up at the mezzanine where Lady Min stood. She nodded at him, a wad of coats over her arm and two grip cases in her hand.

Ap turned back to face Sna and spoke convincingly in the pilot's ear. "Pilot Tring, it sounds pretty unreasonable, I know, but look, Tring. This is your chance!".The pilot made no reply. Just slitted his eyes as the gun jabbed him slightly in the back.

"Tring," continued Ap, "as an old friend, please tell Sna you'll do him this favor."

Swallowing spasmodically, the pilot managed to choke out an "All right."

"In fact," Ap jabbed the gun again, "I'll help Pilot Tring get his ship ready. You'll need it for transport. Let's go!"

Beaming, overjoyed, Sna stepped back to let them pass.

Steering the pilot over to the exit, Ap began trembling with relief. Stage one of the escape plan done...maybe.

Fortunately, the spaceport was deserted.

Lady Min was standing anxiously in the boarding door of Tring's craft. The coats and cases lay in a heap beside her. She chewed a fingernail, dear God let them

come!

Hearing running footsteps, she looked down to see the pilot and Ap running across the landing field. She beckoned urgently to them as they raced up the stairs to the flight platform, and stepped back as the two men crowded through the door.

Tring hurried up the aisle and scrambled into the pilot's seat, hands reaching for the controls. Ap came to stand behind him, gun now held openly.

Through the windshield, the blue of the late afternoon sky was pierced by the occasional spire. The tangible silence was broken only by the whine of the ship's starting motors.

With a lurch, they took off, the acceleration pressing the ship's passengers down and back, forcing Ap to grab the co-pilot's seat in order to keep his gun trained on the pilot.

Suddenly, the pilot began to laugh. Loud, extravagant, the sound mingled with the rising shriek of engines.

Banking the ship again, Tring tried to still his laughter. Without looking back, he finally managed to speak. "You can put that gun away. You didn't even need it. You did me a huge favor getting me out of there. They would have killed me for my ship."

Startled, Lady Min and Ap stared at the pilot, roundeyed in amazement. Then they too burst into laughter.

Ap looked at his gun and put it away. Reaching over, he clapped the pilot on the back. Guy must be all right, take us to Earth, maybe.

CHAPTER ELEVEN.

Surrounded by huge trees, Xenu's secret base on Home Planet was dominated by a single domed building.

Low and ominous,military drums beat a deadly rhythm. Rank upon rank of grey-green uniformed secret police, fully armed, lined the parade ground in military formations. Over by the operations dome, an ill-dressed mob of renegades stood watching.

An inspections party walked through the ranks, headed by Xenu and Chi. With them were tough looking renegade guards, several high ranking officers of the secret police, Zel the ex-Chief of Secret Police Earth and Sty the chief psychiatrist.

Xenu curiously inspected the troops as he passed them by. He turned to the sweating Chi to bark a query. "Are you sure this base is still secret and secure?"

Chi mopped his brow with a soaked handkerchief. Fool idea, this inspection. Too hot for it. Damned question anyway, Xenu already knew his orders on security had been carried out to the letter. "We've shot anyone who comes close to it."

Xenu nodded. "Then we're almost ready."

"Indeed we are," Chi agreed, noting thankfully that Xenu was starting to head for the operations building.

Stopping before the band of renegades, Xenu banged his cane to catch the regard of one of the two slouching Chiefs of the Renegades. "And those men?"

The Renegade Chief smiled evilly, displaying a broken row of yellow teeth. "Those are my finest renegades, sir. The finest and best criminals in the Galaxy, fit for deviltry. And thousands more ready on every planet."

Again, Xenu nodded and moved on.

Halting abruptly, Xenu turned back to the Renegade Chief. "Get them in white coveralls. They look like something from a sewer."

Obeying Xenu's next signal to follow him, the Chief sauntered along behind the rest of the party. He scowled at Xenu's retreating back, scowled at his deputy chief beside him.

Steam-beamed maniac. Must have a loose screw in his finicky head - lily-white coveralls? Nuts!

Ignoring the outbreak of ragged cheering among the renegade mob, Xenu led the way up the stairs and through the arched doors of the operations building.

The actual operations office was located in the dome of the building. The sloped walls, painted with stars and planets, served as an operations map and were studded with abundant miniature spaceships and flags. Crouching below, a huge table was flanked on one side with three large rollers. On the other side, by a rack stacked high with papers..Xenu entered the room, banging the door wide as he came, and limped across to

the table. The two secret police clerks, standing rigidly to attention, were waved brusquely aside.

Putting his cane down, Xenu picked up a hooked stick and turned to face his officers. Slap-slapping the hook in his palm, he regarded his officers for a moment.

Blackguards, the lot of them, but they had their uses, oh yes they had their uses.

The men returned Xenu's regard, alert and expectant, though the animosity was mutual.

Finally, Xenu began his address. "This is your last and final briefing. Listen carefully."

He reached out with his stick and hooked it into the ring of the lowermost roller.

"This is a Phase One of the galactic-wide action." With a savage yank, he pulled out a chart from the roller that spread itself out, flat, on the table.

He rapped the stick on the first pile of papers on the rack. "And those are the detailed orders ready to issue.

"The objective of Phase One," Xenu continued, his voice losing all trace of its surface urbanity, "is the slaughter of every Loyal Officer in the Galaxy."

Grim and silent, his men nodded.

Reaching forward, Xenu engaged the second roller with his hooked stick. "Phase two: The destruction of the main galactic defense base on every planet."

Brutally, he yanked out the second chart so that it covered the first. He rapped the second stack of papers. "And the detailed orders."

With a nasty, irritating screech, the third chart was unfurled .Xenu struck the last stack of papers. "Phase Three: The removal of all minority and unwanted populations in the Galaxy to the planet Earth and their extermination."

A slow smile crossed his face. "I think you will find this solves all problems of overpopulation, crime and finance in the Galaxy as well as preventing our being deposed. Before Minister Chi issues the detailed orders, are there any comments?"

The momentary silence was broken by a sardonic Renegade Chief. "You're the paymaster," he sneered, running a hand through his hair.

Xenu glared the other down. And you - you're a prime bastard. Indicating for Chi to take over, Xenu retrieved his cane and stalked from the room, favoring his bad leg.

On the parade ground, the miscellaneous groups were breaking up .

Regiments of secret police and bands of renegades marched purposefully towards assigned destinations. Drums quickening in pace, the military ensemble also took their leave..Soon, only the litter remained to bear the wind and the scattered guards company.

Chi was standing on the roof, silhouetted against the stars.

His left hand held a radio transmitter. In his right, the dial of a stopwatch was illuminated by an electric lantern.

In his mind, he reviewed the injunctions that Xenu had given him concerning Phase One. Missed anything? Didn't seem that way, but still.... he glanced down at the stopwatch. With maddening slowness, the secondhand approached the appointed hour. Too late anyhow!

He clicked the stem of the timepiece and spoke into the radio. "Phase One!"

Paring his nails with a deeply notched knife, one of the Renegade Chiefs sat in his dark, unkempt office.

A speaker near his head crackled to life. "Phase One!"

The Chief lifted his chin to a nearby flunky.

The aide disentangled himself from his chair and began to shuffle out the room.

Vexed at the man's dawdling, the Chief threw his knife between the other's feet.

"Get going," he snapped.

The second Renegade Chief stood in the Intergalactic Control Center, outlined against the lighted curve of a communications panel. Beside him bristled a battery of microphones. Surrounding him was a tangle of wires.

The panel itself was a maze of jackplugs and the brightly lit names of the Galactic Confederation member stars: Sirius, Canopus, Alpha Centauri, Vega, Capella, Arcturus, Rigel, Procyon, Achernar, Beta Centauri, Altair, Betelgeuse, Acrux, Aldebaran, Pollux, Spica, Antares, Fomalhaut, Deneb, Regulus and Sol.

Whistling tonelessly, the renegade checked to ensure all stars were connected up to the mikes. They were. He flicked a switch and spoke. "All systems, all planets. Phase One!"

Car headlamps swung across the front of a suburban house, coming to rest aimed at the garage as the vehicle entered the driveway.

A Loyal Officer in his khaki coat and cap cut the engines and stepped out of the car.

Startled, he looked up as a spotlight suddenly stabbed at him from the dark.

Two blast guns fired.

Hit, the Officer slammed back against the car and crumpled to the ground.

Two men in white coveralls ran over to him. One stretched out a booted foot and lifted the Officer's shoulder to see if he was dead.

He was..A Loyal Officer trotted up the broad white stairs leading up to a governmental building.

Rifles blasted, taking his arm off at the shoulder.

Leaving a trail of red, he rolled slowly, inexorably, back down the steps.

Frowning over some despatch, a Loyal Officer never noticed as two white-coverall'ed men entered his office.

Raising their blast guns, they aimed and fired, pounding the Officer to the wall behind him, then down to the floor. His body charred, blackened, lifeless.

The two men turned and fled from the room.

A small scout craft landed. A Loyal Officer jumped down onto the spaceport pavement, removed his helmet. He looked up, alert, as a grenade-like object hurtled by to strike the ship's side.

A flash of fire erupted and leapt for the skies.

Shortly, the conflagration died down enough to reveal the dismembered craft, and beside it, a shriveled form.

In his darkened office, the first Renegade Chief was biting the end of a pencil. A stack of papers lay on the desk before him, the top list entitled: Loyal Officers Capella System.

The radio spoke. "Planet Chellis. Lieutenant Dahn."

The Chief hunted for and found the name. Crossing it out, he looked back up at the speaker.

"Captain Sten."

With a grandiose sweep of his hand, the Chief drew a long mark through the name, ripping the paper slightly. Fixed him ! Son of a space-hound had the gall to arrest me once.

The speaker crackled again....

Three Loyal Officers tore down a smoke-filled corridor, weapons held at the ready.

A heavy caliber blast gun blazed, swirling forth a ball of green flame to lace around the officers.

They fell forward, guns clattered to and skittering across the polished floor.

All was quiet in the barracks - until the whole damned place blew up in unmitigated finality.

A couple of secret police left the scene in a hurry, sprinting out the gate and under a placard that read: Loyal Officer Quarters, Betelgeuse System..Holding a rifle, a white-clad arm inched through a crack in the cautiously opening door.

Asleep in his bed, jacket and cap hanging on the post, a Loyal Officer muttered in his sleep.

The renegade froze, listening. Reassured, he sighted and jerked the trigger once,

twice.

Green smoke and flame engulfed the bed.

Hunched over the Phase One chart, face eerily lit from below, Chi gripped a large marking pen in his slippery fist.

A legion of speaker-units babbled in the background. Names of stars and Loyal Officers occasionally flashed up on console screens.

A uniformed orderly stood by Chi's chair, holding a sheaf of papers. "Planets of Altair," he reported, "Phase One, All Clear."

Chi nodded and drew a circle on the already much circled chart. Laying down his marking pen, he wiped his hands on his pant legs. Business could go on all night.

He glanced at a clock. Business was going on all night.

He sighed in resignation and ordered some coffee.

A person, half-visible in the shadows, approached the table and handed a slip of paper to the orderly. The orderly checked it over and read it aloud to Chi. "Marcab System. Phase One. All Clear."

Chi mopped at his hands again, picked the pen up and added another circle to the chart.

Five Loyal Officers strained against the rope- that bound them to a white picket fence. Reflected in their perspiration were the spotlights that illuminated the scene.

A renegade finished securing the last Officer and scuttled off into the clear.

Automatic blasters let loose, tearing asunder the Officers, fence and all.

Burning brightly, scores of votive candles lit the cathedral altar. There, head bowed in prayer, knelt a Loyal Officer. His eyes flew open in shock as a rifle burst hammered him down.

Dislodged in the furor, a candle rolled to the floor. A vagrant current of air snuffed the momentarily flaring wick, to send a thin spiral of smoke curling upwards to the gods.

"Major Tonlin," buzzed the speaker.

The Chief popped a benny and gulped it down before crossing the name from his list..It had been a long night. The Chief was tired, irritated.He added another butt to the

overflowing ashtray. At last that wrapped up the list for the Polaris System.

Daylight, filtering through from somewhere, encroached upon Chi's red-rimmed eyes.

The room was quiet now that the garrulous speaker-units were silenced.

The exhausted orderly, wearily gripping his enormously grown sheaf of papers, made a report: "Polaris System, Phase One, All Clear."

In a final, flourishing manner, Chi drew a large circle. Scratching his neck, he regarded his handiwork of circles on the chart. He grunted and turned to push a button on a console.

Xenu, sitting tense and rigid at his desk, staring off into nowhere, appeared on the screen.

Chi cleared his throat a couple of times and pressed the buzzer to draw Xenu's attention.

Finally, Xenu shook himself out of his reverie and fixed a steely eye on his screen.

"All going according to your plans, " said Chi with an inky thumbs-up sign.

"How many left?"

Chi waved his hand loftily. "Only a few on outlying Interceptor Bases. And only those in the planetary Galactic Bases themselves."

Xenu relaxed somewhat. "We'll get the Galactic Bases in Phase Two so that ' s no worry . Keep a news blackout going and put busy signals on all Loyal Officer networks. And keep working on those Interceptor Bases."

He switched off the circuit and rubbed his jaw, chuckling to himself.

Soon, soon. Victory was in sight. He chuckled again, and resumed his reverie..CHAPTER TWELVE

In outer space hung the black asteroid that was the Interceptor Control Center Solar System.

Mish stood on a glassed-in balcony appended to the asteroid's side. He completed a sweep of the star-studded voids and lowered the long-range viewing instrument.

He felt vaguely uneasy, disturbed - by what, he didn't know.

Unexpectedly, the door-way behind him filled with intermittent green flashes. Mish

whirled around and dropped the viewer to grab his gun.

Moving inside, he was brought up short by the tableau posed within. A junior Loyal Officer stood frozen in aftershock, his blast rifle still smoking i n his hands . Over by the main entrance, two renegades were sprawled over the doorsill, a mist of green wisps rising from their bodies. A pistol lay where it had fallen, just beyond the renegade's out stretched arms.

The junior Officer unsteadily downed his rifle and pivoted around to face Mish, his voice breaking as he spoke. "These two were in that small ship that said it was in trouble."

Mish continued to stare in dismay at the bodies, hardly hearing as the junior Officer went on speaking: "They came in here with drawn guns."

Rousing himself, as if from a nightmare, Mish strode over to the communications panel, elbowing the communicator there out of the way.

Rapidly jabbing buttons, Mish cursed. Blast! Nothing but hell-fired busy signals. He banged his fist down in frustration, gritting his teeth as he said: "Home Planet network still busy."

The junior Officer joined him at the console. "I've been trying all day. Only a couple of our Interceptor Bases are answering up."

Exasperated, Mish punched another button. "I'll try Earth."

Rawl appeared on the screen. "Galactic Base Earth..." He began in a clipped voice, then seeing who was calling, he continued in a friendlier tone. "Oh, hello, Mish."

Mish made an effort to calm himself. Thank God at least this circuit was operational.

He leaned closer to the video scanner. "There's something going on," he said. "I can't get in touch with Home Planet on the Loyal Office circuit."

Rawl shrugged "It's happened before."

Mish slammed his hand on the console and swore. "Not at the same time as an attempt on my life!"

Taken aback, Rawl blinked. "I'll try it on the Galactic circuit.".Cutting the line, Rawl gestured to his communicator who proceeded to make the

connection. Busy signal.

Seeing the communicator was only getting jammed lines, Rawl ordered another line be tried. "Get Xenu on Home Planet. The Supreme Ruler emergency lines ought to be open"

Xenu's face flashed onto the screen, smiling suavely. "Ah, Rawl. Glad to hear from you. What can I do for you?"

Rawl gazed at Xenu's image briefly, a wave of acute dislike for the man passing through him. "There are a lot of communication channels that don't seem to be working. Busy. Thought you might know."

Xenu raised his eyebrows in innocent surprise. "Is that so?"

Impatiently indicating an affirmative, Rawl raised his voice in vexation at the other's playacting. "I wanted to be sure this wasn't another Grey Invasion."

"I've heard nothing like that," soothed Xenu, with an air of offended worthiness. "I did hear there was some trouble with some new equipment that had just been installed. We're having to economize, you know..." unable to resist a dig, his voice hardened, "since the personal income tax was abolished."

Thinking fast, Xenu saw a possible advantage. Schooling himself back into pleasant urbanity, he resumed speaking. "But if you're worried, I'll tell you what I'll do. I'll schedule space fleet maneuvers in your area over the next few days just to make sure."

Sharply breaking the connection, Xenu swiveled his chair around to snarl at Zel and Chi seated by his massive desk. "Rawl and possibly other Planet Base Commanders are getting suspicious."

Acutely uncomfortable, as always in Xenu's presence, Chi stared down at his hands and muttered something inaudible.

Ignoring his Minister of Police, Xenu forgot his displeasure. Gloating for an interval, he then exalted in his next words.

"Launch Phase Two.".CHAPTER THIRTEEN

Intensely, Tring studied a radar screen. He didn't like what he saw there. Not one bit.

Ap, bored and unaware of the conflicts raging in the pilot's mind, sat flopped back

on a settee. Next to him, Lady Min was doing her nails as best she could, dabbing hit and miss with the polish as the craft rocked and shook.

"The screen here," said Tring hoarsely, "seems to indicate a lot of heavy spaceships over Earth, Galactic ships. Thicker than cockroaches."

He leaned back and turned to present a white face to his passengers. "I'm not going in there!"

Lady Min and Ap stared, appalled, at the pilot. He couldn't fail them - not now!

Tring waxed persuasive. "This Galaxy is getting too hot. Gone to buzzard bait. Listen, I've got a cache of fuel, food and air out on an asteroid. I'm going out there and fuel up and make the long jump to another galaxy." He raised a hand in mute appeal. "You're a couple of nice guys. There's all blazes about to break loose. I can feel it. Those jewels you got will serve as currency. How about it?"

Lady Min had gone rigid. "'We've got to get to Rawl." she insisted. "How do we get down?"

Shrugging, Tring squared himself around and got back to flying. He'd done his best. "All right if you want to get burned," he called back over his shoulder. "There's oxygen masks and parachutes under that seat. Put them on and get into the airlock. I'll spill you into the stratosphere over the base, and even that's risky."

Shaking his head, he snorted sadly. "Patriotism!" Well, he'd tried. Pity. Banking the ship, he took it downwards.

Rawl was standing in his office, gazing up at the overhead. A heavy rumble of ship's motors filling his ears. Something was going on, he was sure of it. But what?

Faces echoing Rawl's apprehension, two orderlies and a communicator were standing nearby. Rawl swung round and spoke to the communicator. "Maneuvers! Have you got any answer yet to why Earth ships were not invited to take part?"

The man shook his head, perplexed. Hadn't been able to raise the damned ships, let alone get an answer!

Rawl pointed at one of the orderlies. "Pass the order to get my ship ready for immediate blast-off. I'm going to do a flyby and look this over."

The orderly up and raced off. Rawl glanced back up at the ceiling. Can't figure this

out....

He frowned, pounding an agitated fist into his palm. Moonshine! He wasn't

achieving anything by moping around his office. He strode over to a wall hook and.took down his flight coat. Going out the door, he paused to call a command back to

the remaining orderly. "Sound a base alert just in case."

Base alert was sounded. Klaxon horns rent the air with an insistent note. Several

troops, uniformed in blue and white, ran across the parade ground towards their

various stations. Hatches in the looming cliff face, cranked open to reveal dozens cf

snub-nosed anti- spacecraft guns. Officers yelled directions to their crews.

Unobserved in the flurry, two parachutes, one hanging higher than the other in the

blue sky, swung down from upwind towards the parade ground.

Lady Min landed first, rolling awkwardly to absorb her fall's impact. Scrambled to

her feet, she ripped off her oxygen mask and, grabbing the chest release buckle, yanked hard. Her parachute and harness went sailing away.

She ran a hand through her disheveled hair and stared round-eyed at all the

commotion. Jumping forward, she gripped the arm of a passing soldier. He skidded

to a halt in obvious impatience.

"Where is Commander Rawl?" she asked, breathless.

He pointed to the cliffed hill and dashed off before she could speak again.

Now landed and rid of his parachute, Ap came to stand by Lady Min. He raised an

inquiring eyebrow.

She tugged at his sleeve. "Rawl's up at the hangars. Come on!" She turned and

raced off, Ap close behind, muttering to himself between his ragged breaths.

Some orderlies looked up in surprise as Lady Min and Ap barged into Rawl's cliff-side

office.

"Where ' s Commander Rawl?"

An orderly indicated one of the other doors. "He's about to blast off."

Lady Min looked at him beseechingly, wringing her hands in desperation. Oh no !

They couldn' t be so close yet too late . "This is urgent, " she wailed. "Urgent!"

The orderly was puzzled . He didn't know who or what this lady was, but some of

her agitation had been communicated to him. Decisively, he waved an arm for them

to follow and raced out the room.

Rawl slid into his Interceptor's Pilot seat and strapped himself in. The ship's motors roared as he touched the starter.

Eyes and hands roaming across the control panel, Rawl readied the ship for take-off while speaking into his radio-mike. "Control. Interceptor One immediate launch."

Suddenly, the boarding door was flung open . Rawl turned and was amazed to see Lady Min and Ap sprawl into the aisle of his craft. "Lady Min!".The mass of Galactic bombers swooped low over the base. A bay opened in the belly of one of them, and a single bomb was released.

It hung there, motionless, for an instant, then plummeted downward, an angel of death.

Rawl shot a glance through the windscreen. Good, the hangar door was beginning to open. His radio crackled as Control gave launching clearance. Assured he could blast off at any moment, he swung back to face the aisle.

Lady Min had picked herself up, and was scrambling towards him. "I've got data for you," she gasped. "Urgent data...."

Rawl motioned her in brusquely. "You can tell me as soon as we blast off."

The hangar door was now opened all the way. Rawl pulled back on a lever and the Interceptor lurched forward to soar gracefully up into the cerulean heavens.

The bomb hit the base with an incandescent atomic blast.

Hurtling debris and smoke swept tumultuously across what had previously been a parade ground. The whole cliff buckled, collapsed. Turning into a roaring avalanche it slid down to disappear into the sea.

In other words, the entire base blew up.

Savagely working the controls, Rawl fought to steady his spinning ship.

Lady Min and Ap, trying desperately to hold on, were knocked about violently as the craft bucked and shook.

Gaining the upper hand, Rawl rocketed the ship upwards. Soaring a glance at the holocaust below, he grimaced. So that was what Xenu was up to. A sharp lurch brought his attention back to the controls. They weren't out of it yet .Not by a long

shot.....CHAPTER FOURTEEN

Night was spreading her dark wings over the secret base on Home Planet.

Shady figures milled around the gloomily lit interior of the operations room -guards, the two Renegade Chiefs and several bearded psychiatrists among them.

At the table was Chi, holding a felt pen. He was sweating profusely because Xenu was also there.

Xenu, intent on the spreading Phase Two chart, listened with half an ear to Chi as his Minister called out stars and planets in a quavering, singsong voice.

"All Galactic bases Vega System," chanted Chi, putting a cross-mark on the chart. He continued his litany.

"All bases Spica." Made a cross.

"All Galactic bases Altair." Made another cross.

Then the speaker box piped up. "Galactic base Earth totally destroyed."

Cheered by this news, Chi exchanged a look of satisfaction with Xenu and drew an exaggeratedly large cross on the chart. A travesty of a smile curving his mouth, he glanced back up at his boss. "End Phase Two. "Now all opposition is removed, what are your next orders?"

Thoroughly enjoying himself, Xenu stretched, stood up and stretched some more. So this was what it felt like to be Supreme Ruler in full sweet fact.

He searched for his cane, couldn't find it, and hobbled over to the center of the room anyway. Assuming a splendiferously majestic pose, conscious that all eyes were on him, he spoke, savoring each word to the fullest. "Issue an all-Galactic proclamation. 'Due to crime wave, martial law is established on all planets.'"

He raised a pompous hand. "Gentlemen, we begin Phase Three.We are regaining political control of all planets. Even at this moment our planted agents will be seizing all governmental centers. But this is not enough!" He made a chopping gesture. "As you well know, minorities and people who might object, which is to say independent thinkers, protest a perfectly functioning police state, the ideal form af government. Furthermore, our planets are overpopulated. Phase Three consists of rounding up such people on every planet, transporting them to Earth and

exterminating them."

A murmur of agreement spread through the listening group.

One of the Renegade Chiefs, seeking an advantageous opening in these affairs, regarded Xenu through slitted eyes. "If my men are to do this, they have to be within the law.".Chi was as happy as he could ever get, especially when he was in such close proximity with Xenu. He butted in with a rush of words. "All worked out. We are creating the Confederate Bureau of Investigation under the newly formed Justice Department.

Every one of your renegades are as of this moment appointed government agents G-men - with full official powers." So saying, he grinned like a wolf, albeit with a trace of bulldog.

The Renegade Chief replied with a wolfish grin of his own. He knew opportunity when he saw it.

Xenu stamped his good foot for attention. Getting it, he continued speaking. "The selection of these minorities is already determined. However, certain scientific judgement is required concerning others. For this reason, we have appointed you, the top leaders of the psychiatric profession..."

The bearded men, the psychiatrists, in the group leaned forward expectantly, hanging on Xenu's every word.

"...to handle the ultimate fate af minorities and to decide who should be exterminated." Xenu paused theatrically, then added a magnanimity. "I know you will do so in a fully scientific and dedicated manner."

Gravely, seriously, the psychiatrists nodded in unison. Sty, top dog amongst this elite cream the noble profession of psychiatry, nodded with particular emphasis, pleased with this arrangement. His long-sought lucky break at last.

Xenu's surface urbanity slipped. "They must," he screamed, "never trouble us again!"

Checking himself, he got his mask back in place, continued in a more subdued pitch. "The gathering from every planet shall begin. The extermination site is Earth."

He drew himself up to his full, if inconsiderable height. "Gentlemen, I officially announce the beginning of Phase Three."

As if by prearranged signal, several orderlies entered, bearing trays laden with bottle and glass. Someone had switched on a stereo, and soothing music filled the room. Drinks were passed around.

Xenu raised his glass. "And now, a toast...."

A family was seated at their midday meal. They started in shock as a gun butt banged loudly, three times, against their door, followed by a booted foot kicking it open. Two uniformed men entered on the run.

Obeying the signalling blast rifle, the family rose shakily. With rising terror, they were impelled out of the room.

The youngest, a little girl, screamed and clutched her mother's skirts. A vicious blow on the head silenced her..Sobbing aloud, the mother picked up her child, and was thrust onwards.

A street, lined with three-storied houses, was a pandemonium of panicking people. Secret policemen herded struggling men, women, and children out through exits and down into the street.

A little to the side, a psychiatrist stood, looking on, a loud hailer in his hand.

Protesting and bewildered blacks were being gathered from the shops and homes of their neighborhood by a group of bellowing secret police.

A second group of grey-green uniformed men who were in the center of the street, received the people passed to them. They held order with violent bashings and sweeps of their rifles.

In a white, middle-class suburb, a column of despairing yet striving individuals were being force-marched down an avenue.

The laugh of a young secret police officer could be heard above the din. The object of his amusement being an old woman, eyes shut tight and grasping a cross, being dragged along, legs trailing and bloody on the tarmac.

A white-coated psychiatrist sat in front of the flashing boards of the Intergalactic Network Communications control tower.

Professionally unemotional, he was speaking into a mike. "These are the

determinations for the Procyon planet populations...."

He consulted the list in his hand. "All motion picture producers, all editors, writers and newscasters, all blacks, members of the government employees union...."

The sign, "Daily Post," hung limply, half-blasted apart, from the front of the building. Resisting employees of the newspaper were being driven down the steps and piled into a line of parked vans.

A thousand and more marched wearily down a long, dusty road. In between their shuffling legs, a child was being yanked along. She herself was pulling her doll along.

Tears ran down her face. Her sobs were muffled by the sounds of bootbeats and dragging steps.

One of the Renegade Chiefs joined the psychiatrist at the panel in the Intergalactic Network Communications control tower.

Bored, the Chief fiddled with his rifle, absentmindedly listening to the psychiatrist's droning voice broadcast a set of determinations.

"Vega System exterminations list: Religious leaders, athletes, musicians, teachers, salesmen. All the Ninth Terrestial Army. All actors. All unemployed. All members of the....".Trapped in a gully, the mob screamed frenziedly as white-jacketed men moved among them.

These men, the white-jackets, were but recently trained in the use of their hypodermic needles, having been pressed hastily into the service of the psychiatrists. They brandished their hypos ferociusly. The syringes contained a smoky, gaseous drug that induced instant unconsciousness for long, indeterminate periods of time.

Secret policemen knocked down or held individuals for the white-jackets to inject -in arms, legs, whatever.

Moaning, a woman struggled to rise and collapsed as a smoking needle was injected into her back.

White-jackets moved through a crowded garbage dump. In their wake, they left inert, motionless bodies to lie in heaps.

A constant stream of captives flooded through the gates at the far end of the stadium. Moving fast to keep apace with the flow, white-jackets competently wielded their hypos.

A public address system squawked. "Trucks will be here in three hours."

A white-jacket glanced over at one of his fellows. Would this river of bat-brained crackpots ever end?

A multitude of weaponless soldiers attired in the Loyal Corp's blue and white, were being wrestled into submission by grim, sweat-faced secret police.

The first of them was knocked down and then put out by a white-jacket's smoky needle.

And thus the Ninth Terrestial Army was overthrown.

Muttering secret police loaded the unconscious into a convoy of trucks.

The bodies were landing haphazardly, just tossed in as if they were so much cordwood.

It was night again. The Renegade Chief had moved to stand by one of the tower's windows. He flicked an ash on the floor, too tired to fetch an ashtray. Loosening his collar further, he leaned back against the sill to watch the psychiatrist.

Disinterested, but asked all the same, he spoke to the psych. "How many millions is it so far?"

Himself exhausted and unusually untidy for a member of his exalted vocation, the psychiatrist shrugged. "The Betelgeuse System has not reported yet."

The Chief looked back out the window and took a drag of his cigarette. Slippery fish, these nut-crackers. Never can get straight answers out of them. Probably as buggy as their so-called patients, anyway. He spat on the wall..In innumerable spaceports across that Galaxy, a similar scene was occurring. Long lines of transport vans drove up beside space-freighters. Rumpled secret police transferred inanimate forms from the trucks into the receiving arms of renegades whose job it was to stack the bodies in the ships.

The little girl, now drugged into insensibility but still hugging her doll close, was dragged out of a truck and dumped into a freighter.

The renegade who had stacked her turned to his assistant and cracked a joke about child-girls. The assistant sniggered and swung his boot at the piteous figure.

Operation round-up was nearing its conclusion. The last few "undesirables" were hunted down, knocked flat, and drugged up.

The space-freighters, loaded over and above maximum capacity, were ready for blast-off.

Chi peered up at his boss. Seeing Xenu sitting there peacefully, delicately sipping a drink, Chi dared to begin humming a little tune to himself as he made cross-marks on the Phase Three chart.

Pondering over the recent events, Chi was suffused with a sense of well-being. Hadn't expected things to work out so well. He hummed a little louder.

The transportation stage of Phase Three was gotten underway.

On every planet, the freighters blazed upward, destination: Earth.

On one ship, the renegade co-pilot's ceaseless, senseless chatter fell on the bothered ears of the pilot. "Last time I was on Earth, " babbled the co-pilot, "I bought this young girl - oh, a peach she was. When I got her clothes off I found. . . "

In a spaceport control tower, a secret policeman was acting as Controller. He gave launching clearance to yet another ship. "Control to ship Nine Three Four A. Proceed to Earth by filed plan."

A light-year away, another Controller was having a bit more difficulty. "Bast it!" he yelled into a mike. "If you don' t know the route to Earth, then fly in company with Seven Six Five Eight N!"

In an Altair System spaceport, the freighters were still grounded, for there had been some delays . A renegade and a psychiatrist stood on the control tower' s observation platform, looking out over the landing field.

The psychiatrist checked over a list. "That completes this planet," he announced. "As soon as your ships are ready, I suppose you can tell your pilots to proceed to Earth."

The renegade sneered. "You sure you got 'em all?"

The psychiatrist gave him a frosty regard. "My dear fellow, medical science never

makes mistakes.".Bleary-eyed and rumpled, the Renegade Chief struggled to stay awake. Had to rivet his attention to what the speaker was saying - "Planet Three Alpha Centauri to Home Planet Control. Planet Three Alpha...."

With a flash of irritation, the Renegade Chief cut in. "Yeah, yeah. Gimme the hot crap."

The speaker spluttered. "All cargoes spaceborne here and proceeding to Earth."

The Chief turned down the volume knob and rubbed his eyes. These late nights, he just wasn't up to them anymore. He popped a benny and ordered a cup of coffee.

Xenu had taken time out to shower and dress with care.

Just as he arrived back at his desk, a call was put through from his Minister of Police.

"All seventy-five planets clear," reported Chi, "spaceborne and heading for Earth. Right on time."

Xenu's eyes narrowed with cruel pleasure. "Good, good. Proceed as ordered."

Shutting off the video-phone, he turned to stare out his window. Just as planned, Like clockwork....

He snickered softly to himself.

A wind roamed mournfully across the shattered pavement of what had been, of late, the proud parade ground of Galactic Base Earth. Blackened balustrades and broken flagpoles silhouetted themselves against the empty sky.

But not empty for long.

The whine of their engines growing into a steady roar, a multitude of ships began to mass across the heavens till the skies were literally filled with freighters of every size, shape and description.

Over a wide, barren plain, a cliff face watched as the cargoes arrived.

Using no runways - there were no runways to use - the ships simply landed in place, covering the entire field from end to end.

A harried Controller darted a frantic gaze through each of the many windows of his hastily rigged control tower. Some fuse-brained idiot sure fouled up royally! Fudged it totally. Too many ships, not enough landing space.

He barked some orders into his tightly gripped mike. "Earth Control Post Number One to Squadron Leader Eight Seven Nine. Divert to Earth Northern Sector Twelve....

"Earth Control Post Number One to Squadron Leader Two Six Five. Divert cargo to Earth Continent Three Control Post Sixteen...".Down on a field, a truck drew up alongside a grounded freighter. The ship's boarding door banged down to form a ramp, disclosing two renegades in creased and filthy coveralls.

Carrying sheafs of paper, three secret policemen hastily approached, gesturing as they came for unloading to commence.

Stepping back, the renegades started to lug out the drugged bodies to take them down the ramp for placement in the truck.

Across the landing space, a stream of vans were moving toward the ships.

At a nearby ship, the disembarkation was also beginning. One of the captives, a black man, was recovering consciousness. Raising himself up, he opened his eyes to stare, horror-stricken, at the booted foot of a secret policeman as it swung at him, to catch him square on the jaw.

And he collapsed.

Several other landing fields on Earth were similarly occupied.

One, near Mount Shasta, was unloading in haste, as their cargoes were groggily coming to.

The little girl still clutched her doll. Dazed, she struggled awake and sat up.

A secret policeman jerked her to her feet and gave her a shove. So directed, she began to follow her companion victims up the sharply increasing slope of the volcano.

Mt. Etna, Mt. Fuji. The new arrivals were tumbled out of the freighters and forced to clamber up the volcanoes' sides.

An old man, baffled and dismayed, plucked the sleeve of a guard. His questions were cut short as he was cuffed viciously back.

The survivors of the Ninth Army were unloaded at the base of Mount Washington.

Hands behind their backs, uniforms in shreds, they held their heads as proudly as they could as they marched up the slope.

A drummer boy, once a friend of Rawl's, stopped and turned to look back down the incline.

His drum straps hung from his shoulder, the broken top of a drum still clinging to them.

A soldier behind him was pushed forward. They collided, forcing the boy to move on upward.

Set on a rocky island and centered in a rolling ocean of blue, a volcano's side crawled with a struggling line of humanity..By the top edge of its cone, a renegade crew fought to hold down their helicopter as the fierce wind threatened to blow it away.

An engineer had just finished connecting a radio wire to a curious cylindrical object. Words painted imposingly in red on its sides proclaimed it to be an atom bomb.

Shouting above the rushing gale, the engineer summoned over an assistant technician.

Together they tied a rope securely around the bomb and commenced lowering it into the crater mouth.

Another engineer peered over the edge, watching the bomb descend slowly towards the pools of bright lava, moving and red, below.

A third engineer was paying out wire from a large coil in his hand. It snaked out and down the cone - to serve as the link between the signal and the detonation.

The waiting Controller stood anxiously to one side. A worried frown creasing his brow as he looked through the window at the landing field. The ships under his authority were all sitting out there, grounded and idle. Sons of dogs! When were they going to let us get the hell out of here?

By the panel, the Renegade Chief was snarling into a mike. "This is Earth Control Post Number One to Volcano Crew Seventeen. Advise when atomic charges have been placed."

Tossing the mike away from him, the Chief spun around to face the controller.

"Damned bastards. They're the last ones to report atomic charges in place in the volcanoes.

But the nervous Controller couldn't care less about that. He waved his hand at the field. "It's going to take several hours to get all these ships spaceborne and out of this."

The Chief gave a snort of laughter. "Don't get your pants wet. Our people will all be of Earth before we push the button."

The Controller hesitated, not too sure. He looked down at his hands fidgeting with some crumpled up papers.

Relenting, the Chief shrugged a shoulder. "Ah, you can tell them to refuel and get back to their planets as soon as the secret police are aboard and my men recovered."

Relieved, the Controller let out his pent up breath.Maybe this whoreson wasn't such a whoreson after all.

Leaning into the wind, the first engineer reached up a black gloved hand to rub his grimy face. Raising his other hand, he placed his receiver-mike to his mouth and pressed the transmit button. "Earth Control One, come in.".He depressed the receive button and put the instrument to his ear, only to remove it a ways as the Renegade Chief's voice blazed through. "What the blasters kept you bastards?"

The engineer gave the radio a withering look and swore silently to himself. But he knew better than to reply in kind, so he collected his ragged temper and spoke calmly. "Volcano Seventeen fully charged and complete. In fact it's got two atomic bombs in it. Rope broke."

"Good. Scramble out of there, get back to the field and take off. I'm spaceborne now."

Thankfully, the engineer put the radio away and signalled a let's-go to his men.

An exhausted group eddied to a halt and turned to watch, bewildered, as their persecutors began to race downhill, leaving them behind.

Reaching the trucks in the valley, the renegades and secret police piled in and drove off.

Soon, every operational ship had left Earth, having taken on the renegades and secret police and blasted for home.

Zel, former Chief of Secret Police Earth, was piloting the communications plane as it hovered above Earth. Too close for his liking, but orders were orders. He chewed his lip in trepidation.

In the co-pilot's seat, the Chief was on the air to Chi. "No trouble. The secret police have been evacuated. My renegades also. Been some mobs and riots amongst the planetary population, but what the hell."

Chi's visage on the screen was replaced by another's as Xenu shoved him aside.

"Are you ready?" asked Xenu.

The Chief gave him a lazy salute. "Oh, yes."

An anticipatory gleam leapt into Xenu's eyes. "Turn one of your cameras on it."

Nodding, the Chief yelled back to a technician. "Get two or three cameras on it, different depths."

The Chief turned back to the video and nodded again.

Xenu passed his tongue over dry, cracked lips. "You can proceed when ready."

With that, he shut down the circuit.

Moving into a more comfortable position, the Chief grunted. "What some people will do for power!"

Zel gave him a sideways glance. "Including you."

The Chief flinched a little then grinned wickedly, presenting Zel with the full benefit of his yellowed teeth. "You're talking!".Meanwhile, on the face of Earth, hundreds of thousands of hungry, hopeless people sat bemused on the slopes where they had been left.

The dispirited and ravaged Ninth Army soldiers were too dejected to move. Only one of them was attempting to free his hands of their binding.

And the little girl was down on her knees, rocking her doll. Bruised and dirty, tears coursed silently down her face.

She looked upward at the sky, saw nothing there.

Hugging her doll closer, she began to whimper, not understanding where she was, or why.

The Chief lightly held the electronic box. Its red lights glowed softly, hypnotically.

Face expressionless, he moved his right hand toward the box. Finger poised, he hesitated only a moment, then smoothly, gracefully even, he depressed the center button.

Simultaneously, the planted charges erupted.

Atomic blasts ballooned from the craters of Loa, Vesuvius, Shasta, Washington, Fujiyama, Etna, and many, many others.

Arching higher and higher, up and outwards, towering clouds mushroomed, shot through with flashes of flame, waste and fission.

Great winds raced tumultuously across the face of Earth, spreading tales of destruction.

Debris-studded, and sickly yellow, the atomic clouds followed close on the heels of the winds. Their bowshaped fronts encroached inexorably upon forest, city and mankind, they delivered their gifts of death and radiation.

A skyscraper, tall and arrow-straight, bent over to form a question mark to the very idea of humanity before crumbling into the screaming city below.

People standing, racked by the hurricanes, on a street looked up horrified at a descending atomic cloud. Making a futile attempt at escape, they were dropped in their tracks, exterminated like so many pestilent flies.

Molten lava poured, chaotic, down volcanic slopes, obliterating all trace of the people that had been huddled there.

A mountainous tidal wave engulfed a once thriving seaport, leaving only a few of the taller building tops showing over the swirling waters. A second wave formed, preparing to finish what the first had left undone.

Areas of rioting vegetation and forest became barren plains, inhabited only now by the screaming winds.

The fair jewel, Earth, had been brutally murdered..Casually, the Chief still held the electronic box.

His craft rocked a little, as if echoing

the passing violence below.

Through the windshield, he looked down at Earth, its cloud formations now a reddish, uneven swirl.

Also observing this view, by way of a dozen screens propped up around his office, was Xenu .

He tapped his fingers in time with the soft, gentle symphony his office stereo was playing and took a delighted sip of his long, cool drink.

It was over.

The charred remains of the little girl's doll bobbed on a choppy sea, lamented only by a low, moaning breeze..CHAPTER FIFTEEN

An orchestra was playing loud, foolishly gay music. The hall was all decorated for a party.

Chattering and laughing throngs milled around the room. A few degraded, half-naked women were hanging on the arms of the top leaders of state, also there.

Off in a secluded corner, Chi has his head together with the banker Chu.

"So you are sure I will get all my money back?" the banker asked, nervously twisting the diamond rings on his sausage fingers.

"With interest, with interest," replied Chi. "In addition to the Confederate Bureau of Investigation I am forming an income tax police in Treasury." He made a wringing motion with his hands, as if wringing out towel. "And they'll extract every last possible penny from the populace."

Chu cheered up for a moment, then turned doubtful again. "This cost is a terrible lot of money."

Chi rolled his eyes in some exasperation. How could a banker be so stupid?

"Master Chu, the people are a bottomless pit for taxes.It can go on forever. A bottomless pit."

Sniffing superiorly, he favored the banker with an arch look. "Providing of course you back it up with a heavily manned police force - with a secret police and Treasury police, and of course psychiatrists to take care of any people who object."

Chuckling, he gave Chu a reassuring pat on his chubby back. "Police states never go broke. The populace maybe, but not us, not us."

Slightly mollified, but not convinced, the banker giggled in reply.

Across the hall, an orderly placed a silver tray on a table occupied by Xenu and some of his top men.

Zel reached out and took the bottle from the tray. He popped the cork and began pouring the amber liquid into glasses. "I'd say," said he, pompously, "it was successful beyond any possible hopes I had. Our men in charge of the government on every planet, planetary armies still obedient to us, no large bases left to bother us..." - his hand slipped, spilling a quantity of liqueur, "..and no Congress to bother us."

They raised their crystal goblets, aqua vitae twinkling, in a toast.

At that moment a tiny, shrill sound became audible above the music and social buzzing. Like a diving plane, the noise swelled a trifle.

Curious, but not too concerned, Chi and his piggy friend ceased their talk and looked upward, listening..Renegade men in the hall also looked up, listening. As alert professionals, vigilant

at all times, they grew perturbed at the rising whine.

Zel lowered his goblet uncertainly and stared at the ceiling. Xenu started too, his glass dribbling as it tilted, unnoticed, in his rigid hand.

Rising to an almost unbearable pitch, the sound' reverberated across the room.

Then, with a thunderous crash, a spear-like object burst through the ceiling to bury its arrowhead into the wooden floor.

The note of the bomber's engines changed abruptly as it revved and pulled out of its dive. The canister, poised erect there on the dance floor, began to vibrate. But few, if any, of the crowd noticed this. Galvanized into action the instant the cylinder had hit the floor, they were already surging - men yelling, women screaming - from the confines of the room, each intent on being the first out.

A more courageous renegade raced across to the object. Grasping it, he yanked it loose. "It's not a bomb,"he shouted, examining it. "The force field above the palace

would have detonated it if it was. It's a message tube."

He removed the screw-cap top and brought out a scroll and a piece of paper.

Taking the scroll first, he read it out to the small group who had gathered around,

curious.

" 'Proclamation. The Congress of the Loyal Officers of the People hereby deposes

Xenu as Supreme Ruler...' What the bloody blastick is this?" The renegade glanced briefly up at Xenu who's face was going ominously black, then continued to read

the scroll. " '...and orders him to surrender for MASS MURDER.' What the...? It's

signed by Mish and Rawl!"

Fingers fumbling, he grasped the second sheet of paper. Voice growing hoarse, he

read that, too, aloud. " 'Xenu, copies of this proclamation are being dropped on

streets of every planet. I advise you to surrender peacefully...' Hey, what's this nut

Rawl think he's doing?"

Horrified, the renegade gaped around wildly,as if expecting Rawl to leap out from

somewhere and shoot him down. "He's dead. Every Loyal Officer is dead!"

The assembly began to mutter. Xenu stalked over to Chi in a cold fury. Grabbing

the latter's coat lapels, he yanked them hard and spat into his face. "How many

Interceptor Bases did you leave untouched?" He yanked again.

Chi, nearly choking, his body turned into a lump of quivering jelly, could only

stammer. "O-only...only Mish. Th..there was a sh..ship seen leaving the Earth

b..base as it bl..blew up." He made a frantic attempt to lose Xenu's hands. "O-only

those."

Releasing his Minister, Xenu burst into laughter. Still laughing, he turned to face the

startled crowd and held his hands up in a calming reassuring gesture.

"Purest bluff," he announced. "Two men against millions of secret police, against

seventy-five totally secured planets, against all our planes and armies!".Taking the papers from the limp grip of the renegade, he laughed again, then

began to rip the papers to shreds. "Well, good luck to them." he finished

sarcastically, dropping the strips to the floor with exaggerated contempt.

His audience let out a sigh of relief, then they also broke into laughter..CHAPTER SIXTEEN

Very alone, very small against the vast reaches of the Galaxy, a single Interceptor

hung suspended. In its fuselage, four people were in various stages of getting into space garments. Oxygen masks and parachutes were to hand, ready to be donned.

Rawl paused and looked up. "you don't have to do this, Lady Min. You've already done enough - we'd never have known what this was all about without you."

She kept right on getting dressed, her soft mouth set into a line of determination as she pulled a safe-seal suit over her khaki outfit.

Ap, already dressed for space and scared stiff of the action ahead, stared at Lady Min. If only she wasn't going, then he wouldn't have to go either. Oh lord!

Continuing to buckle his parachute straps, Rawl smiled approvingly. He glanced out through a port. "Well, here it is. We're over Alpha Centauri Planet Two, Cronjin. It's the least populated and a long way from Home Planet." He laughed derisively. "The idiots took out all the Galactic bases including this one so there's no chance of being bombed - they've got no bombers we can't handle. We're going to parachute in on the night side while our pilot flies cover."

Finishing the last buckle, he reached out and took a rifle from a wall peg. "Keep together," he instructed, checking the blaster's load, "guide in on me closely."

Up to the aisle, the pilot called back to Mish. "About thirty-five seconds to target."

Mish gave the pilot a thumbs-up sign. "When we're gone, keep alert to cover us. If we make it, we'll radio you where to land." He stepped forward into the airlock, waving an arm for the rest to follow.

Rawl sealed the door behind them and glanced at the safety board. The red light had turned green. He opened the outer door and spun off into space.

Ap was the last to jump. Hanging back at the threshold, he stared down in awe-struck horror. With much misgiving, he squeezed his eyes shut, pulled himself together, and stepped out.

The four landed in rapid succession on the spaceport pavement. In the distance, a mass of lights denoted a city. To their immediate left, a building bristled with antennae and red beacons - the Communications Center for the planet.

Rawl ripped open his harness buckle and, unslinging his rifle as he went, made a dash towards the building. Reaching the stairs, he took them two at a time. He was

halfway up them before Mish started up behind him.

Inside, a secret policeman was flopped down in a chair reading a girlie magazine.

Hearing footsteps coming up the stairs, he jumped to his feet and spun around. His

hand dived for his gun, but too late. Before he could even draw it, a green ribbon of

flame cut into him. He staggered, eyes wide, and crumpled to the floor..Rawl propped his rifle up against the wall and, eyes rapidly studying the console,

began removing his space suit.

Behind him, Mish had stopped in the doorway, rifle held ready, standing sentinel

over the staircase. Breathless from the run, Lady Min and Ap brushed past Mish

and entered the room.

Typically female, Lady Min produced a compact mirror and fluffed out her hair.

Critically appraising her reflection, she got out her lipstick.

Having seen the dead secret policeman, Ap was in no mood for seeing to his own

appearance. He eyed the body queasily, and decided to put it out of sight and

mind.

Holding his heaving stomach in check, he picked up the dead man's feet and

dragged him off into a corner.

Meanwhile, Rawl had completed the removal of his space garments. Pulling his

cap from his pocket, he put it on and moved over to the panel board. Naming them

as he went, he threw a number of levers. "Planetary News Media, home television

interrupt, Planetary Army Headquarters, radio emergency interrupt, all Planet Alert

System, theater screens..."

The circuits clicked and whirred as they went open. A regiment of TV monitor

screens leapt to life with Rawl's image.

Making a conscious effort to calm himself, he drew a deep breath. He was on the

air. Putting a cubical mike into position, he commenced speaking. "People of

Cronjin, I am Rawl, Speaker of the Congress of Loyal Officers of the People, the

ruling body of the Galactic Confederation...."

Lounging in a downtown bar, the Cronjin Secret Police General visibly jumped

when Rawl appeared on the TV behind the counter. Slamming down his drink,

heedless of the slopping alcohol, he snatched a portable radio from his coat pocket.

"...Xenu has been deposed," continued Rawl's voice from the TV, "the secret police disbanded. Xenu is being sought for trial for the destruction of the Planet Earth, murder of populations...."

The Secret Police General barked into his radio. "All police! Go to Cronjin Planetary Communications Center, airfield. At once!" Casting a last venomous glare at the TV, he swung about and stalked from the barroom.

A couple of teenagers were watching what they called the boob-tube. The programs had been so boring lately, nothing but lectures and "dramas" of militaristic nature. Half-dozing, they jerked awake when Rawl came on. One of them beckoned urgently for the rest of his friends and family to come over to the screen. Clustered around the set, they listened avidly to their long-term hero.

"Many of your own people were recently rounded up. They were transported to Earth and murdered there by atomic fire. You have been told that recent measures were taken to combat a crime wave. That crime wave was Xenu!....".Flanked by his staff officers, hastily summoned and still buttoning on their blue and white jackets, the Commanding General of the Cronjin Planetary Army stood tensely watching his office TV set. Rawl's words were filling the room.

"In addition to the entire population of Planet Earth, Xenu also rounded up and had murdered the entire Ninth Army because it sought to carry out the lawful orders of Congress and resisted the formation of a police state...."

The Commanding General's face hardened as he nodded grimly. He knew it. "So that's why they don't answer up," he muttered to himself. He turned and shouted "Orderly! "

An orderly came running up. The staff Officers began pulling transceivers from their belts and leapt into action as their Commanding General issued a stream of decisive orders.

On a sidewalk, a crowd had gathered. Staring up at a public address system speaker, they were intent on what Rawl was saying.

"Your own bomber base did not blow up because of terrorists as you were told. .Xenu blew it up and every other Galactic base in an effort to destroy the power of the Loyal Officers and Congress. You are safe, therefore, from any retaliation from Home Planet. The sky above you is guarded by us..."

The crowd in the street shifted, angry.

".... by the authority of the Congress I therefore call on you to rise, smash the secret police and restore lawful government to this planet!"

At Rawl's last words, the crowd surged forward, snarling. One of them, ordinarily a peaceful citizen but now a ferocious mob leader inflamed by what he had heard, leaped up onto a balustrade and began shouting directions.

Listening to the wailing sirens, Mish braced himself against the door. A fleet of secret police cars were coming, hurtling across the airfield.

Rawl glanced out the window. Curtly signalling Ap over to him, he spoke again into the mike. "You can and must win!"

Shoving the mike into Ap's resistive hands, Rawl grabbed his rifle, dashed through the door and along the outside platform. He dropped down to use the parapet for cover and raised his gun over the edge.

Shivering uncontrollably, Ap tried to gather his scattered wits. All he wanted to be was a thousand miles away. Steeling himself bravely, he stepped into the path of the television scanner and raised the mike. "Ladies and gentlemen, people of Cronjin, you have just heard an emergency announcement by Commander Rawl..."

Outside, the first of the armored cars had skidded to a halt, and secret policemen were leaping out. Rawl aimed and fired..., Ap jumped as the blast echoed through the room..Desperately telling himself that he was perfectly safe, and that he was, after all, a publicity agent and so should be able to do something as simple as talk on the radio, he forced himself to continue. "...Loyal Officer, Speaker of Congress. And if you're going do do anything," he swallowed a gulp, "you better do it now and fast. The secret police are piling into this airfield like an avalanche..."

The burst of flame from Rawl's rifle hit the car. Chock-full of ammunition, the vehicle was a deadly weapon.

This same attribute was also its only Achilles' heel.It detonated in a scintillating flash of white and scarlet. Caught flat-footed, its crew went up with the car.

Jerking his head down, Ap wailed. "People of Cronjin, where are you? We need help!"

The second of the cars pulled up short. Jumping out, the Secret Police General surveyed the scene. Hell! One unit lost already. He about-faced and started directing the arriving forces into combat positions.

Ap stole a glance out the window and turned sickly pale. He could count two, five -no, ten trucks! And all unloading secret police. "Future zero!"

A flatbed truck with a mounted artillery piece, joined the crowd. Its gun crew started training the gun on the dome of the Center.

The Secret Police General elbowed his way through his rushing men and jumped up onto the flatbed. "No, no!" He was shouting, motioning for the men to desist. "Don't destroy the Communications Center. We'll need it in a few minutes to tell the population they are dead and we are in control!"

He sprang off the truck and ran to direct a small arms attack. At his command, lines of secret policemen threw themselves down and commenced discharging arcs of flame towards the Center.

Lying prone over the doorsill, enemy fire chewing the frame above him, Mish returned his own staccato shots of fire.

Ducked down, Lady Min crawled over to where Ap valiantly continued his address to the populace. "This field, " he was saying, "is swarming with secret police." He closed his eyes and muttered a short prayer. "Right now we're going to find out if the people of Cronjin are friends of murderers and oppressors!"

As he spoke, two vanloads of renegade forces arrived. By far more deadly than the secret police. Scrambling out, the renegades hit the ground at dead runs and made for the staircase leading to the control room.

Noticing Lady Min's frantic gestures, he gave in to her plea. "And so I give you Lady Min, eyewitness to the planning of Xenu and destruction of Earth." And he thankfully handed her the mike.

The first of the renegades were pounding up the stairs . Mish, ready for it, let them come to within a few feet of him before cutting loose with his blast gun.The leading.renegades fell back, smashing into the ones behind, creating a confused tangle of falling and thrashing men.

Lady Min glanced back at the door. Spotlights! Composing herself, she turned back to the mike. "People of Cronjin, this may be your last chance to attain freedom," she began, close to tears. Dear God - where were the people of Cronjin?

Rawl cursed as his gun clicked emptily. He thrust the last charge he had into the breech and resumed firing. If the cavalry don't come soon, they wouldn't stand a chance. Not a damned chance. He should never have let Lady Min come either.

Gritting his teeth he smashed down another renegade with a sharp burst of flare.

By the flatbed, the determined Secret Police General looked on through slitted eyes. Hearing a throbbing from behind, he whirled around. Seeing nothing, he hit a switch on the truck's side and a spotlight stabbed out into the dark.

The General froze in shock as the light revealed four blue and white army tanks rumbling towards him, gun snouts depressing into firing positions as they came.

Fanned out behind the tanks, a flock of carrier trucks were pulling up, soldiers pouring over their sides.

A ragged battle cry reached the General's ears. "Remember the Ninth Army! Remember the Ninth Army!"

Stationed in a tank turret, the Commanding General of the Cronjin Planetary Army glared at the secret police maneuvers ahead. His face set into harsh lines, his voice severe, he snapped an order into a radio unit. "Fire low so as not to hit the Communications Center. Attack at once!"

Together, the tanks fired huge sprays of blue-white flame.

A secret police car, hit, leaped into the air. A group of trucks vanished as such, becoming blazing pyres instead. The flatbed truck burst asunder.

As yet unaware of the ravages behind them, the front lines of secret policemen still exchanged shot with the Center. Then, a few seemed to sense that all was not well.

As they rose to turn back, a wave of soldiers hit them, screaming "Remember the

Ninth Army!"

Hearing the stepped up turmoil outside, Lady Min risked a peek over the windowsill. Seeing the change of circumstances, she jumped to her feet, face radiant . Thank the stars! "Victory!" she cried. "People of Cronjin, you are free, free, free!"

Rawl and Mish grinned at each other. Dangling their rifles, they went to stand by the shredded door to greet the approaching Army General and his officers.

Catching sight of Rawl, the Army General rushed forward and firmly shook his hand. "So I finally get to meet the famous Rawl!"

Mish gestured, "Shall we go inside?" They did so, Ap clearing some battered chairs out of their way..Lady Min had stopped speaking and held the mike toward the conferring group, volume up.

A sudden commotion at the door made them turn. A group of officers with a shackled civilian in their midst crowded in.

One of the officers gently pushed the civilian forward. "Look what we have here!"

The man was middle-aged, he held his head up proudly as another officer tried out various keys on his shackled wrists. The officer who had spoken explained further, noting Rawl' s raised eyebrow. "We got him out of the police barracks' dungeon. The Civil Governor af Cronjin!"

One of his hands successfully unshackled, the Governor extended it to Rawl.

Shaking his hand, Rawl studied the man, liking what he saw. "Can I count on you and the General here to get this planet mopped up and in order?"

The Governor and Army General beamed with enthusiasm. "Indeed so!" they chorused.

Mish and Ap had gone over to the console behind Lady Min. Looking as if he were about to faint, Ap collapsed against the panel and wiped his face on his sleeve. "That was tombstone close!"

Mish shrugged. "One down and seventy-four planets to go."

Ap was horrified. "Seventy-four more like these?".CHAPTER SEVENTEEN

Through the Interceptor's windscreen, the stars seemed like a chain of diamonds

against a backdrop of black velvet.

In the pilot seat, mike in hand, Rawl broadcasted a rallying message.

"People of the Galactic Confederation, fight on! We have wrested thirty planets from the unlawful control of Xenu. Everywhere populations are in revolt. The measures of personal income tax, enforced identification, illegal entries and violations of privacy by the secret police have inflamed peoples everywhere.

"Xenu in his stronghold on Home Planet receives little news to cheer him...."

And revolt they did.

Anchar: The Personal Income Tax Bureau headquarters was particularly hated. A band of civilian saboteurs slipped in by night and planted charges in key locations. And it was blown ski-high.

Betelgeuse: A secret policeman was standing at the identity computers, feeding in the unverified data. He didn't care what it said, just so long as there was stuff there. He had heard rumors about an impending revolt - no problem. The secret police could handle.

Then, three civilians, armed with automatic blast guns burst in, their leader shouting "To hell with your false reports!" And the policeman, computers and all, vanished in a flash of fire.

Pollux: An angry pack of rebels were dragging a secret policeman along by his foot. They had a kangaroo court ready and waiting for him and the renegade they had captured and whom they had stumbling along behind, rope round his neck in preparation for his predetermined execution.

Spica: The mob had a bearded psychiatrist down on the floor. One of them jabbed him repeatedly with a hypo, yelling: "Let ' s see how you like it!"

Beta Centauri: A dead secret policeman was sprawled across the console in the communications center of Planet Two, a butcher knife in his back. Beside him, a wounded renegade screamed into a mike. "Home Planet, Home Planet. The people of Beta Centauri Two have risen in revolt. We are pinned down, outnumbered..." His scream rose even higher as the room exploded with a deafening, sonorous crash of thunder.

Insurrection against the oppressors spread like wildfire across the Galaxy.

Bit by bit, the secret police, renegade forces and officials loyal to Xenu were beaten down and crushed, their headquarters smashed.

And the mutineers revelled in each victory, spurred on to greater acts of rebellion by each success..CHAPTER EIGHTEEN

A chart was spread across an aisle table in Rawl's Interceptor. Consulting it was Rawl himself, Mish, Lady Min and Ap.

Rawl slapped down his pencil and stretched his cramped limbs. "Sooner or later they will get their wits working and start to use the Home Planet bombers to retaliate."

Intent on oiling his pistol, Mish nodded absently. He'd discussed this with Rawl last night.

Ap darted his gaze from Rawl to Mish, then back to Rawl again. Bombers! What this meant he didn't know, but it must be bad news.

"I propose to attack that base, " Rawl tapped an area of Home Planet on the chart, "and then move right on in on the Home Planet without waiting for other planets. They're doing all right."

Mish nodded again. "Looks safest."

Ap gasped. Had he heard that right? "Safest?"

Rawl smiled. "This is an outer space atomic Interceptor," he explained patiently, "made to combat enemy space battleships. Using it in an atmosphere makes it dead easy against planetary ships. I doubt if there are any renegades that can even fly one."

Ap was unconvinced. "Like a tiger fighting a puppy, huh?"

Rawl laughed. "You can man the tail gun."

Clutching at the table, Ap moaned, "Do you have any heart medicine aboard?"

A young girl was being shoved around like a rag doll. The renegades, seated in a circle, laughed at her terror, pushing her from one to the next of them with her clothes tearing further at each jolt.

In the background, the Home Planet bomber base's fleet of ships sat idle and

poorly cared for. For sure, the renegades who manned the base had better things to do, like what they were doing now.

One of the renegades loosened up his collar. "I didn't think it would be so much fun to be an agent of the Confederate Bureau of Investigation."

Another man gave a leer and turned to the girl. "Come on, sweetheart, let's investigate further."

The girl was tossed at him. He caught her and ripped a garment further. She fell to his feet, inert, eyes wide open.

He shook her a little. No movement. "Hell! She's dead!".A renegade to his left reached out. "Good, hand her over, that's the way I like 'em."

One of the group had grown bored. He got to his feet and yawned. "I better get a squadron airborne to relieve the Home Planet patrol." He began to slouch off.

The renegade holding the girl pitched her into the arms of the renegade to his left, and called out after the departing man, "Yeah, you do that."

And he returned his attention to the sport.

Up in patrol, the renegade co-pilot punched a transmit button. "When are you dog lovers coming up to relieve us?"

The radio uttered an uncouthness in reply.

Starting to put the mike back on its hook, a blip on the radar caught the co-pilot's eye.

He cast a searching glance out through the windscreen and yelped in fright.

He frantically shook the dozing pilot's arm and pointed outside, bringing the mike back to his mouth with his other hand. His voice cracked as he practically squeaked: "A Loyal Officer Interceptor!"

Rawl threw his Interceptor into a dive. Between his craft and the base below, six renegade patrol ships were flying in sloppy formation.

Back in the tail, Ap sat in the gunner seat wrestling the gun with clumsy hands.

Looking out through his viewport, he flinched. "Six Interceptors!"

Alarm sirens sounded at ground level. Aroused from their various and nefarious activities, renegades scrambled toward their stations.

Holding the dive, Rawl signalled Mish to hold fire as the latter readied a firing control. Mish shot a grin back, and nodded.

Ap checked the port again. "Six more taking off!" He began muttering a prayer, hoping that somewhere some kind god would listen and transport him instantly to some other place. Anywhere but here!

Firing tracer shot, the patrol rose to meet Rawl's ship.

Flashing downwards to pass right through the enemy formation, Mish closed the firing control just as his own ship passed the first of the renegade Interceptors, leaving behind a pattern of black balls strewn between the patrol ships.

Then, the black balls exploded, knocking four of the renegade craft from the skies.

Ap at his tail gun was intent on mopping up the remaining two. Firing wildly, he managed to score a direct hit on one of them. Belching greasy black smoke, it fell.

Letting loose a whoop of delight, Ap turned his blazing gun, prayers forgotten, on the last ship as it pivoted around and began to fire at him..A curtain of swirling red engulfed Ap's turret. In the cockpit, Rawl swore and jerked at the controls to steady his Interceptor.

But the hit was only glancing, not , much damage done. Ap, a trifle singed, yelled triumphantly as his next shot caught his opponent right on the nose.

Rawl held the dive. Mish pointed down at six more ships shooting vertically up towards them. "Second squadron!

Being twice the speed as well as twice the size of the renegade craft, Rawl 's ship had flashed by them before they could even change course to fire on him.

Nearly grazing the ground, Rawl pulled out of the dive and took the Interceptor, engines shrieking, up and under the patrol.

Shooting right through the squadron, Mish again closed the firing switch, and the six ships were blasted to fragments.

Rawl yanked at the controls and dove downwards again, for the base itself. In the tail Ap was raring to go, ready to roll. Hunting for something to fire at, he found nothing, and slumped back in disappointment.

An anti-spacecraft gunner crew concentrated ribbons of shot at the plummeting

Interceptor. No use - the ship just kept diving toward them. They ceased fire and ducked futilely for cover.

Mish once more had his hand on the firing control, waiting for the word....

"Now!" yelled Rawl, and Mish snapped his thumb down.

Rawl banked his ship and sped for safety as the base went up in a cloud of atomic particles.

Flying left-handed, Rawl cruised his Interceptor above Home Planet. He held a mike in his other hand, and frowned slightly as he spoke. "Calling Commanding General Arn, Commanding Planetary Army Home Planet. Calling Commanding General Arn, Commanding Planetary Army Home Planet...."

A voice spluttered in over the receiver. "I'll get him, I'll get him."

Having answered the call, a communications clerk signalled urgently to the Commanding General across the room. He ducked down to avoid a red slash of fire that laced above him. Many others in the room did the same, for the Planetary army was engaged in a pitched battle.

Soldiers, in the blue and white uniforms, were at the windows, firing intermittently at the enemy outside. A line of wounded lay against the far wall, growing longer by the minute.

General Arn, a dignified, grey-headed man, answered the clerk' s summons. Cap off and collar open he ran, keeping his head down, over to the radio..The clerk handed Arn the mike, shaking his head incredulously. "It sounds like Rawl!"

The clerk hit a video button and the General stared, jaw agape, at the screen.

"Rawl!"

He drew a breath of relief, then spoke very seriously . "Don't try to come in here. We're pinned down! They seized our tanks. Secret police and renegades are out there in thousands all around our base."

"Are you at Central Base Three?"

The General looked a little suspicious. The guy would have to be crazy to come in here! With reservation, he answered "Yes."

Rawl gave a short laugh. "Keep the heads of your men down when you hear a ship!"

"Rawl..." the General began, to be silenced by the audible click as Rawl cut the circuit.

Looking around him in some amazement, he spoke to no one in particular . "He's coming in here!" Then, hastily buttoning his collar and jamming his cap on his head, he

turned and shouted to his men. "Increase your fire!"

High above Central Base Three, Rawl and Mish surveyed the scene below. The base was a fortress-like building surrounded on three sides by open parade ground and backed on the fourth by a winding river. Some twenty tanks were ranged around the building, spouting gushes of flame. Masses of secret police in battle formations were keeping up continuous fire at the building where army soldiers at the windows only shot back sporadically.

Rawl pulled a lever and his ship swooped downward. "Use fire," he told Mish. "Don't hit the building."

Mish grinned back at Rawl and gave him an OK sign.

Zel, a bit removed from his men, was seated in a camp chair, observing the battle in satisfaction. Just a few more hours, and he'd probably get a medal or something. Deserved it too - no one would ever know that this really wasn't his plan, but what the hell. He was the senior officer here anyway.

The note of an alien engine intruded upon his ruminations. He looked up, consternated and dumbfounded to see a diving Interceptor. Jumping up, he ran for the cover of some nearby trees.

As the ship's shadow raced over the tanks and men on the parade grounds, Mish jerked on the firing control, letting loose a blanket of raging flame.

Army soldiers crowded, wounded and all, to the windows, cheering as the tanks blew up one by one..Those still alive in the ranks of secret police nearest the army building had about-faced

to stare, awe-struck, at the burning wreckage. They didn't see as the soldiers

leapt over their window embrasures to charge headlong at them.

Then, hearing the battle cry "Remember the Ninth Army!" the secret police whirled around to be knocked flat by the wave of blue and white uniformed men.

"Remember the Ninth Army!"

In the Interceptor, Lady Min and Ap had come to stand behind the pilot seats in the Cockpit, looking eagerly through the windshield.

Ap clutched Mish's arm and howled in delight. "We've won!"

Laughing, Mish disengaged Ap's hands and reached across to lightly punch Rawl's shoulder. "Hey, pardner. We've done it again!"

Seeking an avenue of release for his high spirits, Ap grabbed Lady Min and waltzed her down the fuselage, to her own and the others' amusement.

But below, Zel was making good his escape. He clambered into an armored car and kicked it into gear. Hatless and scorched, he careened off madly, intent only on getting away..CHAPTER NINETEEN

The heads of state were holed up in the palace. Renegade troops, scattered strategically around the walls, kept up a barrage of small arms fire.

Out in the street, a crowd of affronted civilians were held back by barricades and panes of anti-shot glass.

In the square, facing the palace, were several armored vehicles and a blue and white tank. Next to the tank, General Arn, Mish and Rawl were conferring.

"They're in there all right," observed Arn. "The lot of them, like rats in a hole."

Mish slammed a fist against the tank's side. Blast! He spoke gruffly in his frustration. "You can't bomb the place. It's force screen detonates anything you drop on them."

Rawl leaned back on the tank and shook his head. "No, no. We've got to take them alive." He beckoned to a civilian police captain who held a loud-hailer.

Stooping low to avoid ricocheting shot, the captain ran over to the tank, trailing the hailer's cord behind him.

Rawl jabbed a thumb over his shoulder. "Isn't there any way we can get them out of there?"

The captain shrugged. "We could storm the place. Cost an awful lot of men."

"Call them again," sighed Rawl. "We want to take them alive."

A man in the forefront of the watching crowds turned to his neighbor, marveling at what he had just heard. "Rawl just said they want to take them alive!"

Pleased with the idea, his eyes lit up fanatically. Cupping his hands to his mouth,

he shouted to Rawl: "Take them alive!"

Those around the man stared at him, astonished. Then they too took up the cry.

"Take them alive!" the din grew as more and more joined in.

The captain glanced back at the people behind the barricades, a small smile

crossing his face. Turning again to confront the palace, he switched on the hailer.

"You are called upon to surrender peacefully. All renegades in the palace will be

granted amnesty and transported out of the Galaxy. All officials will be arraigned for

trial. Come out without weapons and your hands above your head."

In a window, a renegade was turning the captain's words over in his mind. He

listened for a moment to the mob's chanting - "Take them alive!"

Sighing, he worked the slide of his rifle and pulled the trigger. It gave an empty

click. He regarded the street again, then withdrew from the window in defeat..One of the palace doors opened a crack. Several blast rifles slithered out to clatter

down the broad front steps. The door opened wider, and a ragged bunch of

powder-burned renegades straggled out, hands held high.

An officer signalled to his blue and white uniformed men. "Hold your fire!"

The men who had capitulated were frisked and loaded into an open-sided truck.

Suddenly, a burst of fire from the palace knocked three of the renegades down.

A civilian police officer dropped to his knees and raised his rifle to shoot back.

Holding his smoking rifle, the secret police executive tarried a second too long at

the window before drawing back. The demoniac snarl on his face changed to one

of agony as the shot from below caught him in the abdomen . Loosing an

involuntary burst from his gun, he pitched forward and fell to the pavement below.

Viewing this exchange, Rawl's frown deepened. He looked over at Arn; "Still a lot of

fanatics in there."

Arn, scowling at the palace, nodded absently.

Rawl drew his pistol and checked its load. Jerking his head towards Mish, he

moved off in the direction of the palace. "Come on, Mish."

Aroused from his meditations, Arn made a grab at Rawl in alarm; "No!"

But they were off, crouching low. Creeping alongside of them was a driverless armored car, pushed by a couple of civilian police, to protect them from fire. A splatter of red glanced off the top of the car without doing harm.

Deciding the least he could do was keep the enemy busy, Arn shouted to his men: "All troops, rapid fire at palace windows!"

Pulled up in front of the building's arched portals, Rawl and Mish knelt in back of the car's fenders. Keeping his eyes on Mish's face, Rawl drew a coin from his pocket and flipped it.

"Heads," chose Mish.

Rawl didn't even look at the coin or show it to Mish. "I lost," he stated, cutting short Mish's protests by sprinting off towards the palace steps. Red streaks of flame ripped at the cement around him, but still he ran on.

Mish swore. Seeing someone about to shoot at Rawl from a window, he rapidly aimed and fired. The man's gun, hit, exploded in his hands.

Mish turned anxiously back to watch Rawl dart through the palace doors. Hell! He wasn't going to let Rawl go in there alone! He upped and dashed off to catch up with Rawl.

Inside, Rawl paused to spray the hall with shot. Spotting a shadowy figure on a balcony, he brought his gun to bear and fired..He started as someone raced past him and made for the stairs. Seeing it was Mish,

he smiled - not surprised. Staying below to cover him, Rawl waited until Mish had reached the head of the staircase before dashing up them himself.

Their backs to the hallway on the left of the bannister, neither saw an office door surreptitiously open. Nor did they see a grey-green uniformed man sneak out and take aim.

The shot caught Mish on the side of his head. A look of amazement on his face, he jerked once and, weapon flying into the air, he fell backwards rolling over and over as he toppled down the stairs.

Rawl's face went white as stunned, he watched Mish fall. Then, whirling around, he saw a door down the corridor bang shut.

Running furiously towards it, he cut loose a blast of fire and the door buckled inward. Kicking the smoking door aside, he entered the room, gun held ready. He swept his eyes across the room. Cowering by the desk were two secret policemen. A third was getting to his feet, having been knocked down by the door, and was bringing his rifle around.

Though Rawl was still in shock from the loss of Mish, his reflexes were lightning quick. Instinctively almost, he blasted the man with the rifle down and turned his blazing gun on the other two men. And he kept on firing long after the secret policemen were dead.

He checked himself, the fury clearing from his mind. Stepping out into the hallway, he looked down over the bannister at the crumpled form lying at the bottom af the stairs.

For a moment only he allowed grief to tear through him. Mish had been his best friend. Damn, damn, damn! Then, grimly determined, he moved down the corridor.

In the street, Lady Min had joined General Arn by the tank. Her face white with strain, she stared at the palace, clasping and unclasping her hands in nervous tension. Oh lord! Let him come out alive...

Bootbeats echoing, Rawl strode down the hall. He passed door after door until he arrived at the last one, slightly more ornamental than the rest, its plaque announced it to be Xenu's office.

He reached out his hand, tentatively touched the doorknob. he turned it. Then, he savagely kicked the door open and lunged through.

At first glance, the room seemed bare. Red velvet drapes hung askew, red carpet littered with paper and discarded weapons, the massive black desk was smothered in scatters of files.

Rawl took this all in in a flash, then brought his gaze to rest on the floor under the window. There slumped down, were five men. Rawl walked slowly, cautiously even, towards them..Stopping before them, Rawl regarded the five men with contempt. Zel was

white-faced

with fear; Chi was panting - his hand raised to ward off imagined horrors; Sty lay stiffly as if he were one of his own patients, or victims rather; Chu the banker would not meet Rawl's eyes, concentrating as he was on not vomiting from total shattering terror; and lastly, Xenu - he was slightly more composed than the rest.

Rawl's lip curled. Well here they were. The kingpins. Not so brave now, but weren't all criminals basically cowards at heart?

Praying Rawl wouldn't notice, Xenu obliquely eyed the floor by his right hand. A blast pistol lay there invitingly. He crept his hand toward it, keeping a close watch on Rawl as he frisked down the other four.

Closer and closer crept Xenu's hand. Still Rawl hadn't noticed....

With a sudden movement, Xenu grabbed the pistol. Out of the corner of his eye, Rawl saw this and spun around, swinging his foot at the same time.

Jamming the gun against his right temple, Xenu squeezed the trigger...

Just as Rawl's boot connected with his hand, sending the pistol spinning up into the air, it discharged harmlessly.

Scooping it up from where it bounced back onto the floor, Rawl tossed the pistol to the far end of the room.

His attempted suicide foiled, and all weapons removed from his vicinity, Xenu flopped down in despair. 'Whoresons! He was lost, lost, lost.

Casting a withering glance at Xenu, Rawl moved over to the window and shattered the glass with his pistol butt.

Reversing his gun so as to keep his prisoners covered, Rawl leaned out the window and waved his cap to the people below. "They're alive!"

The crowd roared in approval. Lady Min, tears of relief streaming down her otherwise glowingly beautiful face, waved back frantically, trying to catch Rawl's eye.

Car horns and church bells joined in the uproar. Rejoicing spread through the city at the news of victory. As one, the crowds burst through the barricades and surged, yelling in jubilation, towards the palace.

The joy of the moment was infectious. Rawl smiled to himself as he Looked down at the tumult below. Seeing Lady Min there, his grin widened and he blew her a kiss..CHAPTER TWENTY

General Arn was talking with Rawl in his office. Nearby, flashy in his loud new clothes, Ap was fidgeting. Lady Min, beautifully groomed and poised, gazed adoringly up at Rawl through long lashes.

Rawl put a hand on the General's arm. "There's a lot to be done. Can you nominate some of your people as Loyal Officers?"

"Yes," the General affirmed. "And if I were you I would take the two top classes of the Loyal Officer Academy, commission them at once and put them up for election by the people."

Rawl nodded, then a frown marked his face. "It won't," he added gloomily, "be the same operating without Mish."

As he spoke, the door flew open and Mish, heavily bandaged and grinning madly, entered on crutches. "That," he laughed, "is one problem you won't have to feed into the computer!"

Rawl looked as if he was seeing an apparition. Mish? Alive? Recovering from the initial shock, he whooped in delight and rushed over to clap him on his good arm.

"You'll never know, pardner," he said, "how pleased I am to see you!"

Lady Min and Ap also swooped down on Mish trying to hug him and be careful of his wounds at the same time.

"Hey, watch it!" exclaimed Mish in mock protest.

The Congressional Hall echoed as the black-robed judge, seated in the place once occupied by Xenu, rapped his gave!

Two other judges flanked him. Many more were seated below him in a long tier.

The vast rows of chairs were empty, save those occupied by a stern-faced Rawl, a black-veiled Lady Min and a bandaged Mish.

Heavily guarded, Xenu, Chi, Zel, Sty and Chu faced their tribune, awaiting sentence.

Broadcasting the trial, a newsman and an audio assistant rolled the TV camera

around on its crane support.

The chief judge looked down gravely on the criminals before him. "Having been duly and carefully tried under the authority of Congress, the following persons are found guilty of attempting to form a police state, extorting personal taxes, of instigating revolt, high treason against the state, willful and malicious mass murder of populations and the destruction of the people and all things on planet Earth:

"Zel - former Chief of Secret Police Earth, Sty head of the Psychiatric Associations, Chi - former head of the Department of Justice, Chu - former head of the Galactic Bank, and Xenu - deposed Supreme Ruler....".The judge paused for breath, then continued, his voice taking on an even more somber tone. "....are hereby sentenced to be exhibited on every planet to the populations of each planet and then imprisoned in a mountain sustained for eons by life-supports.

"Such is the judgement of this court, of the Congress, of the offended peoples of the great Confederation and the moral natures of all decent men.

"Is there anything the felons would care to say?"

His question was met by silence. The banker's nervous giggle didn't count.

The Judge, with some asperity, rapped his gavel to silence the banker. He frowned severely. "Such is the fate of those who would form a police state and such it has ever been."

He rapped his gavel three more times to signal the conclusion of the proceedings.

The sentence was carried out meticulously.

The criminals were displayed in glass encased locomotives that travelled the face of every planet in the Confederation.

At each station, the trains would halt, met by angry, indignant crowds. Among the bands of citizens were some more bold than the rest. These displayed their hatred and utter contempt for the felons with tangible expressions in the form of eggs, tomatoes and other such objects, pelted pell-mell at the carriages.

The prisoners reacted in various ways. Chi merely stared out the windows, eyes wide and vacant as he slowly went insane. Sty took to muttering Freudian style

phrases to himself in an attempt to occupy himself with things other than his horror of the fate in store for him. Chu lost a great deal of weight, becoming less piggy, but still maintaining his habit of twist-twisting his rings. Zel became a manic-depressive, and indulged in paroxysms of deep melancholia followed by fits of glee.

And Xenu - Xenu just sat and sagged, head in his hands.

Their grand tour over at last, they were taken to a solitary mountain that brooded over a barren plain.

A cluster of blue and white trucks were parked around a tunnel entrance that led into the heart of the mountain. Nearby, a milling crowd of civilians and soldiers were scattered about. A military band played funeralistic music, slow in beat and low in pitch.

Accompanied by his TV and radio broadcasting equipment, a newsman was keeping up a steady commentary. "We are standing here on the desolate slopes of Mount Xenu on Planet Tawn. This is the mountain named for him in the days of unholy power when he planned his criminal course of destruction. It was designated, possibly with bitterness, as the final place of imprisonment. Officers of the Court are completing....".Inside the mountain was a grotto carved out of the living stone. A blue-overalled

electrician was connecting up sheets of copper plating that lined the room. Alert guards stood about. Cables and wires lay in heaps on the copper sheathed floor.

Several white-coated doctors and their attendants worked busily around a semicircle of hospital-style tables on which the prisoners, strapped down, were lying.

Xenu was staring dully upwards as one doctor fastened tubes to his wrists and another fastened them to his ankles. The first doctor, having finished the wrists, began to put two prongs around Xenu's throat.

Wetting his dry, cracked lips, Xenu looked up at the doctor, some terror showing in his glazed eyes. "These devices keep one alive forever?"

"Don't talk," snapped the doctor.

A guard stepped forward. "Don't talk to the prisoner!"

Despairing, Xenu rolled his eyes. "How long is forever?"

No one answered, no one knew.

Completing their tasks, the doctors began to pull out. Guards moved away from the tables. They filed out one by one, leaving only the electrician and one guard in company with the prisoners.

Rapidly, the remaining two gave the tables and wirings a final check. The prisoners lay inert but awake. The banker and psychiatrist stared wretchedly at the exit, small and more desirable than life, at the end of the long tunnel. Zel started to laugh hysterically. Chi looked around, vacant-eyed. And Xenu gazed blankly, torment-torn, at the ceiling.

Satisfied all was in order, the electrician and guard also began to depart. Swinging the copper-grated door shut behind them, they walked the length of the tunnel. Reaching the final exit, the electrician switched the lights off, and the guards banged the heavy steel door shut.

Inside, the prisoners were bathed in darkness. And the screaming began....

The newscaster buttonholed the electrician. "How long," he asked, thrusting the mike forward, "will the power last to continue their life-supports?"

Turning in some impatience, the electrician shrugged. "About seventy-four million years, I think, possibly more. Long enough."

Piqued at this laconic reply, the newscaster looked around for another prospective interviewee.

Bulldozers moved up and began shoveling dirt to cover up the tunnel entrance. An engineering officer spoke to one of the drivers. "Make sure there's no trace of that tunnel entrance.".The driver grinned and gave him a salute.

Finally, the people had drifted away, the band was gone.

Mount Xenu once more stood alone. No sign left of the tunnel. No sign of anything. A sullen breeze moaned monotonously over the plain, tumbling a few dried weeds before it.

A faint scream sounded. Perhaps a sudden gust of air, perhaps....

Just the lonely wind..CHAPTER TWENTY-ONE

Earth. A murky yellow mist swirled about some shattered tree stumps that spotted a promontory.

A white helicopter was hovering there as it lowered an angular, cylindrical object. It was a large capsule, shiny green in color. Its surface was smooth but for the panels set in its nose.

A few people were standing on the promontory. All wore anti-radiation suits over their normal clothing; Mish, watching the lowering capsule, guided it down with hand signals.

Ap, not doing anything much as usual but there anyway, looked around at the desolated landscape. He found it a little bit spooky. "This sure is," he commented to the air as no one was listening to him, "the end of Planet Earth! Future zero!"

Off to one side, Lady Min and Rawl had their heads together, talking quietly.

Lady Min looked up at Rawl a trifle uncertainly. "I never was his mistress, that was just his idea of a way to become popular.He hated women."

Rawl smiled, a little surprised but pleased all the same.

"I used to keep news clips of you," she went on as she lowered her gaze, embarrassed. "Kept them under my pillow when I was a teenager. Silly, huh?"

Rawl's eyes flew wide open. "You kept clips of me?" It was his turn to look embarrassed. "I used to keep photos of you in my wallet."

They looked at each other in sudden understanding. Their hands reached out and touched.

Meanwhile, the capsule grounded, the helicopter had landed. Mish disengaged the cable and together with Ap, wrestled the cylinder into position.

Unhooking one of the panels, Mish switched on a camera unit and recorder. He turned to signal Rawl. "You're on," he hissed.

Gently, Rawl took his hand from Lady Min's and softly touched a finger to her mouth.Her eyes were brilliant as she smiled at him.

Stepping into line with the capsule's camera lens, Rawl braced himself to speak. "A few of us labored together to make this capsule so that those who may follow will know how your planet was murdered and why."

He swept his arm to indicate the devastated terrain.

"This desolation was the result of forming a police state. When populations are restless, unwise governments seek to oppress. And the more they oppress the closer they bring a revolution. Foolish governments seek to prevent revolution with more oppression. And they die.."But part of the fault for this must be shared by the Congress. Congress let an executive branch grow bigger and bigger and let it act to antagonize and alienate the people. To that degree Congress betrayed the people who elected and trusted them."

He looked down and raised a hand to tick off a finger as he made each point.

"Before the other planets are also destroyed, Congress has got to reform the school system so -they stop teaching kids they are animals. Then it has to get the police to realize they are responsible for public safety, not just nabbing people they don't like. Congress will have to pass a bill abolishing the whole evil fraud of psychiatry. Congress has to eradicate the executive branch as it is and organize one with far less power."

Rawl gazed intensely into the camera lens, as if willing a result of duplication and action to occur if, when, Earth ever was reborn, re-civilized.

"Do not attempt to form another police state for then your planet will die again.

"The mistakes of the past were ours. The future is yours."

With that, Rawl essayed an easy salute.

A stray wind blew a wisp of yellow fog between Rawl and the capsule and the screen went blank.

EPILOGUE

Stunned, the president and his head cop could only stare at the blank screen as the capsule's panel doors slowly swung shut.

Through the window, the sun was setting on Washington the fair, Washington the beautiful.

And still they just sat. The head of National Police vacant-eyed; the president pensive, trying to gather his scattered wits.

The president considered the consequences of this capsule's contents became public knowledge. He shuddered at the idea. All his plans, all his power...he shook his head to disband such awful notions.

After a time, he stood up. Seeing his boss rise, Jedgar also got to his feet, thankful to get going. He knew this business was terribly important, and that much was at stake - but all he could think of was his dinner and the race tonight. And he had a mighty big bone to pick with that Benny the Dip....

Thoughtfully, the president walked towards the locked doors that led from the room, Jedgar trailing behind, anxious to be gone.

On the steps outside the science building, a cluster of newsmen and photographers had gathered. They had been waiting an awfully long time..As the huge portals opened, their desultory talk ceased abruptly. They looked up

expectantly as the president and his sidekick, czar of all US police, appeared to be instantly hit by a barrage of clamorous questions and popping flashbulbs.

"What was it?" yelled a reporter.

"Mr. President...." began another.

And another reporter "Was it some ancient civilization?"

Loud and clear above the others, one reporter could be heard. "Was it a time capsule?"

The president looked down at the reporters.They were obviously awaiting some kind of answer. Well, he'd give 'em one. He smiled slowly, eyes veiling.

Waving his hands for silence, he spoke in a jocular tone of voice. "Sorry to disappoint. It was just a piece of old World War II junk. Just scrap metal, gentlemen. Just scrap metal."

Turning his head a little, the president exchanged a sly, conspiratorial glance with his Chief of National Police.

Jedgar, catching on and approving whole-heartedly, smiled back - a bit evilly, slightly twisted.

No one would ever know...

Just scrap metal.

THE END

International

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The Free Zone

SECTOR 9

SECTOR 9 BOOK PAGE 158

SCIENTOLOGY: PLAN FOR WORLD PEACE

by L. RON HUBBARD 1963

Disarmament has claimed the attention of Earth's governments for more than half a century without any practical means of attaining it.

Any solution to the problem of war must resolve the greater problems of political and industrial security.

Today's trend is toward togetherness. And today'~ urgency is that Man take firm forward steps toward a real solution of his international political and economic affairs while he retains the power of decision.

A peaceful consolidation of Man's real progress is possible without recourse to war, to rebellion, to the overthrow of governments by force, or other chaotic and regrettable acts.

The following blueprint is advanced to demonstrate the feasibility of utilizing modern trends and peaceful means in securing for government and industry, a more stable endurance and greater service to mankind.

Peace with prosperity is not an idle dream. And a determined and unified advance is possible towards that end.

The following programme has no other purpose or interest than attaining these ends.

PROGRAMME BY STEPS

STEP ONE[

Persuade all governments to turn over all atomic weapons, stocks, and control of atomic manufactures to the United Nations at once.

Persuade the United Nations and all governments to select a site for and construct an International City, preferably in North Africa, on the Mediterranean Coast, where land reclamation can expand its area and where its communication lines can easily be centered for Earth. Seen

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SECTOR 9 BOOK PAGE 159 STEP THREE: Persuade all governments to remove their capitols to the International City complete with heads of government, congresses, and parliaments.

STEP FOUR:

Secure communication lines and command lines from each country's head of government in International City to the government of each internal county or state in that country. (Wherein the words 'county' and 'state' differ in various nations but mean the next lower political-geographical echelon below the national government.)

Regard each county or state within a country as an autonomous unit under the control of the head of the nation in International City.

STEP FIVE:

Bring about a recomposition in the United Nations, basing its member delegates on a formula comprised of land area and value, production and construction value and population figures.

Remove all special privilege categories for favored nations and the exercise of veto by a few.

Form the United Nations into a judiciary division, two houses and an executive branch, the key officials to be popularly elected or selected within the nations they represent and by voting by both upper and lower United Nations Houses for the head of the United Nations.

Reform the United Nations Charter into an instrument specifically engaged in governing the heads of nations and international affairs. Forbid in the charter all interference with or government of individuals or smaller communities. Forbid the regulation of work, working conditions, hours of work, place of work, housing, or any other individual matter, especially laws designed to 'protect the individual from himself' or imagined enemies, giving any nation or individual so interfered with full recourse to law and damages in the International Court.

Forbid interference with the politics, beliefs, religion, ethnology, customs, or ideologies of any nation or state or county.

Forbid all pressures from groups within the United Nations to favor or disfavor ideology, race, color or creed for any reason whatever.

Seen Rejected Percentage

Characters 1712 4 99.77

SECTOR 9 BOOK PAGE 160

STEP SIX:

Forbid treaties of mutual assistance or warlike assistance amongst states, counties or nations against other states, counties or nations.

STEP SEVEN:

Bring about the creation of a small effective armed force under the United Nations and the dismantling or abolishment of all other war facilities on the planet above the level of crime and population control forces under the direction of the heads of states and counties and the small bodyguard usual to the protection of a head of a nation, state or county, these forces to be severely circumscribed and well below the strength of the International Force.

Persuade the transfer to be made with due regard for and recompense of, the personal interests of existing armed force personnel by retirement, transfers to state or U.N. forces or other utilization; and the U.N. to inherit all existing military established bases and give recompense therefore.

STEP EIGHT:

Persuade stable and real International economic measures.

Base economics on the most fundamental definitions of inflation and deflation, wherein inflation is the result of more money than goods and deflation the result of more goods than money, and maintain financial matters accordingly.

Persuade the turn over of the International Monetary Fund to the United Nations.

Persuade the turn over of all central banks of nations or central banking, to this Fund.

Establish a branch of this Fund in every state or county through the national or central bank of that nation.

Allocate to each state or county as its money the exact value of its property, real or personal, and exchange the new money for existing monies in the hands of persons or corporations. Permit no other monies to be printed or issued. Each year, by careful survey, increase or decrease the extant funds in a county or state to match its productivity, the principle being that money must exist to purchase that which exists to be purchased.

SECTOR 9 BOOK PAGE 161

Continue the value of money against real goods and property.

The character of notes and coins should bear on one side their International Value and on the

other their domestic or local designations.

The handling of future funding should be through the International Monetary Fund to its national or central bank branches of the nation in counties or states to the private banks in that state, all under the supervision and direction of the United Nations through the Nation's central bank branches in each county or state.

The financing of the governments of cities, counties or states should be as usual by their own taxation and the government of the nation should receive its money for all its expenses and management only from their counties or states and never from individuals or companies directly, the amount for the nation not to exceed fifteen percent of the gross revenue of each county or state, paid directly by that county or state to the nation's capital in International City.

The financing of the United Nations should consist of an additional ten percent of the gross revenue of each county or state paid directly to the United Nations and eight percent of the gross revenue received by each national government from whatever source, and from interests paid into the International Monetary Fund.

The collection of taxation funds by any state, county, nation, or the United Nations to be strictly forbidden to be on a net basis, thus inhibiting the invasion of the financial privacy of individuals, companies, cities, counties or states, or nations, and reducing the complications and expense of collection.

From these tax funds all expenses of whatever kind should be paid without further recourse to "special" United Nations or National taxations independent of the counties or states, a practice which should be forbidden.

STEP NINE:

Persuade the United Nations and national governments that the activities of the United Nations and national governments (but not state or county or city governments) should be limited to (a) The administration of justice; (b) Public Safety; (c) Facilitating the safe transport of persons and goods; (d) Guaranteeing the collection of private and public debts; (e) Efficient handling of public communication; (f) Safeguarding public health; and (9) Self Preservation. Seen Rejected Percentage Characters 1968 10 99.49

SECTOR 9 BOOK PAGE 162 Forbidding the indulgence by the United Nations or National

governments in (a) Interference with the individual; (b) Moral laws; (c) Racial and religious matters; (d) Workers, unions, and wages; (e) Management of private business; (f) Production; (g) Collection of personal or company dossiers by whatever excuse including those of tax purposes; (h) Entertainment; (i) Forwarding minority or majority racial or religious purposes; (J) Assisting in the establishment of monopolies in any field of activity except government; (k) Engaging in war.

Under the Administration of Justice, Crime should be defined as 'aggressive acts resulting in actual intentional violence to persons or property or intentional deprivation of property without adequate compensation' and that nothing exceeding this shall be considered to be embraced by criminal jurisprudence and that all else shall be considered civil justice and subject only to civil suit by companies or individuals.

STEP TEN:

Persuade the United Nations and national governments that they have no interest in matters of healing or welfare and may not legislate for or against them, nor assist to create health monopolies or 'legal procedures' and the United Nations or national governments have no interest in the support or lack of support of individuals, but may assist them only to the degree of encouraging production of public works, it being impossible for the U.N. and national governments (but not state or county or city governments) to continue to care for the individuals of an expanding population without creating a world wide tyranny in which all individuals become slaves.

s~ ~

All armaments, fissionable materials and warlike or dangerous war productions not disposed of in the general disarmament should be provided with adequate storage or repair facilities at International City and placed wholly and only under the control of the United Nations and its armed forces.

Arrange that adequate patrolling and detection facilities be maintained throughout the world by the United Nations to ensure against the illegal production of facilities for war.

Enforce that only conventional weapons and forces be used when nations at disagreement refuse to abide by the decisions of the International Court in routine civil suit and threaten war.

Enforce that no fissionable materials be used in war on

this planet even by the United Nations .

SECTOR 9 BOOK PAGE 163

Arrange that civilized regulations regarding the quartering of troops and their conduct be enjoined upon the forces of the United Nations.

Arrange that no United Nations force may belong first to a nation and secondarily to the United Nations but that all such units be recruited by and maintained by the United Nations.

Arrange that no military or police conscription exists even in the United Nations force.

Arrange that no United Nations force may be employed to maintain order in a member nation not threatened by aggressive war, nor may it be used to restrain a revolt contained within a nation or a state, save only that the revolting forces may not attack another nation or attack from another nation or refuse to continue membership in the United Nations.

s~ ~

That the government of International City itself shall be conducted by a group not interested in the United Nations or in any other nation, and that this group have no political connections, nor be able to interfere with the conduct of government by the United Nations or its nations, but have interest only in the nominal and usual city government of International City and to create and maintain a city and to prevent riot, civil commotion and crime within the area of International City only, all residents thereof being subject to such civic administration without any immunity for murder, theft, and other offenses against members of the community as a community.

This civic corporation to be chartered by the United Nations under the name of 'International City

Civic Corporation' on a permanent irrevocable charter and thereafter remain wholly independent of political control except for possible suit in the International Court, it being widely known that capitals constructed and run exclusively by large governments are slowly constructed and disinterestedly managed. The Civic Corporation must be immune to fashionable vendettas or favoritisms and must be dedicated by personal interest and reward to the construction, maintenance and continuance of a beautiful and peaceful city. The Civic Corporation must be aloof from all government policies and concerns or trends of the times, and these things must be guaranteed in its charter.

Membership in the Civic Corporation would be on an individual basis wherein a member may represent himself or a company but a company may be represented by only one member. Seen Rejected Percentage Characters 2023 9 99.56

SECTOR 9 BOOK PAGE 164 Such membership should include representation of the foremost organizations in the world in the fields of all the diverse skills and materials comprising the needs of the construction, maintenance, services and commerce of a large city~ including governing, policing, and financing.

Each member should pledge, but not pay, a sum of one million dollars to the Civic Corporation.

There should be two thousand members.

The members should then elect twenty council members to represent the various departments of city planning, maintenance, services and commerce, all for a period of five years.

The council should then elect or confirm a permanent chairman.

No member should be permitted to 'buy out' another member. All posts of membership should be filled when vacated. Membership should not be inheritable.

The Civic Corporation thereupon issues bonds acceptable to nations, the International Monetary Fund or banks to the total of five hundred billion dollars against various portions of their activities and proceeds with this financing to obtain, with United Nations political assistance if needed, the lands necessary for construction, making certain of sufficient terrain for expansion and all needful facilities.

Aside from national monuments transported there, all lands and buildings, utilities and services of whatever kind continue to belong to the International City Civic Corporation, and all rates, taxes, fees, and revenues of the city continue to belong to the Civic Corporation in perpetuity.

The design of the city should cluster the national headquarters in such a way as to prevent selective bombing or attacks. The land allocated to each should, however, be extensive, the residential portion fanning away from the center of the nation's government, which in turn, with others, fans away from the United Nations center, all allowing for extensive boulevards and commercial sections. Long underground networks for swift transport, a large port, various airfields, extensive shopping, hotel and residence sections, and numerous recreational facilities and parks with specially built resort areas, provided with excellent utilities, should endeavor to make International City the best planned, best built and most pleasant city on Earth. And every endeavor of the Civic Corporation, in it's own interests, should concentrate on making it so and to provide for it the best and least censorious city government on Earth. Seen Rejected Percentage Characters 2088 6 99.71

SECTOR 9 BOOK PAGE 165 The city should be maintained as a free port and every effort should be made to absorb the threat of inflation posed by international funds flooding into the City without providing goods or services to compensate. The Civic Corporation should not therefore allow government stores, canteens or recreational services not under the control of the corporation, but should endeavor to keep the cost of living low for the entire city and thereby acquire also a stable and non-political population minimally influenced by the constantly shifting political population and preventing the fate of welfare managed capitals of the past.

From each nation and from the United Nations the Civic Corporation should receive ten percent of all revenues collected by the national government and by the United Nations from national governments to maintain the city and its services.

Initial construction of capitals should be in so far as possible a duplicate of the previous capital's ground and government buildings, transplanting these where possible, such as the complete Mall of Washington from the Lincoln Memorial to the Supreme Court Building, should be at the expense of that nation with the guidance and co-operation of the Civic Corporation or on a cost plus ten percent basis by the Civic Corporation, but all other non-government buildings should be built at the expense of and owned by the Civic Corporation.

In police matters, where they affect crimes of violence, riots and civil commotion, only the forces of the Civic Corporation should be permitted to act within the boundaries of International City.

No extradition of any kind should be permitted by the Civic Corporation.

All persons, regardless of status, should be bound by the laws of the Civic Corporation. No violence of any kind should be condoned on political grounds.

The Civic Corporation should be fully aware that its profitable future depends on sound construction, excellent facilities a beautiful and hospitable city and a benign but effective government, aloof from vendettas against persons or fashionable witch hunts.

Recourse by the Civic Corporation against interference by other governments in the creation and management of International City should be available in the International Court, or in the courts of nations, or in its own city courts against financial indemnities placed on deposit to the Civic Corporation against further encroachment upon its rights or the forfeiting of such deposits by later abuses. Seen Rejected Percentage Characters 2119 12 99.43

SECTOR 9 BOOK PAGE 166 STEP THIRTEEN: All National Meetings or International Meetings such as those of Congresses, Parliaments, or conferences amongst heads of nations or states should be forbidden against fine outside the precincts of International City.

STEP FOURTEEN:

No head of state should be permitted to absent himself from International City in times of international crisis, and not more than three months in any year.

The withdrawal of a majority of a National government's personnel from International City or the construction of a national capital within the nation should constitute a declaration of war upon the United Nations.

STEP FIFTEEN:

The United Nations or its forces may not continue to occupy any country attacked by it for the crime of war, but should with all speed return that country to its own duly selected or elected head of state as soon as disarmed.

The United Nations should not acquire independent sovereignty over sections of Earth by reason

of mandates, occupation, or other means, regardless of the conditions of that area.

The United Nations should not finance leaders of national government to acquire territory, put down revolts, or make war.

STEP SIXTEEN:

Any nation found guilty of concentrating troops, acquiring forbidden munitions, or provoking conditions leading to war should be liable to indemnities equivalent to those which would have become owing had the attempted conquest occurred, been lost, and the aggressor nation vanquished; and all such indemnities should be payable to the United Nations Land Reclamation Fund.

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The United Nations should not be permitted to define or outline 'orthodox science' or introduce any idea of orthodoxy into any science or the humanities except government; nor should it be permitted to attempt reforms in genetics, nor should it define sanity or insanity or label or care for the insane; nor should it be permitted to engage upon propaganda campaigns for any science or practice beyond the halting or isolation of disease epidemics. Seen Rejected Percentage Characters 1703 24 98.59

SECTOR 9 BOOK PAGE 16?

STEP EIGHTEEN:

The exploration of space should not be permitted to individual nations or private concerns, constituting as it does a potential of warlike manufactures, but all such activities should be carried out by the United Nations, acquiring all existing material, technology, facilities and personnel for that purposes; and all information gathered from such projects should be deposited with the United Nations and made freely available to all scientists where divorced from war.

STEP NINETEEN:

The United Nations should be permitted to engage upon campaigns, financing and public works through nations or directly to ass*st economic apportionment, of rehabilitation of Earth, its streams, wildlife, reforestation, fisheries, dams and land reclamation, but must turn over the resulting properties to their respective nations when completed, but may withhold maintenance funds should United Nations inspections reveal a failure to continue such projects in operation by that nation. And by this all land, air, stream, and ocean pollution becomes, as it affects the planet, the province of the United Nations without forbidding independent action by nations, states, or counties, or cities.

s~ ~

The United Nations should not be permitted nor should any national government be permitted to prescribe curricula or demand or regulate attendance in any school, public or private, whether maintained by International or National funds, nor define the requirements of a degree or demand the attainment of any scholastic standing of any kind, or regulate in any way the education or religion of any individual by whatever circuitous means, nor should the United Nations or National governments be permitted to require the indoctrination in any way of the citizens of states or counties, nor pronounce upon their mental fitness or lack of it. But the United Nations or nations may require what they please for purposes of their own employments and may conduct courses in government for their officials or compose universities for this purpose in International City, but may not require indoctrination of the children of employees or officials.

The activities and subjects of education and schools

should be entirely the province of state or county or

city governments, autonomous whether given International

or National funds for education or not.

Seen Rejected Percentage

Characters 2009 9 99.55

SECTOR 9 BOOK PAGE 168

STEP TWENTY-ONE:

Any person, company or government suffering actual direct loss by reason of this plan should be recompensed fully from the International Monetary Fund upon submission of factual and substantiated claims to a General Claims Office to be formed within the framework of the International Monetary Fund; and all such claims denied should be referred to a Committee of Claims of the United Nations General Assembly; and all such claims there denied should be heard by the lower branches of the International Court.

But no such claims should be based on ideological facts or conquests or seizures or losses of conquered areas or court findings after January 1st 1960. No personal or contractual claims should be considered valid if based on contract awards or appointments begun or entered upon after one year of the date of award of the charter of the International City Civic Corporation by the United Nations.

STEP TWENTY-TWO:

An executive or official of the United Nations should be personally liable in the International Court for his public acts through the processes of civil suit, should those acts be proven beyond reasonable doubt to be in viola{ion of the basic laws of the United Nations and taken in interests other than those of the United Nations and directly resulting in actual injury to an individual, company, or state or county or nation.

STEP TWENTY-THREE:

The United Nations and national governments should be denied all power of extradition from counties or states, since a world with one government notoriously provides no refuge for the individual out of favour and results therefore in a prison-like slavery- when lacking this restraint.

STEP TWENTY-FOUR:

The apportionment of funds or International Funds should be divorced from all efforts to favor or disfavor races, color, creed, or political majorities or minorities, 'backwardness' or 'progressiveness', and should be based only upon current economic and production grounds, and all efforts to bring about suppression or elevation of races, color or creed by financial manipulation

within the International Monetary Fund Should be deemed treasonable.

SECTOR 9 BOOK PAGE 169

STEP TWENTY-FIVE:

A long term educational programme of United Nations officials and Earth's people should be engaged upon, bringing into general demand the continued adherence to the principles founding a world government and in particular to the fundamental that the United Nations is a government of nations, erected to end the anarchy of sovereignty which led to wars, and aloof from the governing of individuals or interference with their daily lives, save only to provide them with the tranquility and prosperity of peace.

STEP TWENTY-SIX:

The new charter of the United Nations, based on these explicit principles, should not be subject to amendment once this plan is executed, since to change it after nations have delivered up their power to object would not be an honest act. To guarantee peace, this charter must endure.

L. Ron Hubbard

Seen Rejected Percentage

Characters 728 4 99.45

SECTOR 9 BOOK PAGE 170

FREE-ZONE STRATEGY

The entire strategy is: To Align the

Bhuddists,

Islamics,

Japanese,

Mormons,

and any other possible New Civilization allies as a counterforce to Markabian Models and Scenarios at every level of the Game to bring about the Conditions of a New Civilization.SECTOR 9 BOOK PAGE 171

LATEST NEWS IN SECTOR 9

"Now to bring you up to date on the latest news in Sector 9 since the publication of the Ethics Order." (Sector Ops Bu 20)

News Items

1.) Xenu was arrested by memebers of the Galactic Patrol on Monday 25 Nov 1985 and exiled from Sector 9. He had been hiding out and monitoring the body of Anthony Carlile in the Strasbourg area of France, using French and Swiss Passports. He had attended a Black Masonic Order "Summit Meeting" in Geneva, Switzerland shortly before his arrest.

****

2.) Since the arrest of Xenu, the Markabian "One World Plan" has fractured into two major factions with a quiet third group waiting to see who comes out on top. Two major factions are:

1) The group who wants to carry out Xenu's plan for One World Mental Enslavement and take the Planet for themselves as total despotic masters separate from Markab and its other planets. These have control and monitor lines into mainly American Secret Societies, government and finance.

2) The group who want to remain loyal to Markab and take the planet for joining it to the Markabian Confederation of 7 planets (But it is also known that Markab itself has endorsed and accepted (finally) the Ethics Order on Xenu and have eased off on the mental enslavement plans, but are still carrying out the Political and Financial plans.) This group is based in Europe, and their control of Secret Societies, Banking and Politics is centered in Switzerland (and Strasbourg and Brussels).

****

3) Evidence of the above split of the Markabian conspiracy has surfaced in the last few months in the stories concerning conflicts over banking, economic and political matters in New Zealand, France, England, Spain, Denmark, America, South Africa, Sweden, Germany, Italy and African Middle East and Latin and South American countries. These stories, which you can read in your newspapers, seem puzzling - as if something is not being said - or a motive being concealed.

(Just look for the apparently insane and crazy actions and statements)...These are all evidences of a major battle going on behind the scenes by the two factions for control of your planet.

****

4) There are Markabians of the "wait and see" type and other "think-alikes" among the Earth hirearchy who are even considering a 3rd Alternative - they want to either "take over" or "come to terms with" the New Civilization Game and Free Zone Decree.

****

5) Now is the time to get busy with your own New Civilization Political Parties and Free Zone Planet activities so that Earth is in control of her own destiny and is being cared for by her own loyal people. Don't let the "drop out" Markabians and "think-alikes" beat you to the punch by putting up their "own idea" of a New Civilization! The Game is for you, the freedom-loving people of Earth to play and win. The right time is now.

(This information and other New Civilization program information on Radio New Civilization is brought to you by the Galactic Patrol Sector 9.)

.....Dateline: January 1986

SECTOR 9 BOOK PAGE 174

A Poem

Epitath of the dark ones.....

Those who enslaved you for uncountable years
And gave you all your ills and fears
They made you into mice from men
And fixed it so you could not win

Their scenarios and plans have all come asunder
And to us it has come as no great wonder
For they dared to touch a man of life
And not him only but his son and wife.

The evil the wove wears no more
It's a shoddy coat og blood and gore.
The game is over, you black souls and implanters
Ye mystics and monitors and mind bending enchanters

You vanish with your master in a blaze of light
Xenu is exiled and out of the fight
Never again shall black magic hold sway

The spirits of truth have won the day

So tell your sons that they are free

And the game is fun as it used to be

A new Civilization is now on the way

Thanks to the inexorable spirit of Elron Elray.

Astar Paramejgian

5 Jan 86

SECTOR

9

by Astar

This book may be reproduced, copied, translated, and reprinted by anyone at any time.

- The Free Zone-

Preface

"Capt. Bill Robertson hallucinates, his stories are incredible..."

Written by Bob Thomas, EXSTAFF, USGO, in the B-1 Files of the Church of Scientology of California in Los Angeles - 1969

Stated by Mr. Axman, SAPO (Security Police of The Swedish Government) as the reason for not permitting an Interview of Capt. Bill to be on Swedish Radio - 1984

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Glossary

Glossary of

Terms

and

Abbreviations

THESE ARE NOT FULL DEFINITIONS BUT JUST SERVE AS A GUIDE TO UNDERSTANDING

ABC American Broadcasting Company

AG Assistant Guardian (the local org head of the Guardian's Office)

ARC Affinity, Reality, Communication - a basic triangle in Scientology

AS-IS-NESS Seeing things as they actually are; the full truth about something

ASHO American Saint Hill Organization

AUDITING Spiritual Counselling

AUDITOR Spiritual Counsellor

BANK Engrams, Reactivity of the Mind, Mental Charge or Mass

BEAMS Pulling and pushing beams, tractor beams, pressor beams

BLACK PR Lies in public relations

BLACK

PROPAGANDA Lies in public relations to invalidate a person or group or their ideas

BLVD Boulevard

BPI Broad Public Issue

BRIDGE Tech Road (way) to spiritual freedom and OT

B-1 A designation of the personal intelligence files in the Guardians Office.

CARCINOGENS Any substance or agent that produces cancer

CB Captain Bill (Robertson)

CBS Columbia Broadcasting System

CCNY Celebrity Center New York

CEDARS The "Cedars of Lebanon" Hospital Complex, Purchased by the Church to make a large org complex in Los Angeles.

CERTS Certificates

CHART OF

ATTITUDES Technical Scale in Dianetics and Scientology

CLASS VIII 8th level of auditor (spiritual counsellor in Dn and Scn)

CMDRE Commodore

CMO Commodore's Messenger Org in Church of Scientology

CODE OF

HONOUR Code in Scientology. The Ethics of an OT.

COEU Commanding Officer Europe

CLO Continental Liaison Officer (has more autonomy than a FOLO)

C of S Church of Scientology

COMM Communication

DATA SERIES Administrative Tech for logical analysis, investigation and handling of good or poor areas.

DECLARED Declared suppressive person

DE-PTS To alleviate the condition causing a person to be a Potential Trouble Source

DGIUS Deputy Guardian for Information (Intelligence) for the United States.

DIA Defense Intelligence Agency

DIANETICS Through thought, mind or soul

DN Dianetics

DS Data Series (a set of LRH Policy about Logic)

DSC Deputy Sector Commander

DUB-IN Something in person's memory he put there, not actual experience.

DYNAMICS Thrusts of Theta through life:

1. Self
2. Sex, Children, Family
3. Group
4. Mankind
5. Life Forms (other Species)

6. Physical Universe

7. Spirit Universe

8. Supreme Being or Infinity

ED Executive Director or Executive Directive

E-METER A sensitive resistance meter used in spiritual counseling in Dianectics and Scientology.

ENGRAM Hidden mental image picture in mind (reactive mind or out-of- sight mind) containing pain and unconsciousness.

ENTHETA Enturbulated Theta

FBI Federal Bureau of Investigation

FCCI Flag Case Completion Intensive

FH The Fort Harrison Hotel in Clearwater, Florida

FLAG Highest Spiritual Counselling Org and Training Org in Old Church of Scn

FLOWS Particle emission or waves emitted or received

FN Floating Needle - a phenomenon on the E-meter which indicates a process is complete or mass has vanished in the thetans space.

FOLO Flag Operating Liaison Office = a relay management office of Flag.

FREE ZONE An area not controlled by evil organizations or implanters, but free to expand spiritually.

FTA Floating Tone Arm - a much broader F/N which exceeds the range on the dial and requires Tone Arm adjustment to view it entirely.

GALAC PATRA "Galactic Patrol", from old "Lingua Spacia"

GAUTAMA

SIDDARTHA The Buddha, Founder of Buddhism

GO Guardian's Office

GUARDIAN'S

OFFICE An external affairs divisions in the Church of Scientology to guard it against attacks from other persons or groups.

HOMING

BEACON A light, or wave, guiding one toward a port or place

HAT Job, the duties of a post

HCO B Hubbard Communications Office Bulletin

IBM International Business Machines

I/C In charge

1.1 Level of spiritual tone scale referring to covert hostility.

IMPLANT Engram (specialized type intended and used to suppress people covertly)

INT International

INTENSIVE 12 1/2 hours of intensive auditing

IRS Internal Revenue Service (USA)

ITT International Telephone and Telegraph Corporation

JUSTICE POLICE For handling Justice situations

KRC Knowledge, Responsibility, Control; a triangle, which is senior to ARC

L.R.H. Lafayette Ronald Hubbard

MARKABIAN Member of Markabian Confederacy (of various planets of star systems in the region of Polaris)

MI5, MI6 Intelligence Organizations in the UK, internal and external

MSH Mary Sue Hubbard, wife of the Founder of Dn & Scn.

MSHIP "Mother Ship" or "Main Ship" of the Galactic Patrol for this Sector.

NBC National Broadcasting Company

NOTS "New Era Dianetics for Operating Thetans", an OT procedure on the Bridge.

qNS Thetans (q = Theta =Awareness of Awareness Unit of Life Force)

OEC Organization Executive Course

OPS Operations

ORG Organization

OT Operating Thetan (A Thetan who is at cause over Matter, Energy, Space, Time, Thought and Life - approached on a gradient by doing OT Levels)

OTL Operations & Transport Liaison Office

PDC Philadelphia Doctorate Course - Lecturer: LRH (high level auditor training course in Church

of Scientology in 1952)

PDHing Doing pain-drug-hypnosis, or any combination of the 3. A junior form of implanting.

PLs Policy Letters

POGROM An organized attack, especially against the Jews or other minority group.

POSTULATE A creative intention made by an OT.

PR Public Relations

PROJ Project

PRPR 6 Power Process 6 - a very powerful process used to bring a Thetan actually into present time.

PT Present Time

PTS Potential Trouble Source (a person connected to a Suppressive)

PTS Type III Potential Trouble Source - Psychotic level - the Suppressive on the case has been generalized to "everybody".

PUTSCH Uprising, insurrection, takeover attempt

Q & A Failure to get things completed, starting a cycle but never finishing it.

QM Quartermaster - a person who guards the ship or building and logs visitors on and off.

R Ron

R.A. Right Arm - meaning "right arm rank" - has qualifications to command a ship as differentiated from and in addition to administrative or "left arm" rank.

R B'day Ron's (L. Ron Hubbard's) birthday

RJs Ron's (L. Ron Hubbard's) Journals.

RPFed Put on the Rehabilitation Project Force.

RTS "Revolt in the Stars" film (by L. Ron Hubbard) concerning events on this planet which happened 75 million years ago.

SC Sector Commander

SCIENTOLOGY Knowing how to know answers in the fullest possible sense of the word; the science of truth, and ways to find it.

SCN Scientology

SEC CHECK Security Check

SEC OPS BUS Sector Operations Bulletins

SEOs Sector Ethics Orders

SO Sea Organization

SOBs Sector Operations Bulletins

SP Suppressive Person, one who knowingly and continually tries to reduce awareness, hide the truth, and destroy the dynamics.

SUPPRESSIVE An act or person who is against self-determinism, power of choice, and free will.

TECH Technology (usually referring to Dianetics and Scientology processes used in going up the Bridge)

TECH VOLS Technical Volumes for Auditors

THETA Thought, soul or spirit

THETAN The awareness of awareness unit, the "I'" or individual.

III MATERIALS Third level of OT. Freedom from a terrible catastrophe, that took place 75 million

years ago.

TLC TELEC (Telepathic Link Communication or Telepathic Telex)

TRACK Time Track

TR 0 Training Routine #0 (for Auditors): Confronting another person.

"two by four" a board or plank of wood measuring 2 inches by 4 inches (5x10cm) in cross-section.

VIA A relay point in a communication

VOL Volume (usually refers to a tech book for auditors)

WW World Wide

Introduction - Debrief to John Caban '82

Introduction

A DEBRIEF by

CAPT. W. B. Robertson RA, Sector 9

to

John Caban of Sector 11

May, 1982

CAPT. BILL ROBERTSON - DEBRIEF - MAY, 1982

TRANSCRIPT

Hello John,

This is Captain Bill.

I've decided to send you a tape in a sort of a whole debrief of all the stuff that occurred since 1966 up to P.T. in 1982, to try and give you the data in case you may need it. Because, as you can see, anybody, that tries to get this data applied, gets shot pretty bad, but if you don't know the data even worse can happen to you.

So this is sort of a background to all the stuff that we talked about and that you see in the States. And this is what's happening and what's behind it and as long as the Church carries on like this they are going to end up in the arms of the Government. And unless these guys get together and get over their fears and get over their Q & A, it will happen and we won't be able to pull off Ron's Plan for this Planet.

So I want the big Thetans, the guys that can do things, they guys that can get things done, the OT's to really understand what's happening.

So I'll start off and give you the sequence of events. Actually you can go back to 1950 if you want

and listen to what the boss has to say about the...it's in the Tech Volumes, it's in the Tech, it's in the Policy Letters: about the various Government Agencies, and Psychiatry and the Doctor Organizations and your Special Interest Groups and your World Bankers and all of that. But the real story where I got into it actually starts around when I went to Saint Hill in '65.

I was doing the Briefing Course there and it was all going along fine. LRH was visible, living there at Saint Hill. His family was with him. They were all very happy. The kids would play out in the yard every day and Mary Sue was visible, living right there at Saint Hill. And it was one beautiful place to be, and we were all very happy on the Briefing Course.

LRH was lecturing once a week and giving the lectures to the Briefing Course in person. He was also playing little OT games and putting different colored energy field around his body. And everybody was quite pleased and very anticipatory of the OT levels so that they could also share in these beautiful manifestations and abilities. So, it was all a very pro-survival and on-purpose activity.

So, when I finished the Briefing Course, I decided to become a Class VII; stay there at Saint Hill and become a Class VII, which I did, and in 1966 while I was doing that, I was also helping him design some of the foundations of the Castle and that was my first taste of what happens when Special Interest Groups get into power, and try to cover up something.

The foundation job, that I was on, was for the new Castle wings and I'd found out the guy who had - named Ron Bonwick, who used to be LRH's chauffeur and general know-it-all handyman, (who was actually a plant from the East Grinstead Newspaper and sold them stories about LRH and Saint Hill, as I was told by LRH later) - he had designed this foundation with bricks and rubble and everything, it was designed so that it had no reinforcement, and the Castle would slide down the field if it was build that way and there would be cracks in the walls and everything. I put a reinforced foundation design in, and started building that, while LRH was in Rhodesia.

This was around '66, in the summer. And I was working happily away and the next thing you know, there was a Comm-Ev called.

It had something to do with a telex they received from LRH to investigate Saint Hill and find out what was happening on the finance lines because their stats were down. Now, that was the org stats. It had nothing to do with Estates, because Estates stats were up. We had been completing all of the LRH orders one by one. But the Comm-Ev wasn't even aimed at Estates, because the people who were actually causing the stats to go down were people like Ron Bonwick, Reg Sharpe and a couple of other people on the Exec Council that didn't actually know their ass from a hole in the ground.

And, as LRH was away, they were just sort of running things into the ground. I think Otto Roos was one of these people at the time or he was just Qual Sec at the time. Anyway, this Comm-Ev shot me and my Org Officer and we went through our A to E and came back, you know, and wrote up our overts and all that stuff. We sort of didn't know what to do, we were just declared one day and that was it. We didn't ever have a chance to have a review or say anything in our defense.

Now, there was a couple of committee meetings, where they assured us, that everything was alright and there was nothing wrong, so we didn't have anything to defend, you know? But then the order came out and they just shot us. So I had a bad experience with that and when I came back I went back into interning.

I was only out for a couple of weeks, but I came back and they needed auditors. They saw I was on my Class VII Course. At that same time, however, they had also invalidated my foundation design and they left the reinforcement out of it and when the guys who took over built the thing, they left the reinforcement out and walls did crack and for many years it was believed that it was my fault. Until I finally talked to Mary Sue one time and I told her the story and she said " Oh, my goodness!", and "Everybody was blaming you and really you were the guy, who had tried to make it right" and I said "That's right." and she said "Then it was these other guys, that didn't listen to you, that were the people responsible for that thing cracking later". I said "That's right". I am a trained Civil Engineer and I know what the hell I'm doing with these things.

And one of the guys that didn't listen was a guy named Herbie Parkhouse. And although he was a good Scientologist he just won't listen sometimes. He has his own ideas about things and he didn't know anything about Estates. He used to come and ask me things, but then he wouldn't listen to me, really. And he would just listen to what he thought. But if he didn't know something, he would come and ask and try and carry on. He was trying to oversee the Estates stuff after I was back into auditing.

Anyway, that's the story about how that Castle thing happened. I just wanted to clear that because there's an example of Special Interest Groups and people that think they know best, causing something, that is a bad effect.

Anyway, when LRH came back from Rhodesia, he straightened it out and got a Comm-Ev on the right people. And he also gave a debrief of his Rhodesia trip on a tape, that you can hear. It's in 1966, I think, around August, and he tells about the Special Interest Groups down there that failed to renew his passport, when he was getting a little too much political power going down there and was trying to get Rhodesia going into one man - one vote, so that blacks could have a vote. And that wasn't obtained since they knocked him out of there.

It was finally obtained though. His postulate did come out on that, and now it's called Zimbabwe, and they do have one man - one vote. And they have all black rule. So it only took 10 or 12 years. Yes, his postulate came true. He always makes sure those postulates come true and they will come true one way or the other.

Now, right after that Rhodesia trip, he realized something about OTs, and he wrote that famous one about OTs work well together and can't do it alone. And he started the Sea Project in 1966, October.

I joined - as being on the Clearing Course, it was by invitation only - and I got invited to it and he went off again, in the fall/winter of 1966 to research OT III.

And for that he went to Africa and later met us in Las Palmas, when I was put into active service on the 'Enchanter', January 1st, 1967. So, in 1967, I started on the Sea Project and I've sailed as Chief Engineer on the 'Enchanter' all the way from Hull, England down through, stopping at Oporto and Gibraltar and Agadir and ending up in Las Palmas.

And when I got there, as Virginia Downsborough and I were riding around doing some shopping, we decided to stop by the post office and see if there was any mail for the 'Enchanter' or anything. And we found a telegram in there from LRH and it said "Please meet the plane". It was to the crew of the'Enchanter' you know, and it said "please meet the plane" arriving on a certain day from Tangier, at a certain time; "I will be on it". And it happened to be that day, and it happened to be one hour from the time the plane was arriving.

So we jumped in a cab and went out to the airport and we met LRH coming with his full OT III research materials and we welcomed him, he welcomed us and we got him a place to stay and we set up right away into production getting the ships ready for sea and OT missions. He wanted to set up an OT Base to get OT III run.

At that time it was thought it had to be run in a special warm environment with medical service available and he later discovered easier ways to do it, but his research notes were approximately 3 feet high and handwritten and those had to be copied and sent into safekeeping back at St. Hill .

They had all the points of the catastrophe, that happened on this planet 75 million years ago with, and including, Ethics Orders on those responsible for that catastrophe. And as you probably know

from your OT study, beings don't really die and some of them are still around this area.

So anyway, we helped the Boss, and were totally on purpose and just working 16, 17, 18 hours a day. Got the ships ready. His main things were to set up OT Bases and do the researches into various plans for planetary control. I won't go into those right now, because they are confidential. And take over the various organizations, that were the main, shall we say, suppressive control groups on the planet, which we all lumped under the name of SMERSH, but which included the infamous World Federation for Mental Health, and a few other World-type of organizations, that were all headquartered in Switzerland.

And we did missions to find out more about those, who was in them, who the bad guys were, who the good guys were, all that kind of thing, and the English started attacking in the press when we started doing this stuff around the last part of 1967. You'll see some - if you research the newspapers of those times - you'll find some really heavy duty attacks on the Sea Project and so on like that and especially when we went up to get the 'Royal Scotsman' in December of '67 - no, late in November. And he also made Ron's Journal '67 that year. That's all covered in RJ '67 actually, what I'm going over now, but it lets you know this is not just your friendly little planet where everybody's just sort of "aberrated". There's actually some very evil intentions going on here.

So now we go into 1968. 1968. That was a big year. By this time it was the Sea Org, and we set up the first AO, that delivered OT III in Valencia, on the ship, on the Flag Ship. Sorry. It wasn't the Flag Ship yet. It was the 'Royal Scotsman' at that time. The Flag Ship was the 'Athena' or the old 'Avon River' at the time, and I was the Tech Sec, the first one there, and it was quite good. We had a big flow of people coming in from all over the world.

Now, at the same time, LRH took the 'Athena' and did "Mission Into Time", from which that book was written. That same year we also had AO Alicante, AO Edinburgh, AOLA. That's interesting, because right at that time, I'd been the CO of each of those Orgs, and I'd got Power stats at each of them, and also got promoted to Captain at this time 'cause I'd done my navigation hat.

I knew how to sail ships and run ships. Motor ships, sailing ships and so on, and also had been in Power on three missions on AOs, so I got my Captain's awarded, and there was only, and still is, only two. There's Mary Sue and myself.

We had the famous 'Liability Cruise' that year before the AO, or in between the AO on the ship and the AO at Alicante. While that was going on we had that 'Liability Cruise' and Mary Sue was the captain of the ship, to get into shape to be the Flag Ship and to straighten it all up.

I told you, I think, once, that story about how the life boats got blown ashore in the wind when we were doing drills one day and the Spanish government arrested everybody and threw them in jail, and thought we were a Russian spy-ship. And came out finally, and Mary Sue handled the guys very well and offered the guys with the machine-guns tea and everything, so that they had to take the tea-cups and drop their machine-guns.

And the officer, that came out, believed that she was a Russian at first and then she handled him and told him the truth, that she was an American and this ship was merely doing a cruise and we were actually now in the process of making a movie and that's why everybody was, - so you know - they had handcuffs on their wrists and thing like that - it was part of a movie, right? So anyway, that was the 'Liability Cruise'.

Well, we got the ship in shape and refitted in Alicante and got it up to Marseilles and the Boss christened it the Flag Ship and he came aboard again from the 'Athena'.

At that time, also that year, we did the Pubs Mission. I did that one myself to Pubs in Edinburgh, and we found there that "plants" were put in by the World Federation of Mental Health and that they were in the Shipping Department, which were mis-addressing all the books being sent out and causing their stats to go down. I traced the guys back to the pharmacy-shop, where they were getting drugs, and the owner, who was in phone communication to a guy named Dr. Carstairs, who worked in the Medical School of Edinburgh and was the President of the World Federation of Mental Health.

So, these little investigations always ended up - wherever you had downstats and you had a lot of enturbulation, (which they did have at Pubs at that time) - you can always trace it back and it goes right into the arms of the enemy.

That year also, (we had done one earlier), in 1967, we did the World Wide missions, a series of missions, that showed we had to take over the responsibility from Management as well, because the WW Exec Council and so on just could not run Orgs properly. And we were starting to do lots of missions.

So, the Sea Org went into Management and sort of "off" its first purpose, "to get OT Bases together from which OTs could be trained or processed, and sent out on OT type projects, which were designed to get good control back on this planet". It went into more of a Management - "Let's get Scientology going and make sure it works because otherwise Orgs don't survive and we don't have any product to really give to the population of the planet and they'll all remain aberrated".

So, that went on, and we did a couple of missions also to Switzerland, to make sure that we continued in our operations to take over some of those fraudulent Mental Health Groups and so on, and part of the purpose then (after the English newspaper attacks), that LRH gave to the GO, was to take over the entire field of Mental Health.

I also did a mission for Mary Sue and it's wonderful working with both of them. I mean, they are just fantastic beings. And as we go into '68 - also, I must tell you, that during the summer of '68 is when the ban came in England, and that was a direct attack by the enemy on Scientology.

It was banning all foreign Scientologists from England. It was not a law. It was just an instruction sent down from a guy named Kenneth Robinson, the Home Secretary. He just issued an order on instructions from the head bankers in England, who were getting their instructions from the head "honchos" in Switzerland, which are the guys at the top of the ladder, as you will find out on RJ'67. And there's one guy, that actually is the chief of those, and we know who that is - a guy named Strasbourg, J. Strasbourg, Herr J, Mr. J. He's the guy behind the scene, that tells the bankers what to do and they tell the various government officials, who owe them money. (Not the government officials, but the government owes them money.)

So, those scenarios now, are very sophisticated and they're all programmed on computers and so on like that, so that the government are totally under the control of these bankers. Whenever you find a country in debt, you'll find these control lines in it, very heavily, including the United States.

Especially the United States, the politicians under control, the newspapers under control, the medical services, the psychiatric services, the military, all under control. Not by their own elected representatives, but by these bankers.

Now, those were the things, we were finding out then, that the world was not really running just randomly, it was running under a nice suppressive plan to keep everyone enturbulated, so they couldn't look and see what it was.

So anyway, this "hit" against the Church with the banning of foreign Scientologists into England. We thought it was going to knock us out, and I took it upon myself at the time (at the AO) to try and get the ban revoked and cause an English strike all over England so that the trains would stop and the mail would stop because they "might" be carrying a Scientology book or letter or something. You know, just make it ridiculous, until everybody stopped doing what they were doing and noticed that the Church was being attacked, or religion was being attacked by some ass-hole named Kenneth Robinson.

But the GO stopped me from doing that. They said 'they would handle it'. I did an ethics trip for that. I was still Q'ing & A'ing in those days, you see, and finally I got an order from the Boss and he cancelled any ethics conditions on me, and he said ' take your Americans (because we'd been given two weeks to leave the country) and go over to the United States and set up another AO over there, in AOLA. And at the same time he was sending out another mission to set up one in Europe, in Copenhagen.

At that time I think the ship was in Greece, being that they were going to also set one up in Greece, but then there was an "American Embassy to the British Embassy to the Greek Embassy report" which said that we were some kind of drug addicts and we were drug smugglers and all that shit. And a lot of bad PR happened and the ship had to leave Greece. Naval vessels in the Greek ports were being told 'don't associate with those Scientologists, you know they are all bad, they have drugs and they're hippies and they're this and that'. And the commanders of ships were being advised by the psychiatrists aboard.

We found all this out from our intelligence operations then. However, all during this time, reporters were being sent down to interview the Boss, and they weren't being allowed in of course and also people were trying to be planted aboard to kill him, and so on, and we caught everyone of them.

Still, Mary Sue, LRH and the family were perfectly safe, perfectly happy and they carried on. It was just like the old days of fighting the enemy, while you got your job done.

So we were quite willing to do this move and we jumped over to AOLA with all our OT materials. Got them through Customs without anyone looking at them. Set up the AOLA and sent back Flag about 1/4 million dollars in about 10 or 12 weeks.

Kept expanding like crazy until a couple of, shall we say, suppressively inclined fixed and special interest groups in the United States got onto our lines.

One of them was the Julia Salmen clique in LA, who said that we were "assigning too much auditing to people on SOLO'" (for crying out loud), and you know, and that she "couldn't audit that much and therefore we were bad." And she also resented anybody in the United States that wasn't under her control, because she was just an Org person and although the executive of the United States, she was just Org and we were Sea Org. And she thought she was running us and she wasn't.

And there's a lot of funny stories with that, but she was just a normal alcoholic. Anyway, the other one at time was Alan Walter, who was 3rd partying because of his doing some squirrel activities in his franchise, and we were finding out about it and putting in ethics on him and generally putting ethics in right across and the stats were up - up - up. Just over the 100,000 dollar mark. We even had made over $100,000 at Edinburgh.

We made over $100,000 per week at LA too and we were in power. We had over 800 active FSMs or at least 400 active and 800 on the books. And the central files was less than 2000, so we were doing quite well. Anyway, this 3rd party operated on some Aides back at the ship and without consulting LRH, they ordered me back.

At first they ordered all these successful actions stopped. Like the Tours, and the Ethics actions, and so on. Of course the stats crashed from $116,000 in one week to $20,000 the next week. And they had to explain that. Well, they couldn't until I got back to the ship and debriefed. And then LRH cancelled everything again. You see, he had to keep saving my ass there.

Well, I finally got big enough to where I figured I could save it myself. But anyway, I was Q'ing & A'ing in those times. I knew LRH would 'save' me, you know, if somebody didn't understand what I was doing. But that's a very "effect viewpoint". We all have to be big enough Thetans to where we can take over the job of handling a planet all by ourselves. Otherwise, we are not making it to OT.

So, I really appreciate the Boss for doing those savings of me whenever people would knock me for high stats, but I finally realized I had better do it myself or else I am not going to ever get anywhere in this game.

So, we got the AOLA thing straightened out and he had me write out Mission Orders for that $100,000 thing: called the 'The $100,000 Mission Orders'. And those were sent out with another team and those were put in at AOLA.

Yvonne was running those. I did a couple more missions. I was Captain of the Flag Ship for 6 years totally, but right then I was Captain of the Flag Ship for a while, and we went on into 1969, and all of a sudden the Boss noticed that AOLA was not doing so well under Yvonne, and wanted to know what was happening. She kept sending in these reports, that there were a few people that "weren't real" on her lines.

One guy was getting on her lines trying to take her out to "dinner" and all this kind of stuff. He said he was an "OT VIII" from "Washington" in the "old days". He obviously didn't know anything about Scientology or Dianetics. He was just a plant. He was a Class B movie actor.

I was sent out on a mission to relieve Yvonne, congratulate her for handling those guys so far, but relieve her to start Celebrity Center. The Boss wanted her to start Celebrity Center and sent me back to AOLA. And what I found there was this guy, and we took care of him, and got him arrested and put in jail. We found out he was a Class B movie actor, a thief, a compulsive thief, and he also was observed by us calling up the organization, AOLA and threatening to "blow it up", which we reported to the police. He also stole a typewriter from the Ambassador Hotel, which we observed and we reported it to the police.

They caught him for these things. They had him in jail. They were really amazed we were so good. We were better than they were at finding out things. So. And then, also, we found out he "reported" from a place on Sunset Boulevard. He would call up a psychiatrist and report to him his progress on enturbulating the Organization and finding out what the CO was doing and how he "scared us" and all that stuff. He was reporting to a certain doctor of psychiatry in Beverly Hills.

Now, at that same time, there was a Station Ship out in Pac. That was 'Neptune' or 'Aries' - one of those two - and a guy (Sea Org guy), had gone up to the shore toilet one night ...

And two guys had jumped out of a car and put chloroformed cotton over his nose and mouth, and stuck him in the neck with a needle full of sodium penathol, (a hypnotic drug) and then ordered him to run. "Just keep running." "Don't go back to the Sea Org" and "Forget everything!" And the guy did! He started running (it was a quicky hypnosis job on him with a drug), and he ran down the street until he collapsed and the police picked him up. It was at night.

So the next thing you know, they thought he was a psycho, and sent him to County General Hospital, to the Psychiatric Ward. He was then given another injection of sodium penathol, taken into a room and interviewed by two psychiatrists. One worked at the hospital and another one that came in was from Beverly hills. That same one. Yes.

The interview consisted of "Where is LRH? Where are the ships? What are missions? What missions are you doing? What is the purpose of the Sea Org?". All this kind of stuff. They were trying to find out intel data. This guy did not know anything. He was just a recruit. He just gave them the standard shore story and he was aware enough, that when he got audited after this, he recalled all the things, that had happened to him, after they let him come of the drugs.

And then they asked him what he wanted to do. And he said ' I don't know. I used to work for somebody, but I don't want to work there anymore. I want to go home to my mommy.'

So they gave him $30 to buy a bus ticket with and they sent him out the door. And he just jumped on a local bus in LA and came out to the FOLO there and reported - the OTL, that is - and

reported what had happened, and we gave him rest, vitamins and Dianetic sessions and ran the incident out and got all the data and we started checking it out.

And we found it was all true. We found the doctor's name, that had treated him. We sent a minister down, got the doctor's record. We checked out on the names of psychiatrists, that were associated in Beverly Hills. We got that name.

I sent a telegram to the doctor in the County General from the doctor in Beverly Hills saying: 'They found us out. Get out of town quick!' They guy in County General got out of town quick. He left in the middle of the night. We had a minister check on that.

I knew these guys were guilty as sin. So I checked my full staff for PDH, found two of them that read, ran them in session and they had similar stories. They were grabbed in the middle of the night, taken into a house, questioned, put back into the same area, they were and told then to go to sleep and go up and go to bed and forget everything. And they did.

So, these two others were also debriefed and that was the enturbulation that was running around the Org. We got that straightened out, got a little campaign going against this kind of thing, and doubled the QM guards, and so on like that.

And stats started coming right up. People got more secure around the area because before that, these people were not on post, you understand? They were getting dispersed. They could not think. They could not... - one of them was in Division VI too, so this was really what was causing the stats of the Org to go down. It was all these infiltrators sent against it. These agent provocateurs like the Class B movie actor, that was going after Yvonne, and these PDH cases, that were in there just "waffling around" and being sort of dopey.

So, anyway, I reported all that up to Flag and the next thing you know I get these - (again it didn't go to LRH directly, it went to these Aides) - and these Aides decided I was ... - first of al they didn't decide anything. They just wanted more data, and I said "I'm sending a full report, written." And I did.

At the same time this guy names Bob Thomas - now remember that: Bob Thomas - cause now we're getting into it: "Who is inside, who works for the outside, huh?" He has been, and is, a government advisor on all the scenarios being run on the Church. He was a psychological consultant in the Army before he was in Scientology, and he's been working on both sides, he works for the government and he works for the Church, and finally he got Comm-Ev'ed by LRH

and declared suppressive - (in the next few years). But before he made those mistakes in his court cases and so on and came to the attention of LRH and MSH, he had successfully third partied me to everybody, saying that - in 1968 - saying that:"What you have here is Captain Bill hallucinating and none of this is really true, and everything is, bla , bla, bla."

Meanwhile his telexes were going up there (to Flag) saying that they (AOLA) should turn over these 3 people, that had been "PDH'ed", to him, because it was all "hallucination", and he would "take care" of them. In other words, he would kick them out of the Sea Org and tell them to go home and make sure that they didn't talk.

Because I had these three, we were going after the psychiatrist in Beverly Hills for KIDNAPPING, and we actually got to the door. I was going to take these guys over to him and walk in the door and have them identify him, and do a Citizen's Arrest on him. Well, the first day I went there to take his picture, with another Sea Org officer, to take his picture, so I could show it to them to make sure it was the right guy. And he was so frightened when I walked in the door, that he fell backwards over his desk and just sat there slobbering and gibbering. He knew he'd been found out. And the other guy with me, he was so shook up, he didn't even take the picture. I don't know why he was shook up, he should have expected it, but anyway. So we made some remark about his corporation in Las Vegas, that we knew all about. (See, we researched this guy pretty good.) And he just stuttered and stammered and so on, and gave some kind of answer. And I said "I'll be back."

And I came back the next day with the actual witnesses, the people, that had been PDH'ed, and guess what?

His office was deserted. His name plaque was taken off the door. When we asked the guard downstairs what had happened he said the guy came in the middle of the night, 4 o'clock, loaded everything up into a station wagon and left. And I said "Do you have his home address? We have one of his patients here". And he said, yes, here is his home address. We dashed over to his home. His home was in a similar condition. There were signs of hasty packing. He had blown town.

Now, that is fact. All that is documented. I have witnesses, etc, etc, etc. These guys were doing this. Alright. Now, that was one of the things, that was levelled in recent times, it has been the same charge, of "hallucination". And when it was checked back, by a friend at that time named Joe Lisa, it was found that: Bob Thomas had written those words in the"B-1" file, (that's an "intelligence file") about me, and that those words had been used by the GO all up until 1980 and B-1 to make sure that anything I said was labelled "hallucination" so that the plants would never be found out. And this is the way they work it.

Anyway, to carry on from this point in 1968, one other thing happened, uh 1969, sorry, one other thing in '69.

A guy named John Cole walked into the Org one day and offered to buy the OT materials for $10,000 for his business. I knew right away he was an "agent provocateur", sent him over to GO, and they let him go.

Two weeks later, he tried to steal the security pack from ASHO, (which had just been set up over there), by saying that "he worked for me" and that "I needed it for a press interview"' and "to bring it out to a certain location and he would take it to me". The CO over there was no dummy. In fact, I was on the phone to him at the same time and I was on another line, so I just told him to tell the guy, "Yeah, we'll meet him".

And we made up a pack with a lot of "nice" words for psychiatry and so on like that, like "screw you, you bastards", and "fuck psychiatry" and "psychiatry sucks" and all that stuff. And we put it in a nice envelope with a gold band on it, labelled it "SECURITY", "SECRET", all that stuff. And we delivered it to the guy. And I was right across the street and I walked over to the car, opened the door, and said "You're under arrest, you son of a bitch".

And he was so frightened, he - I took his keys out of the car, see, and just had his keys - and he was trying to get a gun, and a knife, and he didn't have any with him, and he was so frightened and flubbery and so on like that - he jumped out of the car and tried to hit me a couple of times and I just held him off. And then I started walking back toward the police station jangling his keys, and he came at me again, and I just made out that I threw them into the bushes, but I didn't. I just pocketed them. And then he ran scrambling into the bushes and cursing me saying, he was going to "kill me" and all this kind of stuff. Then I just walked up the street to the police station, jangled the keys again, and he came running like a Pavlovian dog, and ran into the police station and said that we were trying to steal his car. And we walked right in behind him and threw the keys on the desk, to my friend the Lieutenant in there, that had helped me out with various cases before this. I told him what had happened: "Industrial espionage; this guy has tried to steal things from us" and so on.

He said "You want him put in jail?"

I said "Yeah".

So they took him in the back and put him in jail.

And then Bob Thomas came along and let him out.

Now this was the same John Cole, that's mentioned on page 64 of Omar Garrison's book. He's a

CIA agent, FBI agent, worked in the Defense Intelligence Agency, he's a slavering psychotic.

And he was the one responsible for putting Terry Milner in jail for "attempted assault" or an "assault" charge - which Terry Milner never did. But John Cole is so crazy; he went and got himself beat up and said "Terry Milner did it". And that's how Terry Milner, who was a B-1 agent, the intelligence for GO in 1969, got blown and got out of the post - so that the field was open - Terry Milner was a good guy, you see - and the field was now open for Bob Thomas to run whoever he wanted in that post.

And also, at CCLA, Yvonne was getting targetted, now she was starting all her Celebrity things over there, and she was getting targetted by the government for a few actions also - which will come to fruition in later years.

The ship was now moving around between Spain and Portugal and we were running into some political difficulty, which we later found out to be also forwarded through the American Embassy from Washington DC through the various Consuls and Embassies in the various ports to the heads of the government, which insinuated, that we were either drug-runners of traffickers in "little girls", or "white slavers", or something like that. They didn't latch on to the good one, the one that really worked in those countries until a little later. And that was that they accused us of "being the CIA", and turned that data over to the Communist Parties of the countries, which then caused some real ruckuses. But that will come up later.

Anyway, we traced all these down, and we decided to - (in 1970), after I went back from that mission in 1969. the Boss told me, he said "Hey, they tried to do the same thing on the Org in Phoenix in 1952" and he said, he had to take care of the nuts, they kept sending into the Org. The "psychs" were all working on the outside and sending implanted people into the Org. And he had to be very discerning in those days to make sure, that somebody coming in was really there to be audited and not being sent to go crazy, and to cause a big flap.

Now in 19...- let's see if we can get to the next year here, 1970, we started trying to handle... - I was back on the ship doing the Captain job - ...and we started trying to handle Marocco and recover Spain - which had been third partied against us in Madrid by the Interpol people. And we also had the plan for EU, which had to be instigated, and which I accepted the mission to do. That was going to go up there and take over Europe and get it booming.

Because the plan was to have EU, of course, be the mainstay of Scientology, and finance all of Scientology in case the United States ever went down the tubes, in case anything else happened to their economy, in case the Church got "taken over" there. Anything that happened to the US, EU would survive it. Now this was not started in '70 by the Boss. It was a postulate of his and an order to the Exec Council WW in 1966 or '67. However, it was never done. EU stats were still at

the bottom by 1970.

So, there are very interesting stories I can tell you about the Morocco and Spain recovering thing, which I will in the next... - after this about the CO EU hat - ...but those cycles were never fully done, because one thing was to go and find the false data and get it replaced.

So, at that time, the Boss made up this project called "Snow White", which was given to Fred Hare to do. And it was to replace all the false data in every government agency's file with true data. Find it and replace it with true data. And that was the project called "Snow White".

Now, that was the start of all these missions, that went to discover, what was going on in Interpol, find out what data they had on us, the missions to various governments, to various groups, organizations, banks, IRS people, and so on like that. That was all under this heading of "Snow White". Get these documents and "Dead Agent" them.

OK, so the Spain recovery one. We did a PR cruise to Spain without LRH and MSH on board. They stayed down in Morocco with the family. Of course they were still safe and happy and enjoyed their birthday parties and their nights out and so on like that.

And the Spain recovery mission was partially successful. We found out, that the main protest against us - the "Apollo" being there - was from Madrid. And so at that time a mission came up to Madrid to try and handle the thing, and it was found out the data came from Interpol and they didn't know what to do about it. And it was therefore necessary to do a mission on Interpol, which you have probably read about in that book, The Exposure of Interpol, written by Vaughn Young, I believe.

Anyway, that's all assimilable data, but that's how it fits in with Spain.

Now, also anybody's name, by the way, that was connected with the ship in those days, the Senior Officers and so on, is in the Interpol files, and it's also in the "Enemy List" file in the United States and that means "enemies of the state". And those names are all in there, all the top GO names (the good guys, anyway), and the top SO names (the good Sea Org people), are all in those files.

But anyway, the CO EU mission was coming up there that year, and I went up to EU and you know the story there. I started the Orgs and so on going and also the CLO going there with EU "on source and on purpose teams" and just expanding the hell out of it.

And the thing is, we expanded quite well until people realized we were making a lot of money over there and then just...- the GO had to jump in there, everybody had to jump in there, and get their cut of the pie and put limitations on things and so on like that - ... and that's one reason why later on, the Boss said: 'Nothing applies to EU except his own orders.' And those were the same orders that were successful in EU, when I was there, and anybody else's orders, that came into there was always unsuccessful. Because we just did LRH Policy and what he would do on starting up an area like that, and that was successful and nobody else's stuff was ever looked at. And I had filed a whole trunk full of that stuff at FOLO, or the CLO, and it was never used. And apparently that's the same successful action, that Guillaume uses today, I don't know. We just used what LRH put down, and applied that.

So, that was going on and in all 1971 I was up in Europe.

In 1972 we got this ship, the "Commodore Queen". Again, here's a story of my Q & A as an executive.

I went over and got the ship out of England, because I knew, that any ship in England would be seized by the people, that tried to seize the "Apollo" back in 1967.

The Commodore wasn't at the Flag Ship at the time. He was visiting the United States, visiting his family and so on. So I sailed the ship over to Cherbourg, France with a picked crew from EU and we put it into position for a refit over there, since the Sea Org had bought it. And then Wally Burgess came up to take over the ship.

First, they thought I had hijacked it and stolen it. No, I was just taking it out of danger. That's part of my hat as a Captain. And then the next thing was, they ordered Wally to take it back to England without changing the Flag. I knew that was a disaster. And I sent a telex down to Flag, and said that should NOT be done. I called Wally on the phone. I said, "Don't take it across with the English flag on it. They'll seize it." Bla, bla, bla.

I Q'd & A'd. They said they would Comm-Ev me if I did anything about it and so on like that, and 'you can't countermand orders from Flag'. And I said, "Oh well, what the hell, let ' em find out." See, that's a Q&A, really. I didn't stand up for my integrity at that time.

And Wally dutifully sailed the ship over to England and it was seized and we lost the ship.

And I look back on that as Q&A. I don't do that anymore. So, I'm going to hold on to the correct

line until the ENEMY Qs &As, you see? Not me. They do!

So anyway, I had... - in '72 I had also finished the EU trip there. They reckoned I made a bad joke about FOLO. I said that, "A FOLO is a CLO with its brains kicked out." , when I was at Flag at one time. And they used it a year later, the Staff Captain that is, Sandra Johnson, used it in an eval to prove that I was anti-FOLO. And removed me.

This was '72. I just got back from the EU CLO mission and I'd brought back these graphs of the Affluent stats, and the 10 X-ing, 20 X-ing of various stats and so on, bringing the EU area from a yearly income of 100 grand up to 2 million dollars, and a few other things like that.

And they wanted to send me out to "Forming Org" Chicago with my wife and make us "disappear", you see? I say they; that's Sandra Johnson and Jill Carlstrom. Get rid of us, see. Little too threatening there.

And Mary Sue telexed the Boss over to the United States and told him what was up. And he telexed back and said, "No Chicago for Capt. Bill. He's promoted to 2nd Deputy Commodore and his first job is to Comm-Ev the Staff Captain Sandra Johnson and Jill Carlstrom."

So I did Comm-Ev them. I called a Comm-Ev on them and they were demoted for being, you know suppressive toward upstats and so on like that.

And then the Boss, when he came back to the ship, he wrote up a nice Commendation, and made me some kind of a bonus. I got out of that my permanent Class VIII for doing C/Sing in French in Paris and a few other things. He also gave me responsibilities on overseeing ships and training and various other activities. Also overseeing the Captain at that time of the ship, I was over him, which was Norman Starkey.

I trained up more ships' officers and people in navigation and did some other things with helping the ship get more efficient. And we were cruising through Portugal and Spain at that time.

And it's interesting, because the Spanish OTL - it wasn't a liaison office yet, just a comm station actually, it was well yeah, an OTL - and the Spanish one, I think that was the year that it got

thrown in jail. The guys there, I think it was Mike Douglas and somebody else.

You'll find this in the records, but they all got arrested there on some crazy charge that got relayed over by the United States, by the Government, that we were trafficking in drugs thru Spain and this was the connection point and all. And the police came in, threw everybody in jail, treated them badly - they didn't torture them exactly, but they didn't give them much to eat and they kept them in isolation cells, wouldn't let them talk or see any lawyers or anything like that.

Finally they got word out by one person that hadn't been there. He found out they were in jail and he got a comm back to the ship. They sent a mission up to handle it. And they finally got a lawyer and got them out of jail. And they didn't find any drugs, of course, they didn't find any evidence, and they finally had to let them go. Well, that was the scene in Spain.

And then - so we set up an OTL in Lisbon, 'cause the Spanish one sort of didn't work too well, and they also gave Krasnianski the job then of getting the PR going in Madrid, you know, because Madrid was kind of a hot area. That was Krasnianski's job, to get OTL PR going in Madrid there. Meet all the right people. Get all the things we needed done there and make sure we didn't get hit with these damn things unexpectedly like this again. 'Cause we were still using Spanish ports.

At that time, the only thing on the ship was, we had to inform Madrid if we were coming into Spain so they could OK it at the Maritime Agencies. And they did. The Minister of Marine OK'ed all our comings and goings. No other ship in the world had to do this of course. This was just because they at least believed that we weren't as bad as they said. Although one newspaper, when the guy Carrero Blanco, one of Franco's guys, got assassinated, there was one newspaper that wrote up a story that said we had done it.

However, we weren't even in a Spanish port at that time. I believe we were in Madera. But there was that kind of attitude at that time. There was always some reporter coming around trying to get a story on the "mystery ship Apollo". What was it really? And what was it doing?

Our cover at that time was Management Services and Management Consulting and training people which we WERE doing. It was all true. Most of the management was for the Church, of course, but we also had some shore things going as well.

Anyway, that 1972 passed in such fashion, visiting various ports and so on, improving PR, and trying to get the GO again to HANDLE most of these government attacks on the OUTSIDE. But

they were not very successful at this, and we know the reason why.

Meanwhile, LRH and his family are very safe and they still go to the movies and they're still together. And we actually had a premiere of a movie in Portugal, in Lisbon, where we rented a theater, and the whole ship went there.

It was a premiere of a movie by a Scientology director, Milton Katselas,. It's his "Butterflies are Free" film. We were at the World Premiere shown there and LRH and MSH were there. The whole crew was there. It was great.

And in 1973, we visited various ports such as Dakar, Las Palmas, Madera, The Azores - we sailed through the Azores. We went to Spanish ports in the North of Spain, Portuguese ports, and so on. This is mostly a ship year and we were also handling some third party stuff that was coming down from England, through the English government. And they were trying to send these phony newspaper reporters aboard and get 'stories'. And we were also getting about 2 or 3 a year of 'false recruits' that were being sent in, that were hypnotized and drugged to come aboard and kill LRH. But we caught every one of them at HCO and sent them packing off the ship. So that was how the year passed. Now 1974, things got a little warm. And I mean by that in the beginning of the year I was sent out on a "New Civilization" Tour. This was LRH's big push for the New Civilization on the planet and it was a tour to go around and promote this and recruit lots of people for the Orgs and for the Sea Org.

Now, I went with Arthur, Arthur Hubbard, and two musicians and Pat Gualteri and Hal Holmes and a communicator. And those - there were about 6 or 7 of us - and we went to, oh, ten or twelve different cities in the United States sand Canada. However, the interesting thing about this tour - although it was very successful - we had 525 Sea Org recruits and about 150 Org recruits and about half those Sea Org recruits had to work at the Org to finish their contract first, but it was still a lot of recruitment. And that was in just three months. We were on this tour and some interesting things happened to show you that the enemy, although they are slow on the uptake, when they do see something to them that seems dangerous, they do take action on it.

Our event was a very powerful event, showing the decay of "modern" civilization and how a New Civilization could be made with Scientology. It was very aesthetic, well planned, and so on. At Washington D, the event was tape recorded by an agent - government - and he was spotted in the audience with a tape recorder and so on. He was the only one there with bad indicators. And he apparently gave this to his seniors.

Now, a couple of cities later, we find in Minneapolis that there was a threat to assassinate Arthur and myself by high-powered rifle, which we turned over to the GO at the time, and they provided some protection. This threat w_ actually called to the motel where we were staying and given to

me by the manager.

And we got some protection there and at the same location, we did the event that night anyway, and the psychiatry faction in town sent in two people that were designed to go crazy in the event and cause a big flap. And the GO guys were doing a good job there at that place and they caught them at the door and turned them away.

We went on to Vancouver, and in Vancouver the local psychiatrist there, who was one of the SMERSH guys, gave a teen-age gang, one of those leather-jacket gangs, about 25 guys, teenagers - gave them drugs and told them to go break up the meeting that this "phony Church" was having. 'It wasn't really a Church, it was trying to get off of people', and so on. 'Go break up the meeting and scare everybody' and 'run 'em out of there'.

And they did. As soon as the meeting started, the doors burst open, 25 guys ran in swinging motorcycle chains and yelling and screaming and so on like that. And I just did 'Bring Order!' , 'HCO Bring Order!, and 350 Scientologists got up and mobbed THEM ALL out the doors.

And then the GO guy there went out and talked with them, and the leader - and the leader was so shook up - he'd never had anything like that happen. He came back in and apologized to us and said this psychiatrist had given them drugs and told them to do it.

And the GO got all the data and the name and everything like that and the guys apologized and said that they didn't believe we were a Church, but they know we must be a Church now, because nobody would have that kind of togetherness in spirit to throw them all out of an auditorium. It was just FAST.

So we did that. And then this report went back to the ship and then LRH got a little bit concerned for Arthur's safety because the next place we were going was L.A. and it was presumed that since the gradient was increasing, there might be bombs or something like that planted in the auditorium. So the tour was called off at that point.

Just to show you that '74 was a nice year for attacks, we went back to the ship. And in September of that year, or early October, was when the "Rock Festival" happened in Madera.

I say "Rock Festival". It's not a musical event. It was a war, actually. That was when the American Embassy had tipped off the local Communist Party there that the 'Apollo' was a CIA ship. Portugal had just gone through the throes of its revolution, so at the time it was very 'left wing'.

And the Communists formed a big mob with torches and stones and rocks and everything and they came down to burn the ship. About 250 of them. And we fought them off for two hours and finally the local maritime police showed up with machine guns and dispersed the mob after they had knocked the Harbor-Master nearly unconscious in front of our ship with a 'two by four'. And we took him on board, gave him First Aid and he called some tug-boats and took us out to anchor where we would be safe.

At that point LRH said - there was also some guys of our crew chased with knives down the street and so on - but still, no one got hurt from our side. Well, two people got knocked out by rocks, but they just didn't stay down. But none of the family was hurt. LRH was not hurt. Mary Sue was not hurt. Nobody else was hurt.

And LRH decided then that it was time to leave this area. It was getting a little too bit agitated by these US Government people. When we traced back the lines it always came from the United States and that was when a guy named Henry Kissinger was the Secretary of State. The orders were coming from his office through the Embassies and CIA.

And we decided to secretly just sail across the Atlantic and go into the Caribbean. We did that. We went to Bermuda, and at Bermuda there was a CIA local resident there who tipped off the - we were intending to go into Charleston, South Carolina first and land in the United States and go right in there and handle these guys - but the guy in Bermuda, the CIA agent, tipped off the United States that we were coming - the FBI and so on - and they had 163 agents lining the docks.

And we got warned about that by our port mission and some good GO guys that heard about the pretended 'arrest' - they were going to 'arrest' LRH and so on, on some of these tax cases because they knew he was coming to the United States in Charleston.

Some [government] guy was bragging about this in Hawaii and wasn't aware of the time difference or something or thought it already had happened. Our guy in Hawaii got on the telex, and he telexed somebody in England and England telexed back and they finally got the people down in Charleston and they called us on the radio and we turned around the ship at about 15 miles out from the port, right outside the 12 mile limit, and didn't go in there. So, 163 agents didn't have anything for breakfast, namely us.

And that's a well known story, too, and that was right after the "Rock Festival" in Madera. So let me tell you, we've seen a few of these things and the guys on the ship, the guys that worked with LRH, they're all good fighters.

So we went down to the Caribbean, through the Bahamas and so on. And finally the State Department of the United States with Kissinger at the wheel - you know Kissinger is one of the top SMERSH guys, as you know - a Public Relations man normally, although he opens his mouth a little bit too much most of the time - but he's one of the 'evil beings' on the planet.

He then started telexing his Embassies and so on in Barbados and Curacao, and what's the name of that place with all the oil and stuff there? Oh yeah - I've got it written right here - Oh yeah, I know what it is. This goes into 1975, I've just got to bring you up a year. Barbados, Trinidad and Curacao. We had attacks in all those places.

We were able to handle most of them because these countries are very small. We did get asked to leave a few ports and nobody could understand why, except it was some 'pressure' from the United States, they would "cut their foreign Aid" or something if they did (welcome

us) .

We also captured some telexes directly from the State Department that gave these orders and these were used in a lawsuit that LRH asked to be brought against Kissinger, the State Department, and several other named Embassy and American consular officials. And it was filed in the United States. An 800 million dollar lawsuit against Henry Kissinger and other people in the State Department, who were in office at the time, by the way.

Now, the United States Government went through a whole series of convolutions to keep this a secret. It never appeared in the press. And this suit will become important in the next years, so just remember that.

That suit is now being pushed, pushed, pushed in 1975 through the courts in the United States, trying to get somebody to open it up, make it public, accept it, DO IT, see?

So anyway, we did a refit in Curacao and LRH decided to land in the United States anyway. See, he never gives up his intention. He couldn't land in the boat. He's now going to land all the crew

there. They all went in separate airplanes, different times, different places. In all, we filtered in two or three hundred people, mostly the foreigners first, then LRH and MSH filtered in. Of course, they travel always on separate planes for security. And then the last part was to get the ship all cleaned out. Ready for sale. And he had a mission finding a hotel in the South. There was a good climate there so he could set up the Flag Land Base, because we were processing and training people on the ship at that time. But now we wanted to do it on shore where we could really expand.

And they found the FH and they bought that. Now the FH was bought in Clearwater, as you know, in 1975 and I did the cleaning job on it. It was nasty. After I had gotten the ship ready for sale and left it with a prize crew, we got the FH ready.

And at that time I became aware of something LRH was investigating in Clearwater, which was the fact that the Mafia was interested in having gambling in Florida, and when they did get this passed thru the legislature, (because it's illegal right now) - but when they did get open gambling passed thru the legislature, they had different towns selected out to be the head gambling places and Clearwater was one of them.

These Mafia-connected businessmen and so on in Clearwater wanted the Fort Harrison to be the first gambling casino in Clearwater. Therefore, they didn't want it to be sold to anybody that would keep it. And that is the source on the entire attacks on the Church in Clearwater. All they want to do is get us to move out of the Fort Harrison so they can have it for gambling when they pass the law in Florida, and that is the entire source of it. There's no other reason for those attacks. That is it. The business- men stand to lose a lot of money unless they can sell that hotel to the Mafia. So LRH found this out in 1975 and the GO kept forgetting it all the way up until 1980, I haven't heard it mentioned then. But they could stop any attacks down there by just letting people know that this is what it really is.

Anyway, 1976 now, we move along. The Flag Land Base was set up. I did the post of CO FSO, I did some missions out to PAC area, I got appointed C5-1. LRH, meanwhile, had not moved into the Flag Land Base, because of this attack scene going on down there at the time from the local Clearwater Mafia. He lived nearby, in a small town nearby, and then he moved to California with a small staff in 1976. Whereupon, he started writing the movies, the films, the tech films, and so on like that. And he wanted a good place to do that, and that was his job there, to get those films produced, to keep the Tech standard. Started it out in 1976.

Now I did the CS-1 post, found out a lot about Ethics and Justice in the United States at that time which was in very poor shape. I could tell you some horror stories from that but you've probably heard them all anyway. I tried to get Justice and equitable Ethics going in, fairness, and truth, and was getting pretty successful at it. I had a lot of people writing to me and trying to get things done and I did them; I got the Review Comm-Evs and got evidence pulled out and found out who the real bad guys were, and everything. And I think I did pretty well on that post. And I was fully hatted for it, by the way, A to I.

And then I went on my annual leave, and when I came back, they needed me on the CS-E post. So I took the CS-E post because that was the big flap at that time. I always have to go where the flaps are, you know, and got on the CS-E post and I was on that late 1976 and early 1977.

First thing I had to do in 1977 was handle the Toronto fire, early in 77. The Org was burned down. By the way, this is confidential GO data, but it's no use holding it this late in the game.

The guy who burned down the Toronto Org - it burned completely to the ground - was a plant. He was in there and he set the Mimeo files on fire - you know, the hanging sheets with the Mimeo fluid in them; they burn real well. It was done at night and the guy disappeared. Couldn't find him of course. Actually it was arson. He burned the Org down at night. And there wasn't many people around and it was after hours and nobody got killed but they lost everything in the Org - they thought.

Except Ed Brewer and myself went up and salvaged everything and got them a new Org building in a Hotel, rented, for about the same price that they were running, and got them back into Power stats within one week. The same week the Org burned down (on Friday night), by next Thursday they had 27,000 dollars in GI, which was the highest stats they'd ever made since 5 FEBC's had gone back in 1970. (I believe that was the highest stats they'd ever made.)

So, I was quite successful in that.

Then I did some PAC missions, (missions out in the PAC area), and went out there to help with the Cedars refit. As CS-E that was - the biggest project we had going in the whole world - was refitting Cedars.

And that same year was the raid on the Church there when the FBI had broken in and taken all the records in the B-i files from the Cedars area. And it's very interesting that those B-I files are now reposing in an FBI secret headquarters in Encino, California.

I have given all this data to the proper people in the Church, but I don't think anybody's gone out there to see the files. I have seen them. They're in the basement there. And since it's an illegal place, the FBI's operating it under the name of an Insurance Company, Zenith Insurance Company. It s not really an FBI place, so there s no reason why we couldn't subpoena them and

get the files back.

But, of course, as I told you before, since Bob Thomas put that thing in the file in 1968, everything I've said is really "hallucinations". But no, nobody just goes and looks. That's all I ask you to do. It's all LRH ever asked us to do was just go look. Well, I've done the looking. Anybody else, I don't give a damn whether they believe it or not, but if they ain't big enough to go and look, then they ain' t big enough to know. And they ain't big enough to go OT, either.

Anyway, 1978, the Cedars refit mission was still going on and then I got qualified to go to SU. Now SU is a Special Unit were LRH was making the films. They needed some more people out there, some execs and so on. And I went out there in August, 1978. Now, just before

arrived there - the first thing I found out there when I arrived is - there's no GO there, there's absolutely no GO there, and the GO is prohibited from being there and the CMO and the SU people are prohibited from talking to the GO, or any GO terminal, or having any written comm to the G0, or any kind of connection with the GO. And this is because LRH had kicked out any GO terminals from SU.

And he had done that for a very simple reason. They had non-complied grossly with his order. Because in 1978 the indictment came down on the "nine" (and Mary Sue) that the FBI had done from the files that were stolen from the Church. And LRH had offered, right away, he had ordered the GO, lawyers and so on, to TRADE the Kissinger 800 million dollar suit to the government. See, because it was quite embarrassing to them. And it was embarrassing to SMERSH too.

And it was getting a little more play now. I think one Washington paper had mentioned it. So he offered to trade that suit off: To say we "have insufficient evidence" if you say you "have insufficient evidence" in the Mary Sue and nine conspirators case.

That was his order. To trade those two, equal off. They drop the case on Mary Sue and the nine. We drop the case on Kissinger.

The GO didn't do that. They traded that suit for one of the IRS appeal suits. And LRH was so mad at them that he kicked them all off of the SU area and he wouldn't have any more comm with them. He warned Mary Sue at the time "There's something wrong in the GO. There's something very wrong in there. They're not complying. They're not acting as if they are on our side".

And Mary Sue didn't get the word. She didn't look hard enough, or she didn't believe it, or there were too many people on her lines telling her that things were "other" than what LRH was saying.

But in actual fact, the people on her Controller's Committee, right underneath her, and between her and Jane (because they were senior to Jane) there were two people on there that were working for the government. And they were James Mulligan and Anne Mulligan. All right.

Now, the "trade off" was messed up, and also, as you know, you probably know, or maybe you don t know, but have the Court Records. You may have seen these Court Records of the Mary Sue case and there's this guy in it named Michael Meisner.

Now we're getting into some other people's tracks but have this from the sources themselves, the stories heard from them directly, and that is: The whole reason Mary Sue and the nine got indicted was because of this break-in that the GO did in Washington to get these papers on Scientology having to do with the stealing of the documents from Cedars.

It's all involved in that case anyway. And what happened was that -this guy Michael Meisner was the one that proposed the break-in. He was the AG Washington. Now, the funny thing is that two people in Washington at the time when he proposed that - before it was even done, before it was accepted - KNEW and had evidence that he was a government agent. Those two people were Bill Franks and Lynn Murphy.

Now, those two people wrote up reports on separate lines - 'cause Franks was Sea Org and Lynn was GO - they wrote up reports on separate lines to Mary Sue to tell her that Michael Meisner is a Government agent and he should be gotten out of here. He's not a G0 guy. He doesn't think like us. He doesn't act like us. He has connections to the Government, he is trying to get the Church in trouble, etc, etc, etc.

In other words, they EXPOSED him. They sent the things up the line. Jimmy Mulligan stopped these communications from going to Mary Sue. They did not go to Mary Sue. He ordered, through the connections he had to the Sea Org, from his mysterious GO post of Controller's Committee, that Bill Franks be removed from Washington Org and Comm-Eved and RPF d: and he was. And that Lynn Murphy be bought back to PAC and Comm-Eved and RPF d; and she was. And she was also kicked out of the GO. And they were so spinny, they didn't even realize what it was for. But it wasn't for any of their stats or anything. It was just the fact that they had tried to expose a plant.

Now, you realize that if those comms had been allowed to go thru, then Mary Sue would never had gone to jail. And I don't know if you've found that out, I think I told you, but it is a fact now that Mary Sue is in jail. She's in a prison for women on the East Bay - it s called East Bay of San

Francisco Bay. It's quite a nice place. It's a white collar prison. But she's still in prison and she should not be there.

I wanted to point out something else, too, on the GO's head, and these plant's heads. That since 1976, before 1976, all the years that LRH and MSH and the family were on board the ship under the Sea Org protection, they were totally safe. Nobody touched a hair on their head. Nobody got them in a court room.

Since they moved ashore they were under GO quote "protection" and since that time, Mary Sue is in jail, Quentin is dead, LRH had to move off the lines because of 18 or more subpoenas on him for various civil cases against the Church, and the family is quite dispersed.

They don't get together for birthdays anymore. Diana, this year, has said that she can't even get her comm thru the CMO to the Old Man. She can't even communicate hardly to her father anymore. She writes up there but she don't know if anything is getting thru or not. And Arthur is now kicked out of SU. And so is Suzette.

They are not in SU anymore. They were quote "knocked out of SU" for quote "out security". When in actual fact the thing is that they are very vulnerable themselves to any attacks because they are members of the family. And they should be protected. And they are not being protected. And they're all in the Los Angeles area now.

And Diana is trying to take care of them. And she's also trying to help her mother. And I also pledged to her that I will do anything in my power to help get her mother out of jail.

And that whole thing I say, was caused by the fact of infiltration and plants in positions in the GO. And of course we all know that Mary Sue should have spotted them but there were two right under her feeding her Legal, and Intelligence data.

James Mulligan was in charge of Intelligence and his wife Anne Mulligan, they're both homosexuals, by the way - they got together to make a good "show" - but they chopped all the Legal and intelligence lines to Mary Sue, and just let thru what they wanted her to see, or wrote up their own reports the way they saw it, or the way they wanted it to be, and that was the way the Government wanted it.

So, these things were all found by me in the next couple of years, and they are all logged and written down and debriefed at several places. I will tell you where they are in just a moment but I've got to go thru 1979 first, 'cause in late 78 the location where the boss was filming got blown by two people that went to Las Vegas.

They blew from SU Area, from the film area. They were like new recruits. They blew. They were "family" of some messenger or something and they blew and they went to Las Vegas and tried to get $10,000 from the FBI to reveal the location. The FBI said "No, reveal it anyway", and they did.

And they went to the newspapers, and they tried to get money from the newspapers, and the next thing you know people from Las Vegas Org were over there running around in their cars trying to see LRH. So he said "We've got to get a new location." So we did. We got another new secret location for filming so we wouldn't be bothered. And it's still in California. And this one was where the current CMO INT people are, and the Watchdog Committee, and all that stuff.

The Watchdog Committee, by the way, is just the executives and division heads of CMO INT. That's all it is. There's nobody else on it. Or there wasn't when I worked there. Maybe now, but there wasn't then.

And they all call themselves the Watchdog Committee because their purpose was "To watch over Scientology and make sure it stayed on LRH Policy". Isn't that strange?

Well, now they seem to be setting their own policy. But that's the way they were. They were very "status oriented" people. And the LRH messengers (there were good guys that were in it in the beginning when it was running well) are all gone. They've all been removed from it. And who removed them?

Well, you have to look at who's the head of it and who is the guy that's running it. It's the heads of the CMO and the Special Projects people at CMO INT. And I was there. I was the CO of SU, which is the Special Unit, the whole thing, not the head of CMO INT, but the SU part that's doing the films and so on, and I worked with LRH for a year and a half out there, and since the GO wasn't there, I did all the Legal and Intelligence for him. And hatted up Leo Johnson on how to do it, so that he could take over the Div 6 hats of PR, and so on, for the base.

And I got to know LRH's Legal and Intelligence and Public Relation Policies very well, 'cause I had

to get hatted on them myself. And he was personally directing me and handling these by conference and by written dispatch.

And while I was up there as CO SU, one day I got removed. The messenger came over - I just want to show you how things can get altered. LRH lived in a house not a hundred yards from where I was in my office. And a messenger came over and told me I was removed. It was an "LRH order". And that I was to go down to Estates and work in the garden. And I said, "Well, I'd like a Comm-Ev, because I don't know why this is. My stats are not bad, etc, etc". She says, "Well, it's an LRH Order. Are you going to do it or not?". I said, "Well, since you say it's an LRH Order, then it must be, because messengers never lie."

You see, that was their thing. They never lie, they said it was an LRH Order, it was. So I said "All right I'll do that" and "I'll go down there, and I'll request a Comm-Ev on lines." And she said, "OK, turn over to your Chief Officer." So I did. And I was down there working on a tractor and then another messenger came by and said, "What are you doing down here working on a tractor?"

And I said, "Well, I have been removed", and so on. And she said, "What! I don't remember that. It wasn't in the traffic".So she ran over to the LRH house just a hundred yards away, looked thru the traffic, there was no such order. She came back and said, "That's a lie. Who told you that?"

And I said "This messenger here, her name is Cindy or something". And she went over and grabbed Cindy and asked her what she did and she said, "Oh, yeah, I thought it would be a good idea."

They checked into Cindy - these were some of the ones that the Boss had trained - they checked into Cindy the ones that the Boss had trained checked into Cindy and they found out she was an unhandled LSD case. She

had about 20 or 30 trips of LSD and never handled and she was totally hallucinating all the time. Really hallucinating. And she thought she was a little "god", and she was running around "firing" everybody and saying it was LRH doing it and so on like this.

So they dismissed her, quickly. Sent her back to her mother. And I just wanted to show you that I was only a hundred yards away from the place where LRH actually lived, and I accepted an order that I thought was from LRH and it wasn't.

OK, now they will also write those down and give them to you, right? And they will type them up and sign them "R", and give them to you. And sometimes they ain't from LRH. I just want you to know that. 'Cause I've worked there for two years and if those kids have had LSD, they will do that sometimes, Just because they get a bit "Waugh, waugh, waugh" (Uppity). Now that's when LRH was there.

Now he's not at that location (SU) anymore, because the second location we got, got blown too. It was on television, for Christ's sake! and in the newspapers. So it's a totally blown location and he never moved there. He moved back to a nearby town. And then he moved from there. And he moved from the next place. And he moved from the next place.

So he was three steps AWAY from the SU area and the CMO by the time of 1980. That's 3 vias. And he left a messenger at each point to relay comm and to make sure the lines had enough "breaks" in them so that nobody could trace them down. He had courier set-ups and so on like that.

So anyway, in 1979 we got this new place and I was working on that and then the CMO was given the job of getting the whole of Scientology operating totally on Policy, and make sure every Org was operating and do an eval on each Org and so on. So most of the evals required missions, and at that time LRH was "close" to the lines, (in 79) he was only living a few miles away. And we did missions to all the Orgs.

I was then put on as Chief Missionaire, because I had most of the experience in missioning. And I did missions to Flag; St. Louis, FOLO WUS, St. Hill Castle, the Eval Unit, etc, etc. Now on these missions in 79, I started discovering... - you mostly know, you go on a mission and it's usually a down-stat, out ethics area and you find things. And you find things like somebody trying to be a plant, Of you find somebody that's been PDH'ed, or something like that.

Well, I kept reporting these to the GO as you should and I kept reporting them to the GO and then I'd go on another mission and find out that in that place where I'd just done a mission, that nothing had happened to these guys. They never did remove them, they never cleaned them up, they never fixed them, they were still there! Some of them had even been promoted!

So I went to this guy Jimmy Mulligan, who was the highest "visible"... - 'cause Mary Sue was living in her own place then. You see, the Boss and her had to live in separate places because she was under surveillance by the Government all the time since she was "indicted" now, you see. And she had to live at a separate house in a different town. So I couldn't get to her. And that was a secret location. And the Boss was in a secret location.

And so I went to Mulligan, who was the highest intelligence terminal in the GO, he was the Controller's Committee for Intelligence. And I went to him, I said,"I want to talk to you". (This is in late 1979), I said, "I' ve been spotting these plants in the Organizations. I've been reporting them to the GO and the GO has done nothing about them. Why not?"

And he looked "Oh!" This had shocked him because it came from left field. I just met him in the hall there, you see, and he didn't have an answer ready. So he said "Ah...ah.., well.., if we ..if we... shoot them.., uh..uh..uh..,they might send in others and we don't know who they are."

I said, "That's a lie man. What are you giving me that bullshit for. Anybody can find a plant on a meter," I said, "That's a lie". So he said, "Oh well, yah, ..uh.., yes..,uh..., well it was Mary Sue's policy". And I knew that was a lie, too. Because I've done missions for Mary Sue and I know how she feels about plants. So he lied to me twice there.

And the next thing you know, he did a little 3rd party on me to the CMO and got me in a Comm-Ev. So that I "wouldn't remember", you see. But anyway, I remembered that. That he wouldn't do anything about this, and he was lying to me. I didn't know why at the time, but it later became apparent.

That was late 1979. In 1980, I kept doing missions and I kept going across those same damn plants, you know, sitting in there. There's one... - like that girl Debbie Mace out in the field. She was an agent provocateur, tried to get the Church in trouble, in every thing she was doing, she was reporting back to the FBI all the time and had all her contacts set up. Heber Jentzsch knows her, and he knows that she is a plant.

She did an agent provocateur trip on him and got him hung up in an attack on Scientology in the California State Assembly a couple of years back. And he had tried to get something done about her and nothing had happened.

And every person she'd audited... - (she's a field auditor) - and she kept trying to mince her way into the high security areas, and she offered to audit for the GO one time... - and everybody she audited went either out 2D or blew. So they finally had to fire her. Some of the good guys realized that she wasn't a good auditor. Anyway she kept mincing around and trying to get into Flag and audit execs down there and I caught her again auditing at Flag as a volunteer in auditing high-security people like Ken Urquhart, and so on like that.

And I got her the hell out of there and I reported her again to the GO. I said, "Get her the hell off

your lines, man, she's this... - here's her records, here's her ethics records, go look up her file, it's in the ethics files down at Flag. You'll see the whole thing with her, man!"

And she was also responsible for out 2D liaisons in Columbia. She used to go down to Columbia and they had a few connections down there to the high officials down there to sleep with them - married Government officials and so on like that. It was all in the file. There's this whole report. Then I asked these guys at Flag GO to do something about her... and they didn't. Because they had to write up to get permission. Because she was from the L.A. field. And when they wrote up to L.A. of course... they said no.

Anyway in 1980 I'm still doing these missions, but I'm getting all of these various intel lines now are starting to come together. 'Cause I'm moving all over the U. S. mostly and I started realizing that there was a little bit of some h:ind of criticism coming up, after this little Comm-Ev, which I got out of by using my Kha-Khan. Because the Boss had given me a Kha-Khan in 1976, I believe it was, or 75.

He said I was the most successful ship's Captain and Missionaire, and so on like that . So I used one of my Kha-Khan things and got out of that Comm-Ev.

And I was carrying on with these missions and since my wife Joan, (this was when I started doing these missions) while I was on one to England, she left and went back to Boston and she wouldn't come back. And she said that the CMO was not acknowledging her value to the Org, not letting her work and so on like that, and she wasn't getting any money and she was going to die if she didn't, so she went back to work and trying to straighten up her Social Security. That's what she said anyway. I don't know.

Perhaps she had other fish to fry or perhaps she had gotten... - she did get sick around that time, so she had to go to the Shaw Clinic. So perhaps something had happened to her there. Because in my investigation I found out that there was a person named Vicky Sammler, a Doctor, that was put into the Shaw Clinic to make sure that several Scientologists got a little PDH and drugging every now and then if they were top execs. And Vicky Sammler was the one that was using drugs, and so on, on Scientologists. And any Scientologists that's ever been to her will tell you she was a black thetan and she was up to no good.

But anyway, there is evidence that she's given drugs to Scientologists. Doesn't use Touch Assists. Doesn't use any LRH tech. I don't know why they kept her there except that probably the Government had some kind of threat over the rest of the people that worked there. Income tax, perhaps, who knows?

But anyway, the missions went on, and, oh, there's plenty stories, but let it suffice that I tried to get these people handled, that I found. Reporting them to the proper terminals and so on, and debriefing on them, and trying to get somebody to take responsibility for these plants.

After I'd turned them over to the GO, then nobody would handle them. So that's what you were supposed to do in those days. Now at that time, my wife had been gone for a year, so I decided to find another partner to do missions with.

And I proposed to this girl named Helga Wagner down at Flag, and she didn't want to marry me. She wanted to stay out on the outside and do PR stuff. And then I proposed to a girl named Linda, and the same thing. She had a kid and she couldn't come to SU, so she stayed down there at Flag.

And about this time I discovered that while I was doing this stuff, there was a fellow in the CMO there, in HCO, named Jay Okamoto, who was, privately, behind my back, writing telexes about my letters to these girls.

Of course he had to read the letters, you know, to do that, and there was a security thing there that they had to read letters to see if you were giving away the location, but since this was nothing to do with the location, he had no business doing anything with the letters.

But what he was doing was telexing to all the CMO units saying to not let, or to prevent these people from saying "Yes" to me. In other words they telexed about Linda, for instance, to Flag and he said "This is serious. Get Linda and take her over to the side and tell her to refuse Capt. Bill's proposal. We can't have this happen"... etc like this..., and I looked at these telexes. These are not Scientology telexes. They are agent telexes.

So I took one of these telexes, pasted it on a big sheet, and petitioned the CO CMO INT... - that was Dede Voegeding; that this guy is obviously some kind of other-intentioned. He's not a Scientologist. He's trying to destroy any 2D communications and I propose that he, first of all, be gotten off my lines. I don't want him as any kind of HCO terminal on my lines, and I don't want the Qual guy, who he was also informing, as any kind of Qual terminal on my lines, because these guys are 1.1.

And the CO CMO, Dede, an old LRH messenger said, "OK, yeah, yeah", and she approved that

and she investigated them. And boy, they had to do some fast back-pedaling to make sure it was all,"Oh, it was just a mistake, bla, bla, bla, bla, bla, bla."

And they all went around, "Heh, heh", 1.1ing for a little bit.

And then on the next mission I went to Flag, I met Dafna and we hit it off pretty well, and I proposed to her and next thing you know, there was some more Okamoto telexes saying that, "She can never join the Sea Org. Don't let her in the Sea Org." and so on like this. And I found these telexes, and this time I realized -"Hey, wait a minute this guy is actually operating like an agent. He's actually saying that somebody can't come here, yet he is HCO and he is a recruiter. He's supposed to recruit for the CMO and Dafna was going to join and come to SU and work there."

And, at the same time, mysteriously, after I proposed to her, a Comm-EV got called on her at Flag. And she's a PUBLIC. So it was interesting.

So she wanted to go ahead and do this Comm-Ev, and I saw something else in this. I saw something that was getting a bit arbitrary here. So my three weeks annual leave was due, so I went off on the leave and I eloped with Dafna and married her.

Now, we did that, and then we went down to Flag, still on a three weeks leave, and got married at Flag in a big ceremony, and also I went down to be a character witness at her Comm-Ev.

She was supposed to have had something like "bad PR" in the community or something. And so I went to the community where she was supposed to have the "bad PR". I went with her to find out what they thought of her - and they all loved her. So that didn't work out, and I could testify that she didn't have "bad PR".

Anyway, I went up to the Comm-EV and I said to the Chairman, "Ok, we're ready for the Comm-Ev and I'm going to be the witness on the other side, for the plaintiff, and let's have it."

And then I found out that these guys have been calling witnesses while she wasn't present, they'd been calling witnesses without the interested party present, and they even asked ME to come in

and testify without the interested party present!

And then I said,"That's it! You guys are fucking illegal. That's it!"

So, I telexed up to CMO, Dede again, and I said, "There's an illegal Comm-Ev going on down here on my wife. They're doing this and this and this. And I request it be cancelled." It was. It was cancelled immediately.

Another one was set up by the CMO, because apparently they still had some data or they didn't know what was going on... maybe? You think? Lets all be "reasonable" about this now. And by that time... there was supposed to be one by the CMO. It was picked out and they had a NOTS auditor on it and all kinds of important people, even Ken Urquhart was on it. And we went over to that one. And by this time Dafna and I had amassed a whole bunch of data. She had amassed a lot of data. I found out why she was being attacked. She had given all the data she knew about the Clearwater Mafia to the GO... and they had declared her PTS type III. Now, I knew the data about the Clearwater Mafia because LRH found it in 1976, and when I told her that she went, "Really?" "That's the same thing I found out! About the Fort Harrison and all this and the gambling and all?". I said, "Yeah, yeah, LRH knew that in 1976". She said, "Well, GO doesn't believe me now. And they're doing this and this and this..." I said, "Really, uh,uh, that's strange!".So we were going to have it all out with this Comm-EV, you see, and she had a whole pack of data and bunches of data, about 2 feet, 3 feet of data. And I had a whole bunch of data.

And we went to the Comm-EV and the Comm-EV said, "Well, how do you plead?" And we said, "Wait a minute. Have you read the data?"And they hadn't read the data. So we said, "Well, we suggest you adjourn until you read the data and you may not want to have a Comm-Ev on us. You may want to have one on a few GO Terminals we intend to call as witnesses." And we said that to the Comm-EV and the next day the Comm-EV was cancelled. This is the second Comm-EV that's cancelled now.

So what I was doing... I was on a little mission here of my own, I was on my leave you see, and I was gonna get some Justice in around here, because I didn't like all this "Bull-shit Justice" they were pulling on us in early 1981.

So the next thing, you know, I get called back to SU out in California, and my leave is about up and I say: "Well, Ok, I'll do that." and I'm going to tell them everything about that now and get my wife in the Sea Org because it's not a girl friend now, it's not a proposal, it's a wife. OK, so I go back there full of beans and I debrief on all of this data that I found out about the plants. I debriefed on every thing I found out about the Clearwater suppression of the Church and the building down there. I debriefed on some data I had found out about John Cole. You remember John Cole? Page 64, Garrison's book. We saw him down in Clearwater there and he was

overheard talking to a taxi-driver about "raiding" the Church in Clearwater and planning some actions against them. I reported that to the GO Flag there, and they checked it out. They interviewed the taxi-driver. He gave them a debrief on tape. It was all just as I said. Now that was Molly Bernstein (AG Flag at the time). The data is with Molly Bernstein. She has a whole tape on it done by me and a tape done by Dafna.

Anyway I went back to PAC. I debriefed to the HCO Exec Sec, Janadir Swanson, in the CMO there. And we also realized that from Dafna's data, that the Clearwater elections could be influenced. Because she was being asked by the pro-Scientology candidate to be the PR person to tell him what all the "buttons" were and how to best put the Church's point of view forth in Clearwater so that he could be elected. And the GO didn't want to hear about this. They didn't want the guy elected. He was pro-Scientology, by the way. So when got back, I debriefed on all this and I said, "Something's wrong in the GO, there's too many plants around here."

We had run into this one in Clearwater, this was a definite Government agent named Nancy Sadgwick, Nancy Sadgwick. Obviously operating for the "evil side of the force" as you might say. She was trying to keep any upstat person off the lines, and anybody that could upset the little "applecarts" of the Government, and was preventing or shooting anyone that went out and did PR in Clearwater. Anyone that tried to make friends in Clearwater, she would just shoot the shit out of them, or threaten them. She would keep people off lines, declare them PTS III, just the general suppression.

Anyway, I also found out from an entirely separate source at this time data about an upcoming "coup" in Mexico, which could affect our operations down there, and I debriefed on that, and this was from a source, and old friend of mine who was a gun runner. He had nothing to do with Scientology but it could affect our operations down there. And I asked them to check upon that because it gave names of the Government officials involved in it. And this was a "coup" in Mexico against the Government. It was going to... - it had to do with the oil business... - didn't have to do with Scientology, but we had friends in the Mexican Government and I thought it might affect them so I gave them that, and debriefed to the CMO on all this. By the way I had also telexed to LRH and MSH this data on John Cole being in Clearwater, because I knew wherever that sucker was, there was always some CIA action following it up, or some kind of infiltration action. And also that we had important data on how to handle the elections in Clearwater and get our candidate elected, and so forth.

But the telexes were not forwarded thru to LRH or MSH, although I'd been working for them for 15 years. They were stopped by the CMO and stopped by Jimmy Mulligan when they were sent over to the GO. And therefore, the next thing that came to me was... - I was being Comm-Ev'ed. Now why was I being Comm-Ev'ed? What crime? They didn't have one. They were just doing the Comm-Ev to "find out things". I said, "Well, I have just debriefed for 3 days now and my wife has debriefed for 3 days down there and she's also got pneumonia now from all the suppression and non-belief of people. Now what more do you want? We've already been thru two Comm-Evs down there and you've cancelled both of them. Now, what is the point of all this?" And they didn't have a point. All they wanted to do is Comm-EV me, and I found out really, that all they wanted to do was shoot me because I was getting too close to the truth. And the GO had told the CMO to get rid of me because I was "upsetting"... - you know, I was "hallucinating" and I was going crazy, and all

that kind of stuff.

The CMO has no intelligence service. They have no idea of running a B-1. They have no idea of any kind of information gathering other than org stats and so on. And therefore they totally obeyed the GO, thought I was hallucinating, and Comm-Ev'ed me.

And they had to take the results up three times because the Committee wanted to let me off twice for following the "Vital Data" policy which is, "Whenever you have vital data, you report it up to Command. If you don't you are committing an overt." Well, that's what I was following. And anyway, the data still didn't get up to Command, by the way. You have to realize this, LRH didn't get it, neither did Mary Sue.

So the Committee finally... - this guy, Jay Okamoto, who was over the Committee of course, he was the HCO Area Sec, Convening Authority, he decided that I was to be shot very dead, and he did. And that was what you saw as the "out-security" and so on like that. The basic "out-security" was I finally got my wife to come up and be a witness at my Comm-EV and of course she didn't have "clearance" to come up there, so when I drove her in to be a witness at my Comm-EV - well then that was the out-security and I said, "Yes, now you have a crime, now you can shoot me." And so they did. Anyway, that was that. And I said, "Boy, I don't play this game anymore. I'm not going to Q & A with it. I'm going to go all the way to the top, get all these son-of-bitches hung. That's it."

So I went off, I got demoted down to PAC and they "said" in the Comm-EV, which is an illegal Comm-EV by the way, all this stuff was removed. Rank, Kha-Khan, all of this kind of stuff gone, you see. So I'm now, though - I'm in a different game. I'm now playing the game of, "I'm going to clear up LRH's Church and he's not here or he's not in contact with me to help me out of this one, so I'm going to get out of it myself. And I'm going to do it right. I'm going to get all the evidence on these son-of-a-bitches and I'm going to put it to the right people and they're going to 'nail them' ". So I did.

I went out to PAC and I had a nice job there as Design and Planning in the Estates Area. And since I was only an "AB", I could do anything I wanted really. And I went to the government buildings and I tried to get thru to Mary Sue and I got data on various things on Mulligan. I got a whole debrief on him that I put in to the files in HCO FOLO where I had a helpful terminal there named Marge Bryenton. She was the Ethics Officer in the PAC area. And I got all the data I could find there to Joe Lisa, who was an old Sea Org GO guy, and DGIUS.

And I started coming across new data. And the new data I came across was that there was another guy sitting in the L.A. area who was a big plant and his name was Alan Hubbert. And I'll tell you how that data came across: Because I ran into this girl who had gone out, several years

back, with an FBI agent. He was not an American guy. He was an English guy who worked for the FBI. He was sort of like a "hired gun" sometimes.

And they had asked him to take part in a plot... and a part of an FBI operation... a clandestine one... to infiltrate the Church of Scientology. Since he was English, you see, it would be very obvious that he wasn't an American and not an FBI agent therefore. And they asked him to infiltrate the Church.

And he refused. He said, "I don't like to play those kind of games. I like to go after gun-runners and drug addicts and all that kind of stuff." So they said "OK". So he didn't join it. But they took him out meanwhile to see the place where they were running it from.

And it was a building in Encino, California and they had a cover there as an Insurance Company, the Zenith Insurance Company. And he refused the deal, you know, he saw all the files they had on us, and all the stuff they'd stolen in 1977. He saw all that stuff. And he said, "They got tons of stuff on you." And he warned the girl. He didn't know at first she was a Scientologist, and when he found out he said,"You better get out of that thing honey". And she said, "Why?" And he said, "Well, because the FBI guys are doing a number on you. And I don't know if you're safe in there or not." So she said, "Why?" And he told her this story. And then he took her by the building and showed it to her. Now, she took all the data and went to this guy Alan Hubbert, who was AG Information Los Angeles at the time. This was about 1978, 79.

Anyway this girl who had the boy friend who was the FBI guy - his name was Ranson Justice. Now, he was English and he had worked for the MI6 guys in England and so on. But mainly he had to leave England because he had finally gotten involved in some kind of violent things and he had to come over to the U.S. And so he worked part time for the FBI. Anyway, he drove her by the place, showed her the building, then she said, "Well, would you come by and tell this to somebody in the Church? Because you know, freedom of religion and all stuff." And he said, "Well...ah..no. If they ever found out that I told anybody, man...they'd kill me". And she said, "Ah, come on now. Please." She finally prevailed on him.

And so he went over with her and they had a private meeting with Alan Hubbert. Told the story to him. And he listened. And then they went away. And then the girl came back to him the next day to say, "What's going to be done about it?" And he said, "Well, here." And he gave her the order that declared her PTS III, and he said, "I don't believe a word of it. That guy's lying." and so on like that.

And she was so shook up, she didn't know what to do. You know, she was just sort of sitting there dazed. She couldn't go to the Org. She was PTS III. She couldn't get out of it now, and so she went back home and she was just laying in bed with the lights out and thinking, "What the hell I

just tried to help the Church. I just tried to give them some data. What happened, huh? What happened?"

And then all of a sudden she heard a knock on the door, and she didn't hear a car come up, and it was this guy Ranson. And he came in and she said, "I didn't hear your car, honey." And he said, "I can't come in a car, I can't come in here anymore. I gotta leave town." And she said, "Why?" He said, "There's a contract out on me." And she says, "What?" And he says, "Somebody spilled the beans. That guy we talked to or something had a pipeline to the FBI and they got a contract out on me. I'm to be shot. On sight, by any agent."And she said, "What!" He says, "Yeah, I told you it was a serious thing, honey. Anyway, I gotta go now." So he kissed her and all that and then he left, and she cried the rest of the night.

And then she went back to Alan Hubbert and tried to get it handled and told him what had happened. And he said, "Ah, it's all hallucination and bull-shit, and nobody's really doing anything." and so on like that and "Don't tell anybody about this. Or you will be declared Suppressive."So she went on like that for 6 months, thinking that she was under some kind of investigation or PTS trip, or Suppressive threat of declare. And suddenly she woke up and said, "Wait a minute. This is all bull-shit. i don't want anything to do with those ass-holes!"

And so she went out to open up some Field Scientology by herself. And she was working in different areas, and so on like that. And I don't prefer to give her name on the tape because she may be working in some area right now that are knocking out some SMERSH people. I've told her a lot of things that are happening and if you want to investigate anybody, investigate Alan Hubbert, and find out if that's true or not.

Any way, so I started looking at this guy Alan Hubbert and I suddenly realized there's this whole Black PR campaign going on in the PAC area against myself and my wife. And I traced it down... "Who told you this?" - "Who told you that?" - ...They said we were "crazy", my wife was "PTS" or "SP" and I was "PTS", and I was "hallucinating". It was still going on. It was constant, constant, constant, even though Bob Thomas had been declared Suppressive years ago.

Now who was pushing this shit? Pushing it to the CMO. Pushing it to the Ethics Officer. Pushing it to everybody. See? So I went around and traced it back, traced it back, traced it back, and finally it ended up at Alan Hubbert's desk. He was the AGI out there. And the next thing you know, I'm writing up these reports on Alan Hubbert "He's sending out Black PR, I want to see him in a Comm-Ev tomorrow." and so on like that.

I started asking for these Comm-Evs, you see. To the Ethics Officer, to the AG, and so on like this. And everybody is scared. Now they're getting scared. People start getting scared. "Oh, we can't do that, no, on the GO, no, we can't do that." I said, "I want a Comm-Ev right now. I want that

son-of-a-bitch here. I want him on a meter. That son-of-a-bitch! I think he's a plant." They'd say, "Oh no, you can't say that!" I'd say, "I'm saying it. I want him in a Comm-Ev right now. We can prove it."

So anyway, I was doing that kind of thing. Pounding the table and all. Everybody left me alone. They left me totally alone. Nobody would even talk to me.

So the next thing you know, I go out and get on my bike one day with my wife and I find, when I get in a gas station before I go on the freeway - my tire is cut. All the way around. From one ear to the other. It's totally sliced with a knife. Very clean. All the way down, nearly to the tube, and the tube was already poking out in a big balloon.

If I had gone on the freeway, the thing would have flattened out and I might have gotten killed under a bunch of cars and trucks. So I find it and replace the tire and I know it was a knife cut. So I'm going to get my bike parked in front of the QM next time. This is really strange. It was a nice clean cut. It's not like some slash or something. It was a professionally done job. It was like all the way around the tire.

So I went back the next day and rode up to work early in the morning and some guys I knew from SU drive up and they say, "Oh, Capt. Bill, hey,you're out of the hospital, huh? You look alright! We heard about the big accident you had." I said, "What accident?" They said, "Oh, we heard you and your wife got hurt on the freeway in a motorcycle accident." I said, "Really? No shit. Who told you that?" They said, "Oh, we heard it from the courier. The courier came out to SU and heard it from the PAC area." Of course, now they had to believe it was all a lie, because I didn't have no accident.

So I went back and I grabbed the courier and I said, "Where did you get this from?" And he says, "Oh, I heard it from somebody in the CMO." So I went to the CMO and I talked with them and said, "Who did you hear this from? It didn't happen. Where did you hear it from?" So, they had heard it from this girl that "tells them things" from the GO. And this girl worked for Alan Hubbert.

So I went to find her and I found her in a cafe. My wife and I sat down across from her and we just pointed at her and I said, "You're going to be in a Comm-Ev. You've been lying about us, spreading false rumors about Scientologists." and so on like that. And she just dropped her knife and fork and started looking very "glazed" and "terror-eyed" and everything like that and she said,"I...uh...uh." I said, "You spread that rumor about the accident, didn't you. You know that Alan Hubbert had the tire slashed on my motorcycle. You know he tried to kill us, didn't you. You're in it for attempted murder and you're an accessory before the fact."

And she went, "Uh...uh..please! Please! I can't talk about it. Don't tell anybody!" I said, "Who ordered you to do that?" She said, "I can't tell you, it's GO business. I can't tell you!" And I said, "It's Alan Hubbert, isn't it?" She said, "uh...yes, yes, but don't tell him! Don't tell him! He'll kill me!" I said, "OK, I won't tell him."

So we left her there sort of slobbering into her...- she was a, you know, one of those GO hangers-on you know... - people that go and do Black PR for the GO.

So we went back over and I sat down with Dafna and we sat down there and wrote and typed up a whole bunch of reports on this whole thing and turned them over to the Ethics Officer in FOLO there, and sent copies up to the GO and to Fred Hare and anybody else we could think of, you see, and I said, "Now we want a Comm-Ev on this guy because now it is attempted murder."

And then, the next thing was that Jimmy Mulligan, "himself" right?... - now by the way I had been talking to Joe Lisa. I told Joe Lisa about this. He was the DGI United States and he knew the whole story. I told him the whole thing, my suspicions on Mulligan and now

told him my suspicions on Alan Hubbert, and Lisa's getting cotton-mouthed and he can't even take it. He's scared. He's frightened. because these are his seniors, huh? Not Hubbert, but Mulligan is his senior. And he's all cotton-mouthed and frightened and every thing like this, you know.

And I said, "Check it out. Check it out. Just go look." So he started looking. And he checked John Cole. And he found he was a CIA agent. And he found he had done this and that and he was trained in the "terror school", and he might have had something to do with this and that and the other thing, and he was totally "rabid" against the Church. And then he found out that Bob Thomas had put some stuff in my file in 1968 saying I was "hallucinating". And he checked on the psychiatrist in Beverly Hills. And he found out the guy did leave town. And the guy was in some kind of organization that they knew was a SMIRSH organization, and he checked on the doctor in the County General Hospital and found out that was his name and the guy had left town that night. And he checked on this and that and he found that everything I was saying was TRUE.

All the way up the line. And all of a sudden, he was ordered off. He couldn't do it anymore. Mulligan told him. He was scared. He told me, "I can't do it anymore. I can't look anymore, I can't look anymore." I said, "Well, OK, you're chicken shit, man. That's all it is." He accepted it. He said, "Yeah, I don't wanna..." So said, "OK, I'll have to get that son-of-a-bitch myself." So I started trying to get hold of Mary Sue. And I got ahold of Mary Sue's auditor, that I knew was her secret auditor and her NOTS auditor. I got ahold of him and tried to get him to deliver a message. He was afraid to do it. He wouldn't do it. It was just a message to meet her, you know and talk to her. He wouldn't do it. He was afraid.

We went to Fred Hare's wedding and tried to talk to Jane. We figured Jane might want to do something about it, since she was lined up to go to jail. And Dafna went up, and I went up and Dafna said, "Jane, we have some important information for you about the GO." and so on like that. "We know some things are happening and we'd like to talk with you about them." and Jane went, "Oh...! That's a very touchy subject. I don't want to talk to you about it...no...no." She was scared too.

So meanwhile I went back to this girl that had told me all about Ranson Justice and all this stuff, and I said, "Look, would you guys like to help me?" (Her and a couple of her friends, you see?) So I said, "Would you guys like to help me and let's handle this god damn thing ourselves. Let's go bust into the FBI place or at least surveil it and get a demonstration going out there and, you know, get the files back, and expose them to the press, because the GO's all chicken shit and they won't do anything about it." And she said, "Oh, well, yeah, we'd like to help you. Let's get Joe Lisa over here and try one more time."

So we got Joe Lisa over there and we told him all the things again, gave him tapes... - she gave him a tape recording of her whole story - ...and he was so frightened he had to drink a glass of water to be able to talk. And then he called her up the next day and told her that the FBI will "kill her and her friends" if they do what I had planned, which was to go out and harass them out at this place in Encino. The FBI will "kill" her and "they might take your life and all and then we'd have to declare you Suppressive." And he (Joe Lisa) told her that stuff. He was under the influence of Mulligan by this time.

And then when I went over to see them to find out what had happened, they all sat on the couch looking afraid, and they told me, "So we can't help you anymore Captain Bill, we're afraid. And we've decided...uh...that when we get up the Bridge a little more, maybe we'll be able to do something." They were all chicken shit. They were all shaking in their boots. And I called them all cowards right to their faces and they accepted that. And they knew it was true and they were cowards.

They wouldn't look. Joe Lisa wouldn't look. None of these people... they wouldn't look. They wouldn't do anything about it. I was telling them. This is the guys. Get them out of there. These are the evil guys. These are the agents of the Government. These are the enemy sitting right in your midst. And they wouldn't do anything about it. So I said, "I've got to get to Mary Sue or Ron. They are the only people that will have the...see, I'm an AB now, right? So, I'm gonna get these guys. I'm going to get them. So I'm going to get to Mary Sue."

So I went down to the government office building and tried to get her address from them... from the Attorney General's people down there, the court people, that were trying her. And all they gave me was Mulligan's address over at the Cedars. In the Legal Department, run by his wife, Anne

Mulligan.

So that's the way it went. The government was totally "cozy"" with the GO, you see? Because really, the government shouldn't have anything to do with the Church. It's just a little mixing up of Church and State. They should have given me Mary Sue's lawyer's address. Mulligan was not her lawyer. She was being tried as an individual, not as a member of the Church.

If you know the case very well, you will know she was being tried as an individual, to protect the Church, and not have it affiliated with her. In other words, she was "taking the rap". She was "taking the rap". And my heart goes out to Mary Sue. She took the big rap for all those ass-holes that were sitting in there, and those other ass-holes that were too "afraid" to do anything about the Mulligans and Alan Hubbert. Ass-holes! And the Okamotos and all that shit. And there they are sitting there... and the threat against them is that they'll "lose their bridge", that they'll be "declared SP". Well, who gives a God-Damn! We won't even have a Church if we don't do something about these ass-holes!

Anyway, so I went on for a little, I wrote up to Bill Franks by this time. I figured he might do something although I knew he was a puppet under the Watchdog Committee at that time. I figured he might be able to do something. I wrote up to him and told him where all this data was: With Molly Bernstein, the debriefs on Clearwater, and the political scene... - by the way, when I was Comm-Ev'ed• • , they wouldn't let me out of SU until after the elections in Clearwater. And our candidate, the pro-Scientology one, did not win because none of the strategy that Dafna and I had planned, and tried to get OK'ed by the Boss... - which was blocked from getting to him - ...it never got applied. And the candidate that did get in was the "middle" candidate who then held the "inquiry" on Scientology this year. OK. So there's another way to keep the Church from expanding and turn it over to the fucking government.

Anyway, the debrief, yes... - now there's a debrief at the CMO INT... - it's probably been burned, destroyed or put in the B-1 files, but you can find it there at CMO INT. It would be in HCO. It's under my Comm-Ev. They'd have my Comm-Ev up there in CMO INT. You'd have... - the debriefs I did, would be in the debrief files at CMO INT. There's the tape debrief, of course, at Flag with the AG Flag's office. Molly Bernstein's no longer, by the way, the A6 flag. I don't know where she is. She's gone. And the debrief to CMO, to Janadir Swanson. She's gone too, by the way. All the old messengers are gone from there.

Janadir was the only one that "sort of" believed, you know, but she was sort of influenced by the GO. And she's gone now. And Marge Bryenton, the Ethics Officer in PAC, who was keeping the files of Dafna and myself, for us, a very bright little girl, and very on-source, you know... but she couldn't do anything from her post, it was so low on the org board, but she at least kept things for us. And she's now gone, too. And Joe Lisa, well, the last I heart about him after the Franchise Meeting in December, he was declared PTS III, when he said that he was actually there at the Franchise Meeting to actually "spy" for the GO. They declared him PTS III. Anyway, that's on... - you'll hear that on some of Peter Greene's debrief tape... all that stuff. I wasn't personally there,

but I do know he was a coward, back in 1981.

Anyway, the final result was that: I couldn't get thru to Mary Sue. I didn't know where she was. The auditor wouldn't take a message. I couldn't send one up through Jimmy Mulligan now, could I? So I knew that line was blocked.

So what I decided to do was, then, to find LRH and maybe we could get some action going on that. I would be very willing to do the mission myself. And I just wanted to make sure that somebody in the Church was not a coward. And my whole time in PAC was spent, besides doing the intelligence work on these people, and getting the files assembled and so on, was spent in trying to find people or Scientologists who were not cowards. Who would stand up for what was right. Who would not Q&A with evil when they saw it in the Church. Who would make a stand. Dafna did a whole campaign, in cartoon style, against B-1 files, the secrecy in the B-i files, the fact you could never see them and so on. The mission holders brought this up in 1981. We did this a year before that, and got a lot of mission-holders interested in it. They finally brought it up to Flag in 1981 and for a while people were actually "told" they could look at their B-I files. But it was very short lived, because when the first guy tried to do it, he couldn't. So there was a lot of data that was put in the files about Scientologists.

We found some horrible stuff about how the Field in San Francisco was destroyed by another... oh, by the way... this is another plant, from San Francisco area. A girl named Kathy O'Gorman, used to be the AG at flag. She's definitely suppressive. Tried to destroy every successful person in the San Francisco area. Then came down to Flag and did a totally ineffective job against the Clearwater Mafia.

And she was so sweet... and 1.1... everybody "loved" her... I'm sorry, I thought she was great myself, at one time. But then I found out the data and... if you investigate it just ask anybody that has run a franchise in the San Francisco area in the early 70's and you'll find out what she did to them.

She actually was the one who declared Werner Earhart, before he started EST. And all he was doing was trying to make a way to make a lot of money for the Church up there and he wanted them to do his new introductory course. And she said, "No, that's squirrel!" And "You're declared." and so on like that, without even listening to the guy. So he went off and founded EST. So she's actually the person that... - you could call her responsible for... - starting up a squirrel group. She didn't have any Justice in the area. It was just, "Shoot them, shoot them, shoot them. Declare them PTS Type III, shoot them, shoot them." Like that. Anyway, that's not Scientology, and we all know that.

So I tried to find the Boss and the thing was that I did not. And I don't want anybody to believe that

I have physically seen the Boss since 1981. I haven't. I have not gotten into physical communication with him.

However, ever since I was trained on the Briefing Course in 1965 and then interned in 1966, I have been able to have Spiritual communication with LRH, and I have gotten in Spiritual communication with him. And my actions, since the time of 1981, in the summer, when I went to look for him, have been coordinated with that Spiritual communication line to him.

So, anything that I am doing, and you hear of me doing, and don't believe all the Ethics Orders you see, because there's also MY side of the story.

If you will investigate any of these things - now watch yourself when you investigate them, to make sure that you don't get shot yourself; because there are other things I can tell you - Lists. Lists of top Scientologists who were in a "hit list" that were put in by the FBI plants into the Church. These people were to be "gotten". Data from their PC files, data from their Ethics records, anything like that - to make them "ineligible" and to get rid of them from high positions.

And most of these people are "done" now. They mostly are the Class XII auditors that worked with LRH, the Senior Execs that worked with LRH, the messengers that worked with LRH. These people are all gone now.

The only people that are left are the ones that Q&A, and walk around like little puppy dogs and puppets. And I don't know, I'm sure that Bill Franks has a story about this - why he got removed; and I'm sure that any of the other people that got shot, that were loyal to LRH, and the REAL Loyal Officers, have a story to tell.

But the main thing is that the real loyal people are still here. They never give up. And LRH never gives up on any of his shots.

And the government, apparently, is just trying to take over administrative control of the Church and run it into Receivership, and then suck all the Tech under its wing, drop the Shades of Night over it (from PDC 21), and use it for the "very select few".

Because you better believe they know it works. If it didn't work they wouldn't be so interested in

taking it over. It's just like a secret weapon.

But anyway, the Boss had always tried to keep it nonpolitical, and anything we do outside of the Church has to be done on our own.

But the basic thing is to get the organization at the top. The guys who were trying to get the Church at the top - now we get them at their top. And their top is not in the United States. The United States is a puppet. England is a puppet. Spain is a puppet. Any country is a puppet to these guys who are behind the scenes - the World Bank is one of their "front" groups. These guys are behind the scenes and they work behind the banking lines, they work on scenarios, computer scenarios, and I told you the name of the top guy, and that's J. Strasburg, and he works out of Switzerland and Germany.

And any attacks that we do as OT's is against this son-of-a-bitch, and there IS an Ethics Order out on him, written by LRH. Therefore, any attack we do on these guys will be at the top.

And don't you believe they know it? Because these are not just enemies of this lifetime. These guys are the ones that are responsible for a lot of the implanting in this Sector.

Now, I've sort of brought you up to date here. Any time you want to use this - you know there's lots more data but the thing is that we've got: The PTS's in the Church, the people that BELIEVE these plants, the people that don't see them, the people that have the wool pulled over their eyes by suppression, the people that are too AFRAID because they might "lose" their bridge, the people that are too AFRAID because they might be declared "PTS" or "SP", the people that were totally fooled - like Herbie for instance.

I warned him about the Sea Org Reserves. I said "Man, the government will try to grab our money, look at all the tax cases against the Church, look at the individual IRS cases on the rich Scientologists, that pushed donations to the Church, look at the civil suits for millions and hundred of millions in the United States against the Church". I said, "Man, HIDE the Sea Org Reserves and don't let anybody get it." And when I called him to warn him on that in 1981, he was being Comm-Eved!

For "not keeping right records" or something. Who was calling the Comm-EV? Jimmy Mulligan. And I warned him. He did take the warning at that time, and he got out of the Comm-EV somehow. But later on, of course, he got caught in the GO Comm-EV. He just didn't take enough action.

All these guys were warned. They all had a chance. And I knew that anybody that was warned and didn't take action was gonna fall. And they were gonna fall badly. Now these guys did. Because they never woke up.

Anyway, your data files, in the B-1... - if there's a campaign.. - one thing if you're over in Europe, there's certain things to avoid, and these things to avoid are these secret files, these secret B-1 files.

Everyone should be able to see their B-1 file. Just like an Ethics file. Because that's were they can put the lies that will follow you around for years and years and years. Like, of course, my "hallucinations", right?

Now, as I say, you could talk to Joe Lisa and you'll find out that everything he checked out on my story was true. And he got afraid to carry on. Cause he was afraid.

But you could check out the FBI secret headquarters on Ventura Blvd, out in Encino, California. The address is on an Ethics Order I wrote on Alan Hubbert. I've written Ethics Orders on him and I've written an Ethics Order on Bob Thomas, declaring him Suppressive.

That's my hat. Second Deputy Commodore. And I've written an Ethics Order on Lou Schribnik, who is the person who introduced Darby Simpson into the Church - she's sort of a "controlled doll" - you understand, she's been PDHed pretty badly.

And she's the one that tried to kick John Travolta out of the Church, and she's been doing her best to put control in and rip money off of the Celebrity lines - and the best data on that is to just talk to; Alex Sibersky will tell you a story on that or Liz Ausley. They can give you the data on her actions, and her sister's actions, and her father, who is a government guy himself. But her monitor, her monitor is this guy name Schribnik. He doesn't work for the United States Government. He works directly for Switzerland.

If anybody will even have the courage enough to go over there, or the money enough to go over to Encino, to check the secret headquarters, you'll find in the basements... as you go in the door in the front, the stairs go down on the right and you go down to the basement, the first door on the right, there's the basement files... and that's where all the files are that the FBI stole from us in

1977.

Right now, my purposes are to continue with OT projects. And to continue to put Ethics in on the real SP's on the Planet...- not the people that... - not these little "play things", these little "play" pieces of paper that the Church keeps flitting about. But the real evil beings, the people who are actually in charge of the Suppression. Not the people who are PTS to it. Not the people who are PHD'd. Not those kind of people. They can all be handled. But the guys who INTEND, INTEND these things to happen.

Because expansion is so easy, just as it was in Europe, just as it is in Europe. Where there's no suppression on the lines, LRH's tech goes in, the policy goes in, and expansion happens as fast as you can have it. And it does that wherever I've applied it... in Europe, in A.O.L.A.... expansion just goes - zoom! - like that! And the only time it ever stops is because of Suppression. That's all there is to it. And you don't have to believe that, that it's "suppression" or anything, you can make all kind of reasons about it, but if you just go ahead and do what LRH says, you keep expanding. So you don't worry about that. Just go ahead and flourish and prosper.

So the thing now is to continue on the OT projects, and these are basically the projects that LRH started out in 1967, and as I know, he always continues and completes postulates.

And since I'm his Loyal Officer, and his Deputy, I DO TOO. And I don't need anyone's license to survive. I don't need anyone's permission. I don't need anyone's approval. I will just go ahead and DO THIS and I will DO IT WELL and I will do it JUST AS LRH WANTS IT DONE.

And that's about all I can give you on this debrief tape right now. Anything else is a little bit confidential. It might get into the wrong hands.

But there will be some changes that are being made on this planet right now. They ARE being made on this planet right now by OT's and OT teams.

And the SP's know it. And they're getting a bit frantic. And we are carrying on and we will do the job. And there ARE things happening, right now, on this planet that will change its future - FOREVER. And put it more ON SOURCE.

So that's the end of this debrief

Thank you very much .

* * * * *

SECTOR 9

OPERATION BULLETINS

27 April 82

to

23 Feb 84

270482-01-1200 GMT

Sector Operations Bulletin No. 1

Gentlemen:

The constraints and conformities of a Markabian society are immense. One is held in position by various administrative, economic and police pressures. The agreements are persuasively enforced through media, peer pressure groups, ostracizing of undesirables; and the covert or overt incarceration of aggressive non-conformists and "trouble makers".

Justice is only related to conformity and acceptance of one s place in the extremely ordered structure. Status and position are all-important, and various secret schemes are constantly being acted to increase one's position and status completely aside from normal, but slow, advancement of conformists.

The favored tools for these plots are increased economic control, greater population control, and authority enhancement - through being often quoted as one - in the media. Control of all energy lines to enforce the rigidity of the structure is a standard operation - food, fuel, money - and putting an individual on a "must haven from the controlling Markabians for these items.

Markabian planetary control administrative structures often become "top heavy" and all sight is lost of what is going on below, as the media only report what the rulers wish. Thus pervasion and penetration tactics are well advised, with an overall strategy of clandestinely "appearing" to be just another power-hungry Markabian when taking over large segments, on a suitably hidden via, of course. The hunger for status of a Markabian can be used to position him within the controlled operation, thus giving the appearance of conformity. An understood rule amongst Markabians is to not interfere with a power status ploy in progress, but stand by and wait to choose the winning side at a decidedly apparent outcome, leaving only those threatened to defend their position. Honor, duty, and loyalty have no place in the Markabian moral structure as such, but are conceived actually as position (status), conformity, and control maintenance.

I postulate all the best for you all on this mission.

- from a briefing on Sector Nine Mission.

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Mship re-issue by order of

Sector Commander

Elron Elray

280482-01-1200 GMT

Sector Operations Bulletin No. 2

There are many viewpoints of the Galactic Patrol, Gentlemen.

One is that it is a police organization. Another is that it is a war force or space army, navy and air force combined. In actuality its purpose is: TO GUARANTEE THAT CIVILIZATION CONTINUES TO FLOURISH AND PROSPER WITHOUT DISTURBANCE WHILE ALLOWING THE GREATEST POSSIBLE FREEDOM TO THE INDIVIDUAL.

Justice is therefore a major part of a Patrol member's hat, basing his decisions on the greatest good for the greatest number of dynamics. Excellent data and intelligence gathering systems are necessary to do this job as most disruptions to civilization, other than natural disasters, are carefully premeditated long before actions are taken.

Knowledge of the mental states of beings, indicators of psychosis, etc. are valuable tools of the trade.

OT abilities of pervasion and penetration can only be limited by the user s own opinion that the data thus obtained is too incredible or is unlikely to be carried out. Thus the catastrophe which befell this Sector (ca. 75 million years ago) happened. Only a few Loyal Officers and Citizens were attempting to prevent it, and they were given very little assistance by the indigenous populations of the planets involved, whose leaders either discredited the plot, the data being too incredible for belief, or were actually involved in keeping it a secret for their own reasons. The analysis of viewpoints from that time reveals that those leaders who were actively pressing for population control by saying the Sector was overcrowded were involved in the plot for their own gain.

A recent earth dramatization of this viewpoint was the German/Austrian leader Adolph Hitler in your World War II. Destruction and decimation of populations was the result of this dramatization.

Thus indicators of social psychosis should alert the Patrol member to a possible plot to harm several dynamics, and an investigation and analysis of data should be done to trace such manifestations back to their source, where a careful, diligent, intelligence operation will uncover the intention, plans, lines of communication, and procedures of those involved. It is important to determine the actual timetable of the operations so that effective countermeasures can be taken.

All those involved in planetary operations should be well versed in the technical aspects of the above mentioned fields so that each tool comes readily to hand as needed.

Mship relay by order of

Sector Commander

Elron Elray

290482-01 1200 GMT

Sector Operations Bulletin No. 3

The stars in this sector are under a Non-Interference Decree from Galactic Central - Grand Council. The stipulations of the decree are:

1. No interference is permitted in the zone known as Sector Nine until further notice.

2. This decree is to be enforced by the Galactic Patrol.

3. There shall be no use of atomic, chemical, or biological weapons in the zone

4. Travel to and from the zone is regulated and shall be subject to verification of intent and escort by the Patrol.

5. The technical and ethical experiment in progress by Sector Commander Elron Elray is not to be

interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants.

6. The-Ethics Order by Commander Elray on the being Xenu, currently Joseph Strasburg, alias "Herr J." or "Mister J." of Germany/Switzerland banking circles, declaring him Suppressive, is to be enforced.

7. It is to be understood that this is a controlled and protected Sector until further notice.

8. Communications to and from Sector 9 shall be routed through Galactic Central-Ambassadorial Section - and final authority in cases of dispute shall be held by the Grand Council.

By order of the Grand Council

Galactic Central

Mship relay by order of

Sector Commander

Elron Elray

300482-01 1200 GMT

Sector Operations Bulletin No. 4

We are all engaged in a conquest of the forces of evil on this planet which are attempting to hinder and interfere with the rapid expansion of Scientology technology.

To combat this threat, all OTs are needed to work together, coordinated in action and thrust.

My deputy, Captain Bill Robertson, is the coordinating point for those actions entirely outside of the legal structure of the Church.

He has a list of all such OT projects to be done, and OTs who wish to assist in freeing this planet from enslavement should contact him.

He is given a leave of absence from the Sea Org and Church organization while on these special OT projects.

Training and processing are to be made available for all project members at usual public rates as these projects are designed to support themselves and be viable.

Mship relay by order of

L.Ron Hubbard

Founder and Commodore

Church of Scientology &

Sea Organization

300482-02 1215 GMT

Sector Operations Bulletin No. 5

A briefing pack for all OTs engaged in or newly joining Special OT projects is to be made up by 2nd Deputy Commodore, Captain Bill Robertson and checked out on each project member by him or a person he assigns.

The pack is to consist of:

1. OT Project PLs in Volume 7 OEC.

2. Sector Ops Bulletins as issued.

3. RJs issued in '80, '81, '82 on R B'day.

4. RJ '67 tape.

5. A security briefing pack to be selected from 50 issues by Capt. Bill.

6. Relevant issues of Policy, PR Tech, etc., as pertaining to the member's job in the project.

7. Basics of Mission Tech.

8. Target Series.

9. Basic Data Series PLs

10. Any other relevant issues as may be needed from time to time.

Mship relay by order of

LRH

Founder

030582-01 1200 GMT

Sector Operations Bulletin No. 6

The RTS film is designed to make several things occur on planet earth. Firstly, it will re-create the events surrounding a 4th Dynamic engram which affected this Sector circa 75 million years ago. However, it will present the data in a way which releases charge and brings up awareness and confront.

No one has really confronted the original incident and survived - until the research I did in 1966-1967.

Secondly, it will contain several symbols of the time, many still existing in PT on or off planet, which will create a familiarity and positioning of these symbols for our use - the good guys wear the white hats, bad guys the black hats, etc. - as per early Hollywood symbolism.

A wide field of PR activities will at once open up and present itself for use based on the symbols in the film and the results of surveys afterwards. We should be prepared for this. Proper positioning tech would be used in any cover business, corporation, etc., to increase alignment with the mental and spiritual vectors thus developed.

Thirdly, the film itself is to be viable, allowing a wide range of follow-up items and literature and a thrust from the public to be developed which can be channeled toward the orgs.

Most importantly, since the events portrayed are true, there will be a degree of as-isness of the interlocking bank structure on the planet, thus making our job a bit easier.

Any OT project being developed or in progress is to be made aware of these points in regard to RTS.

L.Ron Hubbard

Founder

060582-02 1215 GMT

Sector Operations Bulletin No. 7

All personnel taking part in OT Projects must attest:

1. That they are in agreement with the project purpose.

2. That they have no connections to governments, political parties, or other groups which are antagonistic or would interfere with the project, its purpose, or would resist creating a new civilization, clearing people, broadly making OTs, etc., so as to completely avoid conflicts of interest.

3. That they are not joining the project only for personal gain or status. However, they may of course expect to be rewarded on successful completion of viable projects.

4. That they will submit to hatting as required by Sector Operations Bulletin No. 5 and whatever additional hatting may be required by the Project Director or I/C.

5. That they recognize the need for security and will keep it in and thus remain trustworthy.

6. That they will endeavor to continue up the Bridge consistent with the demands of project activities and priorities which may be set from time to time.

7. That they are doing the above and any project actions on their own determinism and freedom of choice.

8. That they fully understand that anyone desiring to leave or leaving a project once started must forfeit any expected rewards and has no claim on cooperation from the rest of the group. A person may be reimbursed the exact amount of any monies invested if he so desires but will be ineligible for further project duties in the future. (Note: This rule does not apply to a person called away to handle a family or business situation, etc. - for which he must obtain Project Director approval beforehand - but only to those whose intentions no longer align with the project or the rules above.)

9. That they understand the basic Aims of Scientology, its Axioms and Codes, and intend fully to help achieve them.

Thus regulated, our projects can not fail to be extremely successful, enjoyable, and enlightening.

L. Ron Hubbard

Founder

210582-03 (TELEC)

All OT Project Members

Sector Operations Bulletin No. 8

Bill Franks via Deputy Cmdre. Capt. Bill (OT Project Coordinator Earth (WW))

Dear Bill - Glad to hear from you. Now you know how it feels to wear the ED INT hat in every aspect. I, myself, backed off the lines several years ago and the same charges were leveled at me by government agencies and disaffecteds. Seems there must be a lesson in here somehow, eh? Well, it's very simple:

First, a game is played and observed in this universe on many levels at once to afford randomity and interest.

Second, one must, in assuming a beingness or position in a game, take responsibility for each level and the effects created on it by one's postulates.

Third, an analysis of current vectors (directions of intentions by players and pieces in relation to the goal and opposition goal) must be done regularly.

Fourth, effects of vectors on future track are viewed by an exterior position (Pan-determined).

Fifth, the key point or pressure center of the vectors is located where minimum exertion of force, comm, etc., will produce maximum effect.

Sixth, this point is occupied and used to originate the new postulate or resolving vector determined by three and four above.

Seventh, the point and maintenance of vector propagation from it is delegated to a teammate.

Eight, another cycle is done.

This is the natural law of successful players in this universe's (and others too) games. As you can see, OTs have the advantage over their opponents in almost all cases per above as they can exteriorize, shift viewpoint, postulate and perceive, permeate, and penetrate better than any non-OT or lesser OT opponents.

The biggest ARC break to a player can come at Step Seven where there is a no, weak, or treasonous teammate who will not duplicate or will alter or stop or reverse the entrusted vector propagation. This fixes attention and sticks the player at that exact point of the cycle and prevents him from continuing the successful game cycle. Thus my Policy of never using a broken line.

However, a senior handling is to take Step Seven, re-analyze 3 to 5 using it and plug the result into 6 with a new 7. Feedback, Qual'ing, or review are several names for this action.

This is a little secret I've been keeping since analyzed games in the early 50's. Now it is available for OT Project use.

You have probably seen me using it on the Flag Ship to come up with a wildly successful and fast handling for enemy attacks.

The only place it can fall down is in Three with omitted, false, or other outpointy data. So, in conjunction with DS PLs this formula is nearly foolproof. I say "nearly" because players sometimes play the "fool" and fail to observe in Step One all the levels of play. Sound familiar? It is a common mistake in up-coming players.

In fact, the enemy or opponent low-reality players can be entirely eliminated by use of this datum: "The incredible is hidden as well as or to the degree that fewer opponents believe it." A caution, however, that in using an "incredible" to foil the opponents at Step One - it may also become invisible or unreal to your teammates or some of them. So always take this into consideration when using it.

A happy solution is to optimize the "incredible" so you are left with a cadre of high reality teammates and thus have enough to cycle thru Step 7 and carry on without hardly a pause for breath.

Thus in current galactic, sector, planetary, and org game levels, I have my friends on the OT Projects. Welcome aboard and have fun! I'm sure this will help us all get on with the job much faster.

(Note: CB will issue this this TLC as Sector Ops Bulletin No.8.)

As to the Church, it's a case of the enemy have us right where we want them to have us - on a senior OT game level, incredible, fast flow, and devastatingly effective. The various levels of the Church have also been tested for strength with Capt. Bill's help over the last year. The Step 7 of this cycle is now started.

Much Love - Ron

270582-01 0000GMT MSHIP R

Sector Operations Bulletin No. 9

(Message to all OT Project Group members delivered at meeting on Sunday, 30 May 1982.)

I welcome you all. It's been a long tough mission but we came through and back out into the open with very few casualties. Now the way is open for expansion and we will continue with the job of handling this Sector together. I appreciate your loyalty and dedication more than you know. From this level, it looks simple of course, but the road through the muck and degeneration of this planet for the purpose of finding and testing the tech and org policy which would survive the trek to freedom ahead has been laborious and often dangerous.

The most honorable and brave officers and citizens now stand before me, our OT Project teams. I

humbly thank you one and all for your untiring work in the cause of freedom. This shining example of courage shall be recorded in the annals of this planet, Sector, and galaxy. I highly commend you all, and "OT's in the cause of freedom" shall be a guiding light to the oppressed and trampled beings broken on the wheel of evil.

can now rise to the heights of freedom and beingness, the apexes of joy and creation, the upper limits of play in this and other games. And the step beyond to one's own universe beckons ever so alluringly near. But this time there will be no down spiral, just the spirit of play and freedom to choose.

Thank you for being with me in this endeavor. I love you all.

Elron Elray

020682-02-1323 GMT

Sector Operations Bulletin No. 10

FROM: Astar Paramejgian, Deputy Sector Commander, released by authority of Elron Elray, Sector Commander, Sector 9.

TO: All OTs

SUBJECT: OT OPERATIONS

We have a product. ETHICAL OTs.

For the first time in this and other universes, through the application of Standard Tech, Ethical OTs in volume are being produced. The downward spiral has been halted - the cycle of action

reversed - it now moves upward under the leadership and coordinated actions of the first truly ethical OTs.

A balance of dynamics has been obtained. The Code of Honor and the "Greatest Good for the Greatest Number of Dynamics" can now be implemented willingly and with joy as a natural activity in life - a "luxury" if you wish.

None can shake this certainty - all has been revealed through application of Standard Tech - the link-up on the other side of the bridge is happening - Now! All are invited to join us. All are welcome.

Only those whose intentions and connections deny life, freedom, ability, creative expansion and the spirit of play will encourage you to stay on the other side - the downward side of the spiral.

Observe your situation well - ask yourself these questions:

1. Are you in a game you don't like?

2. Are you a player, a piece, or a broken piece?

3. Is there some area of life you wished to expand or become cause in that has mysteriously been denied you?

4. Are you regulating your actions by the other-determined rules of conformity?

5. Are you threatened with loss of status if you don't conform?

6. Is going up the bridge a difficult and even hazardous task, when it should be fun and easy?

7. Do you feel you cannot express your deepest feelings of loyalty, duty, and honor without being thought "odd" or even provoking attack from certain quarters?

8. Have you become aware of things only you and possibly a few friends can see and must discuss quietly for fear of retribution if your observations become widely known?

9. Has you purpose, ARC, and KRC been blunted? Are you tired?

10. Is it becoming more difficult to Flourish and Prosper as you expand when it should become easier?

11. Is someone convincing you to operate by flows and beams rather than positive postulates?

12. Are you being hit by entheta, black flows, and beams?

13. Do you long for the friendship and camaraderie and high ARC of your first experience with Thetans in Scientology?

14. Do you feel you have an unfulfilled purpose here on Earth and in this Sector and would do anything to achieve it?

15. Are you being regulated or monitored by MEST instead of being at cause over it?

16. Did you ever have an experience relating to "your mission here on Earth" or an amazing ability turn on that you can't really talk about for fear of being thought crazy?

17. Can you see the future and then through fear of criticism do you invalidate your own knowingness?

18. Do you "ridge up" when others try to "interpret" Source to you or put their own considerations as more important?

19. Do you sometimes wish the promotional stories about OT abilities could happen to you?

20. Are you too big a being for the game you are being forced to conform to?

****

The attainment of the answers to these and other questions are available. The product of Ethical OTs has been achieved. All Loyal Officers and Citizens, all beings who have fought and died for freedom, all those who have ever worked with and who work with now Elron Elray (body name L. Ron Hubbard) are welcome to join OT Projects, the Sector 9 team of On-Source beings who have the purpose:

"TO GUARANTEE THAT CIVILIZATION CONTINUES TO FLOURISH AND PROSPER WITHOUT DISTURBANCE, WHILE ALLOWING THE GREATEST POSSIBLE FREEDOM TO THE INDIVIDUAL"

and who are pledged to support fully the following decree:

"The technical and ethical experiment in progress by Sector Commander Elray is not to be interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants."

We have come back!

Galac Patra!

Astar Paramejgian

DEPUTY SECTOR COMMANDER

Issued by order and authority of:

Elron Elray

SECTOR COMMANDER, SECTOR 9

080682-01 1200 GMT

Sector Operations Bulletin No. 11

CLASS VII & NOTS

OT PROJECT MEMBERS ONLY

I know you and the project team members feel a bit of a loss on seeing supposedly "aware" Scientologists react to black propaganda and gov't "dirty tricks" the way they did - even after years of fighting & exposing same! Well, we can look also at the brighter side - it chalks up a big win for the tech, as its very workability and indispensability is what is being used as the club to cloud observations. The fear of loss of going free is - when a real Bridge exists - the ULTIMATE control weapon. As long as a being believes he can get thru the door and get on up the Bridge, he will docilely Q&A with any harassment for fear of being denied that right. This is the control point ideally suited to a MARKABIAN "putsch", and resolving it here on Earth will make the organization nearly invulnerable in the future. It should-be very apparent now why Scientology must be entirely non-political and available to everyone. A 3rd Dynamic thrust to control it is "incredible" to those whose awareness only encompasses the 1st and 2nd. The main game level now is "control of the planet". Who ever controls it will by natural inheritance control Scientology. This has been shown. The conundrum is that due to the power of Scientology, one must have control of the planet before getting its inhabitants free enmasse, or run the certain risk of a takeover from the aberrated rulers of the planet who see it as a threat to their power. Valuable data for the future. Evolution up the spiral with Scientology looks like revolution to a down-spiral planetary leader or

control group. Thus the takeover, suppress, oppress reaction. It's a PRPR6 4TH & 3RD Dynamic engram. Thus you see the vital need of RTS to run it out and pop the population into PT.

Yes, we are running Power on the planet - you old Class VII's ought to enjoy it. Source, Existence, Conditions & the Remedies. Your actions in the past few weeks were the Source Process. Now we move into the Existence Process.

Then Conditions. As you have observed, the use of Conditions as a 1st step on a SP society was attempted (RTS project for 5 years), but there was no auditor capable enough to do the TRs necessary - i.e. Flag, GO, CMO, & OT's in the field couldn't even get the session space set up, without dramatizing their own unflatness on it as a part of the 3rd and 4th dynamic. Thus I activated the Loyal Officers and OT Projects. You are the auditors to bring it off. I trust you. I know you. And you are the best. This pilot process will be the cornerstone of handling other planets in the future. I am with you all the way.

Love,

Elron Elray

PS. If there is no response to Source Process, then lower Grades are out.

180682-01 1800 GMT

Sector Operations Bulletin No. 12

BPI TO ALL OTs AND CLEARS

Models and Scenarios

Since the advent of computers a new and effective method of overt and covert intelligence operations has been developed. You may have heard the word "scenario" used in the press and media, but probably have not heard the term "model".

A "model" is a composite of several "scenarios" with a definite objective or purpose to be achieved.

The models in use today (in politics, economics, attacks on countries, groups, and religions, etc.) are composed of SEVEN scenarios each. The basic datum underlying them is "The Principle of Confusion and the Stable Datum". Reference: PROBLEMS OF WORK by L. Ron Hubbard.

"To gain control of an area - observe it. If it's confused, put in a stable datum. If it's stable, put in confusion."

The Attacks on Scientology

The attacks on the Church of Scientology over the last 30 years have become less and less overt and more and more covert. There are two reasons for this:

1) The overt ones failed by being too obvious and thus united the Church members in opposition.

2) The Church has become more and more of a stable datum, thus can only be really threatened by confusion.

Therefore, in 1982, anyone who investigates thoroughly will find the latest computer technology of models and scenarios being used to gain control of Scientology. The organizations in the United

States are the most vulnerable and their scenarios are the most developed.

The Model

The current model is called "OPERATION RAMROD". Its purpose is to invalidate and take over Scientology and its organizations in the United States, put it under the auspices and control of the "government" and use the technology for the few instead of the many. (The PDC lecture by LRH referring to the "Shades of Night" should be heard in relation to this. It is PDC No. 21.)

The above model and its scenarios given below were programmed on the computers at Prognos AG, a wholly owned subsidiary "think tank" of the Swiss Bank Corporation in Basel, Switzerland. They were forwarded (copied for use) on the computers of Data Resources Incorporated, a US government "think tank" in Lexington, Massachusetts for use in the USA. The originator and issue authority for the model is a behind-the-scenes political and economic manipulator in Basel called Joseph Strasburg, Herr J., or Mr. J.. He has a criminal record in this Sector as a maker and user of implants. He is fully aware of the threat to his profession should Scientology become widely known and used. (For reference, listen to Ron's Journal '67 where he describes the source of attacks on the Church.)

The Scenarios

These are given in reverse order from S7 to S1 as the more obvious scenarios have the higher numbers and the secret, hidden-purpose-line scenarios lie underneath the confusion created by the upper ones. Normally, people's attention, just as in current political and economic scenarios, gets fixed on the first few - they are usually programmed to be reported on in news media - so that the lower ones can carry on below the level of awareness, hidden and often incredible to the normal person who believes what he reads in the papers and sees on TV.

S7-BLACK PR: This scenario consists of continuing news stories harmful to Scientology, deprogramming results on cults with a comparison to Scientology, a disinformation campaign on LRH and MSH (Disinformation is removal of creditable documents and records and replacing them with manufactured discreditable ones in files accessible to newspapers, etc.), reports and stories of Scientology splitting up families (carefully planned and often with parents manipulated by government agents), etc. The purpose of S7 is to set up negative "Public Opinion" for whatever may happen to Scientology so there will be no adverse reaction to the Scenario Makers. It also assists other scenarios by lessening resistance and spreading confusion, tying up resources to handle, etc.

S6-MONEY MASH: Here are the actions which attempt to guarantee economic loss to supporters of Scientology and the Church itself. Included are the IRS suits on the tax picture of the Church, similar linked suits on wealthy Scientologists (a priority Scientology file is kept by every IRS agency for audit the minute a person declares "donation" to Church of Scientology), and such local actions as can be instigated such as the pressure on the Church in CW forcing them into a position of having to buy their own tax certificates for $220,730 to avoid loss of all their property by auction in two years if the tax case is not resolved.

Also the names of important Church members are listed on the Government and White House "enemies list" so any computer check by a prospective employer will result in a polite refusal to the Scientologist applying for a job - the employer being sure that the applicant is a "Communist" or worse.

S5-LEGAL LOSS: This scenario consists of lawsuits, both civil and criminal, by the government and individuals. When evidence of crime does not exist or no private citizen is suing, S4 provides both by agent provocateur action. This scenario also assists S6 by using up funds in legal defense and counter suit, and relies on S7 to provide enough Black PR to convince anyone that Scientology is "bad" and therefore guilty.

S4-AGENT PROVOCATEUR: Only slightly below the surface of the thin veneer of civilization are the agent provocateurs, offering money to Church members who have gotten in bad standing or are off lines to "sue the Church", getting parents to hire deprogrammers and sue the Church for "brainwashing" their children (often the "children" are in their 20's or 30's but this seems to make no difference). And then there are the more serious few who get jobs in the Guardian Office and suggest and take part in law-breaking actions which get all their seniors in trouble and escape by "turning state's evidence" to avoid prosecution. This is a despicable action, the most publicized of which got several senior execs, including the Founder's wife, jailed recently. (Incidentally, this could all have been avoided if S1 had been known and acted upon at the time, as the exposure of the agent provocateur (by two loyal Scientologists BEFORE the illegal act) was prevented by a planted senior in the GO who invalidated and blocked the reports, RPFed the writers, and thoroughly discredited them so the scenario could proceed.)

S3-DOCTOR CONTROL: This scenario uses the psychiatrist's favorite, the PDH (Pain, Drug, Hypnosis) operation. By pretending to be Scientology Doctors or Doctors for Scientologists these old implanter types made sure key senior execs who got sick stayed sick, blew, or were given a slow-kill injection if their patient got very perceptive and started exposing these lower level scenarios. This made convenient vacancies for S2 and S1 infiltrators to move in and mess up the area or move up the lines to higher positions. They also left their own agents alone or gave them standard medical treatment when sick. Operation Ramrod even got control of a franchise in the Midwest to use as a sort of PDHing center to forward S2 - and S1.

S2-INFILTRATE PDH SUBJECTS: This operation, which can easily be prevented by judicious and "no Q&A use of the E-Meter, uses the technique revealed in Walter Broward's book "Operation Mind Control" to make unsuspecting agents who enturbulate orgs, report on happenings, and generally stop and hinder expansion., These victims are given a complete 7-layer implant with "cover stories", and are protected by the S1 people and re-done if needed by the S3 people. They may appear very bright and scintillating on the surface and will elicit sympathy if caught in a destructive act but will go into a "blank daze" on asking if an "engram has been restimulated" or on trying to do upper OT levels.

S1-INFILTRATE TAKEOVER TEAM: Finally, the Key Scenario, the one which all the others cover, confuse, and make seem incredible. A rough quote from an FBI memorandum obtained through the Freedom of Information Act in 1978 will state it very well: "To infiltrate the Church and move our agents up to Board of Director positions. We must also prevent the spread of Scientology to China and Japan as it is so similar to Bhuddism it would spread like wildfire". The S1 agents and their outside operators are the professionals, long term and willing to stay inside and take over the show. They often will introduce each other in, cover for one another, protect S2, S3, and S4 people, and cut and covertly twist command intention so that S5 losses occur, S6 losses occur, and S7 counter-actions by loyal people are unsuccessful and even get the loyal person into ethics trouble for trying. The current purges in the Church of all the old-timer loyal Scientologists were started by these agents (so the overt takeover will be smooth and without resistance), and are carried out by PTS lower execs to "stay out of trouble".

These agents are very smooth, have influence, run a "fear of losing the Bridge" control operation to keep loyal Scientologists in line, and have taken part in Black PR, falsifying records and stats, and from fear of discovery and exposure will quickly and efficiently attempt to dispose of anyone who gets close to the truth by ordering them Comm-Eved, declared PTS Type III, declared SP, or if really persistent, assassinated by outside agents so it looks "accidental" or turned over to S5 Doctors for a slow-kill tumor or rare disease injection. The favorite way an S1 agent discredits any accusations is to say the accuser is "hallucinating" (using a real Scientology term like "dub-in" is considered bad form). Anyone can know these through study and application of 1.1 characteristics on the Chart of Attitudes and the Data Series. A true Scientologist if accused of being an agent would merely ask for the source of the data and consent to a Sec Check, along with one for the accuser, by an LRH trained auditor. (Has anyone noticed how many LRH trained auditors have been declared in the last year?)

S1 people will also alter or cut comm to LRH or MSH, give an incredible show of their own status and power, and usually forget their basics (like ARC). They cannot conceive of the Code of Honor at all.

End Phenomenon

The EP of the "Ramrod" Model and its 7 Scenarios is a giving over of the Church by the "Board of Directors" to the agency or group designated by the also-scenario-controlled-Government as a

"Receiver". This is supposed to occur as a result of the pressure from "Public Opinion" (S7), economic insolvency (S6), legal opinion and judgement (S5), criminal actions (S5 helped by S4), and other "reasonable" reasons. No word will be said about S3, S2, and S1 or that they even exist.

To make VERY sure there is no reaction from other Churches in the USA (Violation of First Amendment rights used to be a treasonous crime, but as you may have read, "None dare call it...."), the latest Black PR line in S7 is: "It's all just Science Fiction, not really a Church".

We Came Back!

The data above is brought to you courtesy of your planetary OT Project teams. If there are any additions or corrections you have, please send them to your nearest OT Project Base where they will be investigated.

The Future

The future is up to all of us. Our postulates create it. Our postulates are much more powerful than computer models and scenarios. You can insist on LRH Policy, especially Justice Policy, being used in your area. It is your responsibility as well as ours to keep Scientology free, available to all, and totally nonpolitical.

Handling of the Model and Scenarios revealed in this issue and the Operators and Agents carrying them out will be the subject of subsequent BPI Sector Operations Bulletins and Sector Ethics Orders.

Whether we achieve the freedoms long sought - for so many millenia, or become the slaves of those who would pervert our dreams and future, depends on each of us. Individual responsibility and integrity is the key. In the past what was known to be right was forsaken, but at this point in the game we can now achieve our freedom for all eternity by following only the road to truth and justice. And the enemy will wither... - and blow away.

Astar Paramejgian

Deputy Sector Commander

Sector Nine

011082

Sector Operations Bulletin No. 13

THE DIRECTOR

PROGNOS AG

BASEL, SWITZERLAND

ALL MARKABIANS ARE HEREBY ORDERED TO CEASE AND DESIST

FROM THEIR NON-COMPLIANCE WITH THE FOLLOWING DECREE:

1. NO INTERFERENCE IS PERMITTED IN THE ZONE KNOWN AS SECTOR NINE UNTIL FURTHER NOTICE.

2. THIS DECREE IS TO BE ENFORCED BY THE GALACTIC PATROL.

3. THERE SHALL BE NO USE OF ATOMIC, CHEMICAL, OR BIOLOGICAL WEAPONS IN THE ZONE.

4. TRAVEL TO AND FROM THE Z0NE IS REGULATED AND SHALL BE SUBJECT TO VERIFICATION OF INTENT AND ESCORT BY THE PATROL.

5. THE TECHNICAL AND ETHICAL EXPERIMENT IN PROGRESS BY SECTOR COMMANDER ELRAY IS NOT TO BE INTERFERED WITH IN ANY WAY WHATSOEVER AS IT IS EXTREMELY VITAL TO THE FUTURE OF THE GALAXY AND ITS INHABITANTS.

6. THE ETHICS ORDER BY COMMANDER ELRAY ON THE BEING XENU; CURRENTLY JOSEPH STRASBURG, ALIAS "HERR J. OR MR. J." OF GERMANY/SWITZERLAND BANKING CIRCLES, DECLARING HIM SUPPRESSIVE, IS TO BE ENFORCED.

7. IT IS TO BE UNDERSTOOD THAT THIS IS A CONTROLLED AND PROTECTED SECTOR UNTIL FURTHER NOTICE.

8. COMMUNICATIONS TO AND FROM SECTOR NINE SHALL BE ROUTED THRU GALACTIC CENTRAL AMBASSADORIAL SECTION AND FINAL AUTHORITY IN CASES OF DISPUTE SHALL BE HELD BY THE GRAND COUNCIL.

BY ORDER OF THE GRAND COUNCIL

GALACTIC CENTRAL

230682-02

Sector Operations Bulletin No. 14

Sector Ethics Order No. 2 (SOB No. 14)

Sector Ethics Order No. 2

Sector 9

Sol

Earth

The person known as:

ALAN HUBBERT

current Chairman of the Board of Directors, Church of Scientology of California is hereby declared:

SUPPRESSIVE

He has knowingly and with premeditated malice violated the NON-INTERFERENCE DECREE on SECTOR 9 issued in the current Earth year 1982. Specifically: Point 5.

"The technical and ethical experiment in progress by Sector Commander Elray is not to be interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants."

Alan Hubbert is in particular an undercover agent of the organization known as the Federal Bureau of Investigation having its clandestine operations office under the name of ZENITH INSURANCE COMPANY, 15760 Ventura Blvd., Encino, California.

The FBI has been pledged for several years to a policy of infiltration and takeover of the Church of Scientology by moving its agents up into Board of Director positions.

Alan Hubbert has knowingly followed FBI policy and systematically eliminated Loyal Officers and loyal Church members from their positions of trust and confidence by use of Black Propaganda, multiple and false reports, and use of secret intelligence files to discredit and have removed any who opposed or threatened him.

He has attempted assassination of Loyal Officers and Church members who posed a threat of exposure of his FBI role.

He is to be given no cooperation or solace by any Loyal Officer or Church member until he comes to his senses and divulges full information of his contacts and associates in his suppressive acts

and confesses fully each act with time, place, form, and event to an authorized Patrol Member.

Astar Paramejgian

DeputySector Commander

for

Elron Elray

Sector Commander

Sector 9, Galactic Patrol

230682-03

Sector Operations Bulletin No. 15

Sector Ethics Order No. 3 (SOB No. 15)

Sector Ethics Order No. 3

Sector 9

Sun 12

Earth

The person known as:

BOB (ROBERT) THOMAS

formerly DGUS and earlier OES NY org, currently public FCCI from the NYC area, is hereby declared:

SUPPRESSIVE

He has been advising the US Government for over 14 years (and is currently still doing so) on how best to attack and take control of the Church of Scientology and was himself acting as a government agent when DGUS.

He was Comm-Eved and declared Suppressive in 1973 for non-compliance with Founder and Controller orders on several court cases.

He is a control adviser to the enemy on the scenarios currently being run against the Church.

He has collaborated with and protected known suppressive government agents such as John Cole (FBI, CIA, DIA) and Debbie Mace (agent provocateur) who have tried to buy, steal, and other-wise entice loyal staff to betray confidential data.

He has caused the unmock and infiltration of the Guardian Office Information Branch (B1) in the United States, allowing in the very agents who prevented the exposure of Michael Meisner as a suppressive agent provocateur before the illegal act occurred.

He thus has the responsibility of the gross overt of producing the series of events which led to the imprisonment of the Founder's wife. His fellow agents in this betrayal: JAMES (JIMMY) MULLIGAN, ANNE MULLIGAN, MICHAEL MEISNER, AND ALAN HUBBERT (subject of Sector Ethics Order 2) are also declared:

SUPPRESSIVE

All are guilty of false reports and false stats sent to Founder and Controller, cutting of Command and information lines, threatening and coercing loyal Scientologists, and betrayal of trust. All have discredited and have caused to be expelled Loyal Officers and Church members who attempted to find the truth and prevent the Church from being infiltrated and betrayed.

Bob Thomas is additionally guilty of violation of the NON-INTERFERENCE DECREE on SECTOR 9 issued in the Earth year 1982. Specifically, Point 5:

"The technical and ethical experiment in progress by Sector Commander Elray is not to be interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants."

He and his fellow agents are to be given no solace or cooperation by any Loyal Officer or Church member until they come to their senses and divulge full information of their roles, contacts, and associates in the above SUPPRESSIVE actions against the Church. They must confess fully each and every action with time, place, form, and event to an authorized Patrol Member.

Astar Paramejgian

Deputy Sector Commander

for

Elron Elray

Sector Commander

Sector Nine

Galactic Patrol

240682-04

Sector Operations Bulletin No. 16

Sector Ethics Order No. 4 (SOB No. 16)

Sector Ethics Order No. 4

Sector 9

Sun 12

Earth

The person known as:

LOUIS SRYBNIK

formerly public and "patron" of CCNY and Flag is hereby declared:

SUPPRESSIVE

He is a control liaison to Basel, Switzerland for the scenarios currently being run on the Church.

He has caused the death of Loyal Scientologists who attempted to expose him.

He has used PDH implant technology to monitor the inflow of celebrities into Scientology and thru his PDHed robots made sure that real celebrities are not happy with the Church.

He is in agreement with and uses implant technology and has done so for over 10 years.

His PDHed robots should be checked for and handled by competent auditors on 7 level PDH incidents in this life. These include: DARBY SIMPSON, DEBBIE VOLT, LON TINNEY, MICHAEL MAUERER, NANCY SADGEWICK. They are declared PTS II until fully handled.

Louis Srybnik has knowingly and with premeditated malice violated the NONINTERFERENCE DECREE on SECTOR 9 issued in the current earth year 1982. Specifically, Point 5:

"The technical and ethical experiment in progress by Sector Commander Elray is not to be interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants."

He is to be given no cooperation or solace by any Loyal Officer or Church Member until he comes to his senses and divulges full information of his contacts and associates in his suppressive acts and confesses fully each act with time, place, form, and event to an authorized Patrol Member.

Astar Paramejgian, Deputy Sector Commander

for

Elron Elray, Sector Commander

Sector Nine

Galactic Patrol

250682-05

Sector Operations Bulletin No. 17

Sector Ethics Order No. 5 (SOB No. 17)

Sector Ethics Order No. 5

Sector 9

Sun 12

Earth

The person known as:

RON DE WOLFE, alias NIBS HUBBARD, alias L.Ron HUBBARD, JUNIOR

is hereby declared:

SUPPRESSIVE

He and his fellow suppressive government agent EDDIE WALTERS, (who was involved in the cover-up of the murder of Quentin Hubbard) are key figures in the attack on the Church of Scientology and its related organizations.

They have testified against the Church in US courts.

NIBS has been positioned as the inheritor and receiver of Scientology in the current PROGNOS AG of Basel Switzerland Scenario No. 1 on Church takeover.

He believes he is operating on his own determinism, but has been subject to PDH technique since 1960 when he blew from the Washington D Org at the urging of agent provocateur and PDHer NINA WEST. (Reference: HCOB 19 Jan 60 "Casualties", p. 11 Vol IV, Tech Volumes, and HCOB 9 Feb 60 "Cancellation of Certs", p. 30 Vol IV, Tech Volumes.)

He was given money by the Founder on the promise never to interfere with the Church and he has betrayed that trust.

He has recently come under the direct influence of the infamous SUPPRESSIVE implanter known as XENU, subject of Sector Ethics Order No. 1 (written in 1967 by Elron Elray, SC) listing his crimes and high crimes in this Sector, and warning all to report his whereabouts to HCO as a SUPPRESSIVE BEING.

This Ethics Order has been approved for enforcement in 1982 by the Galactic Patrol and all members are urged to do so. Xenu, since escaping from his imprisonment, has been active on

Planet Earth for many years, most recently inhabiting the body of Joseph Strasburg of Basel, Switzerland, the source of political, economic, and anti-Scientology computer scenarios designed to bankrupt countries, control nations, and wipe out any technology that can undo or prevent implanting. He has been successful in the past of being too incredible to be found out. He has now been exposed and his game is over. His influence over NIBS HUBBARD and the Church is now at an end. There are too many ethical OT's who know him and all his covert tricks which have been suppressing individuals and mankind for eons.

NIBS is to confess his overts to an authorized Patrol Member and be handled by a competent auditor to remove the PDH influence and DE-PTS him. He is then to do his Ethics Conditions fully, including amends, under the supervision of a Loyal Officer.

The being XENU is to do the following as his first acts of contrition:

1) Cancel the entire Model and 7 Scenarios being run on the Church.

2) Turn over his Joseph Strasburg lines to an authorized Patrol Member.

3) Begin his Lower Conditions and Suppressive Person handling under the supervision of an authorized Patrol Member.

Astar Paramejgian

Deputy Sector Commander

for

Elron Elray

Sector Commander

Sector Nine

Galactic Patrol

190184 1300 GMT

OT Base - Germany

Sector Operations Bulletin No. 18

Modelists and Scenario Makers

(See Sector Ops Bu 12 "Models and Scenarios" for the background to this Operations Bulletin.)

"Scientology, the Final Handling"

Since the publication of Sector Operations Bulletin No. 12 "Models and Scenarios", a great deal of information has become available. None has contradicted the data of "Models and Scenarios" although there is a slight change in the final objective: instead of immediately driving the Church of Scientology into receivership, it was decided at a meeting in September 1983, held in Washington D, to allow the Church to continue operating for the "select few" under the direction of its infiltrated agent and chairman of the board, Alan Hubbert and its "monitored beings" of RTC, D. Miscaviage and P. Broker (and aliases).

The precise "final handling" instructions of course did not originate in Washington D, but in Basel, Switzerland, from Herr J. himself. They were given to his deputy for the United States, Paul Volker, Chairman of the Federal Reserve Board, and laid out at a meeting in the Office of the Secretary of the Treasury, Donald Regan. Also present were top representatives of the FBI, Justice Department and IRS. All, of course, robotically agreed to comply with the instructions from Switzerland and did so. Thus, in late September '83, the news article appeared in which the IRS gave the Church 3 more years to "handle" its tax situation.

To fully understand the strategy behind these actions and indeed the whole model run on the Church and covered in Sector Ops Bu 12, it is necessary to bring forth more of the background data on the individuals responsible - i.e. the Modelists and Scenario Makers. Who are they? What is their track? What is their ultimate objective? And who is this Herr J., who seems to (and actually does) issue orders that affect the entire world, its religions, politics, and economics?

Games - Levels of Play

To fully grasp what is and has been occurring on Earth, it is necessary to realize that life is basically a game with freedoms, barriers, and purposes. Also, that it is played at several levels concurrently. These are larger and larger spheres of control and influence, as every OT becomes aware of when expanding his viewpoint.

Also, when viewing one's whole track, it is usually clear that the further one goes back, the larger the game appears, until far far back, thetans were exterior, fun-loving beings, who actually mocked up whole games involving planets, forms, colors, sounds and lots of action and sensation.

To deny that higher level games are going on in the present time is only an admission of how far such a person having this viewpoint has come down the spiral. Such a person's reality level, confront level, ethics level and overall responsibility level are just not up to it. Such people thus remain at effect of any such game. Indeed, they become mere robotic pawns or broken pieces as far as the players of such games are concerned and they are totally incapable of affecting it in any way whatsoever. This the position or condition that anyone who denies you knowledge or tries to keep you from "finding out for yourself" intends you to be in! So, in the remainder of this bulletin if you find data of a game level you never ever suspected, please realize that the data has been actively kept from you in the past by the perpetrators of these models and scenarios. Modelists and scenario makers are very secretive persons.

Game Level - Planetary Control

There is a game going on for planetary control. It has been going on actively for hundreds of years. This is not the game of Communism versus Capitalism, East versus West or Catholics versus Heretics or Islam versus Infidels. Those games and others like them are tailor made "red herrings" and are well publicized and used by modelists and scenario makers to seem like the biggest, most attention grabbing, problematic, dangerous, involved, revelatory, expensive, fearful and significant games and conflicts around.

People "believe" in them, live and die in them, hate them, love them, try to escape from them, etc. They are very "real" and continually made to seem so by constant media coverage.

However, the planetary control game remains hidden behind the glitter and blare of the latest

social, political, religious, and scientific "news".

Penetration

When one attempts to penetrate the morass of misinformation, false information and controlled release of "secret exposes" and other tantalizing bits abounding on this planet, it is mandatory to be well versed in and have no misunderstoods on the Data Series Policy Letters. Otherwise an investigator or "questing spirit" soon finds himself in one of the "cul-de-sacs" - traps set up exactly for that purpose: to dead-end any investigator.

(There is also a standard "handling" for any one who does manage to successfully penetrate the "mystery", which will be covered later.)

Following is a partial list of dead-end, cul-de-sac groups, which either have been created by the players of planetary control or have been infiltrated and taken over by them in the last 200 years:

The Masons

The Rosicrucians

The Middle Earth Society

The Golden Dawn

The Great White Brotherhood

Mensa (genius group)

Transcendental Meditation (TM)

The Church of Scientology of California

Religious Technology Center

The Isis Lodge

The Golden Centurians

The Shriners

The Knights Templar of Jerusalem

The Theosophists

Anthroposophists

Sekkulum (Student Organization)

The Church of God (of California)

The Unification Church (Moonies)

New Bhuddism of Shous

Brotherhood of Cona

Isthar (Mystic Group)

The Trogdolytes (Satanic Cult)

Temple Order of Bahomet

The Witches Guild

The Symbolists

Abrahamin (Biblical Group)

Madaer (Revelations Group)

The Order of Sufi

The Aquarians (sometimes called the Aquarian Conspiracy)

Prieure de Sion

The Bilderbergers

Rotarians

Better Business Bureau

Council of Foreign Relations

Scottish Rites (Masonic)

Illuminati

Illuminae

Communist Party

Red Brigades

Social Democrat Party

Socialist Party

Liberal Party

Republican Party

Labor Party

The World Council of Churches

National Council of Churches

World Federation of Mental Health

"Ban the Bomb" Groups

The World Bank

American Medical Association

London Times

New York Times

BBC

NBC

CBS

ABC

Associated Press

United Press

Reuters

The United Nations

World Health Organization

Food & Agriculture Organization

Club of Rome

Central Intelligence Agency

Federal Bureau of Investigation

MI-6

MI-5

Interpol

Harvard University

London School of Economics

The Seven Sisters (Seven Major World Oil Companies)

The Federal Reserve Board & Banks

International Monetary fund

Eximbank

Chase Manhattan Bank

Swiss Bank Corporation

Prognos AG

IBM

ITT

Bank of England

Central Banks of EEC Countries
Over 150 Banks in 3rd world countries

Bank of International Settlements

Major Aerospace Companies

The Royal Families of Holland, Spain, England and Sweden

Data Resources Institute

The European Parliament

Sandoz Laboratories (LSD producers)

Flying Tiger Freight Airlines

New Economist Magazine

Omni Magazine

Der Spiegel Magazine

Der Stern Magazine

Penthouse Magazine

Playboy Magazine

National Enquirer

Los Angeles Times

Washington Post

US - USSR Trade and Economic Council

The Business Round Table

Business Council

American Bankers Assn.

Council of Europe

Council of European Industrial Federations

Fulbright Research Foundation

World Assn. of World federalists

Research Group of Public Information

Appeal of Conscience Foundation

Four Freedoms Foundation

Rho Delta Epsilon

Delta Sigma Rho

Phi Kappa Psi

Alpha Delta Phi

Phi Beta Kappa

Pilgrims

Rockefeller foundation

Woodrow Wilson School

Council on Foundations

Carnegie Endowment for Int. Peace

School of International Relations at Columbia University

Council for New York University Schools of Business

Royal Economic Society

Council for Science and Society

Council on Christian Approaches to Defense and Disarmament

Council for Arms Control

Stockholm Economic Club

Scandinavian Club

International Energy Agency

Permanent Court of Arbitration

Humanists

Odd Fellows

Legion d'Honneur

American Philosophical Society

Academy of Political Science

American Economic Assn.

American Statistical Assn.

American Academy of Arts and Sciences

Committee to Fight Inflation

International Monetary Fund

American Enterprise Institute

Bureau for Economic Research

International Institute for Management and Administration

Paris Club

European Monetary Co-operation Fund

International Finance Corporation of the U.N.

International Bank for Reconstruction and Development

European Investment Bank

Ciba Geigy

Note: This is only a partial list which includes the groups found in the course of investigation of Models & Scenarios. There are others. If you as a reader happen to know of any, please inform your nearest Galactic Patrol Representative.

Intention

To successfully break through the confusions and false data proliferating on Earth, one must be able to observe "intentions". To be able to observe intention one must realize there is always a source of intention, which is of course a being, thetan, "spiritual self" or source of life.

The intention of a leader of a group will be "felt" all the way through the organization. It may be amplified, dimmed, altered or hidden at any point but by checking enough data and interviewing

enough members of a group, it will become quite clear.

For analyzing of the Planetary Control Game and tracing intention lines to the perpetrators, the following "intentions" were used as "homing beacons". The intention to:

1. Suppress Pro-Survival Ideas
2. Suppress Economics & Exchange
3. Suppress truth
4. Enforce conformity
5. Control thought
6. Suppress the true spiritual nature of man
7. Prevent Expansion
8. Inhibit Survival
9. Reduce people's space and freedom
10. Collect and use personal data for monitoring and control purposes
11. Take over any "free" or other groups which pose a threat
12. Invalidate opinion leaders not under their control
13. Use Secrecy for power
14. Handle affairs and people with "covert hostility" as a "policy"

Tracing the above intentions to and thru the organizations listed previously, anyone can find the perpetrators of planetary suppression.

They operate from Basel, Switzerland. Using Computer Models and Scenarios, they keep the world in a state of fear and confusion.

Purposes & Hats

To fully understand how the planetary control game players operate, it is not enough to know the names of their current bodies. One must also understand their purposes and hats in the game.

The overall purpose or goal is: "Total One-World domination and Control".

A senior policy is: "The end justifies the means".

Hatting materials or policy for the top players include the following: "As 'The end justifies the means' one can lie and spread lies about any honest man who may be against us, even the ones who might be an obstacle one day. You can thrust them aside, poison them, murder them, etc. In short whatever you need to do to help the great purpose. In case you are discovered in murdering someone, you then commit suicide - put the bullet thru your own head - so that you are immediately out of reach of the law. No king can protect the person who betrays us. A court will be called on any betrayer and if found guilty, he will be decreed to die".

Policy for executives below the top includes the following: For the secret, behind the scenes, power executive: "Keep out of sight, never be in the public eye. But, keep your eyes on all the churches and religions who may pose a threat to our purposes. Work out ways secretly to weaken and destroy them in the eyes of the world. Or devise ways to take them over secretly for the benefit of our Order. Also watch carefully over our own Order and report anyone who might stray from the purpose or betray us."

And for the "out front" political or power executive: "Cultivate an attitude of knowing wisdom. Be quiet, unselfish, humble. Use 'please' when giving orders. Be refined so that, when giving a smiling reprimand, it cuts like a knife. Remember, intelligence wins, so run those below you so they don't 'feel' the yoke."

"Methods of control of 'humans' are uncountable, use them all in such a way as to be useful for our purposes. Secrets are wonderful as a control method, so keep the mystery going."

"High connections help to control our lines of operation. So drop names as being 'one of us'."

"Never show weakness, but you can always put the picture that you are 'weak' where you have firm control. Where we don't have control, put the picture that we are

strong and feared."

"Study women. Say they are beautiful and praise them. They carry influence with men and children and can be very useful to our purpose."

"Influence the thinking of children and young people thru schools. Also take great care to control book suppliers and publishers. Should a writer put in a book things which do not fit in our plan, try to get him on our own side or ruin his reputation and get rid of him."

"Take over charitable organizations so we appear to be 'serving humanity' and thus be unassailable by anyone."

"Our shapes must be changed so we 'fit' into society. If only the purpose is to be achieved, it is unimportant as to what 'cover' it comes in. And a cover is always needed, because being secretly operating hidden from view makes a big part of our power. That's why one should always use the name of another organization to cover ours. For instance the Free Masons are a good cover for our secret 'higher' purposes because the world is used to them."

"Cut any affinity lines to leaders of opinion which deviate from ours so they do not get public support and devotion. Put out the story and reinforce it by evidence and examples that 'they are only humans, make mistakes, are just like everyone else', etc."

"To make our own people known, use all our resources to make them a good reputation. Praise them loudly in all our cover organizations and in the press."

"Keep secrecy about everything, but don't appear in doubt. Answer questions with total certainty - but carefully - so as not to give away anything. Occasionally you can test your juniors by putting the picture there that you are speaking 'freely' and 'slip' out some information - that you actually want to be known or is unimportant - so they trust you, and you see if they can be trusted or not. Otherwise, answer as little as possible to juniors. On big operations, consult your senior."

"Remember also that the name of Science societies are a very beautiful mask to keep our intentions hidden from the uneducated and the lower classes. It can be used if anyone finds out about our secret meetings - we can always answer that we meet secretly for "scientific research'."

"It is very important to study every aspect and organizational form of every other secret society and religion. Only in this way can we rule them."

"Keep those below you in mystery as to who the real boss is so they will think 'anyone could be'."

"Publishers, bookstores, news media, schools, academies, military schools and all organizations who influence the government and education should be watched and controlled and you should continually make secret plans to take them over. Keep looking for everything we can use for our 'perfect human government'."

"Whatever is not good for our Order should remain an eternal secret."

Finally, for the Controlling executives in each planetary zone and area:

(Just below the top Players and just above the Power executive)

"You should know the whole system as if you had invented it. You train and instruct and give approvals to plans and operations of the 'secret' and 'open' power executives. You are above them all."

"You must be born in the area you control. You work full time on our purpose but not in the open or on a public post. You give the 'apparency' of being 'retired' or just doing 'hobbies'. In other words, you are using a totally safe, harmless, unremarkable cover apparently connected to nothing at all."

"You should always be in the place that you can most easily control from. You will get a new

secret name when appointed. Your old secret name will be given to another. You are now above your old position and your new secret name will be only known to your seniors."

"You use your power to support all that is good for our Order and suppress all that is bad for our Order."

"Appear to have no enemies and never tolerate nepotism."

"If you misuse the power, remember, we have the possibilities and devices for punishing you. If you use it well, you will be given money, land, services and other rewards."

Methods of Spiritual Control

The "devices" mentioned in the preceding paragraph are actually high frequency wave generators that can transmit intention over a distance. They are used to cause people to have "accidents", to think they are "crazy" and to restimulate people's banks. Following is a description of the most common types in "secret" use:

1. The Tepaphone - A high frequency wave generator that affects the mental masses around a person's body. It is used with intention behind it. It is portable and has a range of 50 to 100 meters. It can change valences and can be used to implant pictures and suggestions. It can be used very effectively in combination with hypnosis and drugs. It was invented in 1956 by Johannis Older. Its existence and use is kept a closely guarded secret by the planetary control game players.

2. The Eckhoff Telepathyzing Machine - Based on a patent by Nikolai Tesla and developed by Eckhoff, the telepathyzing machine has a larger range than the Tepaphone. It has however a similar effect and gives both mental and physical reactions. It is used to implant thoughts over a distance, again by influencing the masses and entities around a thetan and his body.

3. The High Frequency Flows Machine - Developed since 1971, another machine based on a

Tesla patent, the idea here being to narrow the beam and concentrate it over a very long distance so that it can be effective for transmitting intention via satellite. Purpose: identical to the former two machines - that of implanting thoughts and suggestions over a distance.

The machines above are only effective if the victim is not aware that there are such machines in daily use on Earth and believes that when "beamed" on by one, it is really his own case and thus interiorizing his attention and misowning the effect and getting the full impact of it.

Actually TR O (confront) can handle any of these machines and their operators. No effect will be felt by a person aware enough to spot what is happening and just confront it. If he also drives an intention back over the beam toward the operator, the effect will be on the operator, who will quickly turn off the machine or go play elsewhere.

The "Eternal" Secrets of the Players

As you may have noticed while reading the previous paragraphs there are several questions which may be asked:

Q 1. Are the players aware that they are not bodies but immortal beings?

A 1. Yes.

Q 2. Have they been the same players operating through a series of bodies and keeping the game going for the last several hundred years?

A 2. Yes.

Q 3. Is this one of their "eternal" secrets?

A 3. Yes.

Q 4. Is there then some "secret" purpose behind the "total one-world domination and control" purpose?

A 4. Yes.

Q 5. Could it be that these "players" are not from Earth at all but merely regard humans as a race to be subjected and enslaved?

A 5. Yes.

Q 6. Is this another of their "eternal" secrets?

A 6. Yes.

Q 7. Is then the "secret" purpose the purpose to take over control of Earth for the benefit of some other star system?

A 7. Yes.

Q 8. Would this by any chance be the same type of beings the late son of the Founder used to refer to in his lectures; the status oriented, total control maintaining, conformity requiring beings known as the Markabians? The ones that have 7 planets out toward Polaris?

A 8. Yes.

Q 9. Is this another of the "eternal" secrets, that is, that Earth is being subjugated to the Markabians who are trying to make it Planet 8?

A 9. Yes.

Q 10. Are the Markabians also in favor of implanting and thought control and drugs and propaganda to keep populations conforming and under control?

A 10. Yes.

Q 11. Are they now putting in their form of mind-control government as the "solution" to the wars-pollution-terrorism-catastrophies scenarios that they created as the "problems" which have gripped the world with fear and apathy?

A 11. Yes.

Q 12. But aren't there some Markabians who want a safe, sane productive, peaceful planet - a free one not under control?

A 12. Yes.

Q 13. Then, there must be conflict and non-conformity and betrayal even amongst the Markabians, is that correct?

A 13. Yes.

Q 14. Would this account for some notable political assassinations, bankruptcies and power plays even amongst the insiders?

A 14. Yes.

Q 15. The group currently in control in Basel must then be the ones who favor implanting and mind control, since it continues unabated since the Church of Scientology got taken over and in fact is evident even in the Church, is that correct?

A 15. Yes.

Q 16. This Herr J. who was mentioned in Models and Scenarios then must be the Chief proponent of the implanter faction, correct?

A 16. Yes.

Q 17. Is he the being Ron refers to as "Xenu" in the "Revolt in the Stars" film and III materials, the being, who ordered the nuclear blasting of Earth 75 million years ago?

A 17. Yes.

Q 18. Then he must have escaped from his imprisonment and taken a position with the Markabians to subjugate Earth for their use, right?

A 18. Yes.

Q 19. Are the Markabians and Xenu subject to any higher game level control or influence which

could help get Earth out of the situation it's in? I mean, it's no fun looking forward to a future of being a slave on a slave planet, controlled by implants, drugs and computers. There must be some beings who can do something about it. Am I right?

A 19. Yes.

Q 20. Is it this group I've been hearing about, who can handle this mess and act and get the people of Earth to wake up and choose their own destiny as citizens of a Free Zone planet taking its place in the society of the Galactic Civilization and playing a survival, expansion, flourish and prosper, fun game called "The New Civilization Game". - Is not it the group known as the Galactic Patrol?

A 20. Yes.

Astar Paramejgian

Deputy Sector Commander

Sector 9

Galactic Patrol

Note: Stay alert for the next issue in this series "Markab, the final Handling".

Galaxy 1

200284 1100 GMT

Sector Operations Bulletin No. 19

Markab, the Final Handling

(Ref: Sec Ops Bu's 1, 2, & 18)

Game Level - Galactic and Sector Operations

Treating our galaxy as a large flattened disc, one can imagine it divided into slices like a pie with the lines of "cutting" radiating from a central circle.

The center circle is named SECTOR 0 or "Central".

The sliced wedge-shaped Sectors are further divided by slicing them horizontally thru the middle of the fat disc.

Twelve wedge-shaped Sectors (of odd numbers) are on the "top" of this disc and twelve Sectors (of even numbers) are on the "bottom" of this disc. (Remember, there is really no "up" or "down" in space so this is purely for convention.)

This pattern makes a way to coordinate and patrol the galaxy with back-up assistance in adjoining Sectors never too far away. In fact, by this pattern every Sector has six adjacent Sectors (including Central) for coordination purposes and back-up in case of need.

The Sector containing Sol, Earth, the Solar System, Markab, and many other civilized planetary systems is - SECTOR 9.

Historical

Sector 9 history is of importance and interest to any sentient beings living in it. It helps explain why Earth has been shut off for so many millenia and only recently has become a candidate for re-admission to the Galactic Civilizations.

In fact, Earth has passed through several stages officially since being destroyed by atomic and hydrogen nuclear bombs and made radioactive 75 million years ago.

The inches-thick layer of dust produced by the catastrophe containing radioactive decay elements is well known by Geologists who find it in preserved rock strata, but who have no explanation for it other than "intensive volcanic activity about 70 million years ago". (Methods of use in geological dating are not as accurate as E-Meters yet.)

After the catastrophe, Earth was declared by the Galactic Confederation to be "OFF LIMITS" and a "RESTRICTED ZONE".

Over the millenia, official Galactic agencies such as the Biological Survey, the Planetary Survey, the Galactic Survey, and other Scientific and Administrative organizations have observed, tested, explored, and finally seeded the planet with new life forms. Most of these forms were transported from other planets in the Sector with similar environments. They finally survived here on Earth as a stable flora and fauna after the radioactivity levels died down to normal and mutation was not a big problem.

Although the continents "drifted" apart rather rapidly in the eons following the catastrophe and were no longer in the same relationship to each other, attempts were made to duplicate the conditions existing previously. Thus, in the southern half of Africa, which had been a wildlife park, we today find many strange and varied species such as Zebras, Giraffes, Hippos, Ibex, Elephants, etc., which obviously could not have all "evolved" there, as this extreme variety occurs nowhere else on the planet.

About a million years ago, it was deemed the correct time to put higher organism forms on Earth, so that the spiritual beings still trapped on the planet in varying degrees of shock and disorientation could find sentient bodies to occupy and begin the long, slow climb back to Civilization.

Since at the time of the catastrophe there were many representatives of other planetary races on Earth (it had been a beautiful tourist-vacation type planet with large jewelled cities supporting a population of billions), initial stocks of all body types were transported to Earth and became what we know today as the various "races of man".

After the rudiments of survival were established and group and political activity began - about 10,000 to 20,000 years ago - it become apparent that higher instruction was needed as the

inhabitants were constantly dramatizing their aberrations and fears by wars, racial vendettas, and a general tendency to destroy all that had been so laboriously created to help them survive and prosper.

Civilized beings from various Galactic Organizations volunteered to do "missions" on Earth, take human bodies and teach. Philosophy, Art, Science and Religion received great impetus from these programs.

About 3500 years ago, an Honorary Grand Council Member and Galactic Patrol Commander of Sector 9, Elron Elray proposed a project to be done on Earth which would both bring it to a level of technological advancement and teach Mankind about his basic Spiritual Nature (Theta Endowment) so that he could develop a civilization capable and sane enough to be rejoined to the Galactic Community.

The first attempt at this was called on Earth - Buddhism, for which Elron Elray took the human form of Gautama Siddartha. It resulted in a civilizing influence still felt today in over one-half the world's population.

Through the centuries, many other 'missionaires' and volunteers helped spread civilization and technology against the reactive onslaught of warlike tribes and evil-intentioned leaders who took over and suppressed civilized groups.

The Markabian Gambit

About 250 years ago, the off-planet Markabians got into the act in a big way (there had been earlier attempts by them) by authorizing secretly (without Grand Council approval) a take-over project to get control of Earth and when it became acceptable in the Galactic Community, to have it annex itself to the Markabian system as the 8th major planet. Their clandestine agent, the infamous Xenu (see Sector Ethics Order 1A for details), took the body of Adam Weishaupt, the founder of the "Illuminati", a super-secret society which went about taking over other power groups by infiltration and economic coercion. The first big advance that was made was Xenu's take-over of a body in the Rothschild banking family so that after the War of 1812, the Illuminati became very wealthy and could in fact control many economic lines.

A succession of taking key power-point bodies into the 20th Century and expanding secret-society influence has resulted in the control of the groups listed in Sector Operations Bulletin No 18.

In the last 50 years, 200,000 Markabian "junior executives" have been clandestinely immigrated to Earth (again without Grand Council approval) to assist Xenu and his conspirators in the planetary take-over. They have taken over bodies of the key "insiders" of high-finance, banking, politics, industry, and the "secret societies" previously mentioned. Markabians are recognizable by their spiritual "blackness" and their "black-beam" flows. Also a lust for status and control and for enforcing "conformity" on others are typical Markabian characteristics.

Markabians try to control or suppress the development of ideas which are necessary to fuel a civilization. By also tightly controlling and suppressing economics, energy sources, and food production and distribution they regulate (or attempt to) the survival of business, industry and human beings.

Markabians are very good record-keepers and use the control mechanisms of identity cards, secret files, computer files, and paperwork to keep full track of their subject people. Their "ideal" government is somewhere between the Russian "overt" police-state and the Swedish "covert" police-state. (If you don't conform, it suddenly gets very overt.)

Markabians don't think like Earth-people or Galactic missionaires. They have no concept of loyalty, honesty or justice, and will in fact fight viciously among themselves (out of sight of the public of course) for control and status.

Excellent examples of their attitudes and methods are given in Sector Operations Bulletin No 12 "Models and Scenarios", which are used to take over groups who pose a threat to them. Another typical Markabian tactic is the control of both sides and the middle and then having their controlled media constantly assert that these are the only alternatives, thus gradually corralling all free-thought and political persuasions. See the list of taken-over and created groups in Sector Operations Bulletin No 18, which embrace "left" and "right" wing and "center" political groups.

The "authoritarian false datum" is another Markabian mind-control trick used to hide or cover their real intentions and actions. Thus people are made to believe that they are "bodies" who only live one lifetime, while the Markabians plan their actions over several lifetimes and have secret procedures for switching from one body to the next, chosen for its position and influence.

An important "authoritarian false datum" to anyone on an economic level is the propaganda put

out by Markabians that "Gold is just another commodity like wheat, beans or pigs", while they have been amassing huge stocks of it in their banks. Markabians know that gold is a valued currency in Galactic trade and exchange, and when Earth is again free to communicate and trade with its neighbors, the Markabians will have nearly all the wealth.

Many otherwise good, honest, and helpful people have been over the years "brainwashed" into the Markabian thought patterns, and socially operate on the same level in terms of status and conformity, at least. Many persons in the "taken-over" groups have no concept of what goes on at the top. It's all secret.

Recent Developments in Sector 9

Within the last 50 years there have been several very important developments concerning the Project for Earth:

Scientology and Dianetics

L. Ron Hubbard, body name of Sector Commander Elron Elray, finished the research and development of the ultimate technical and workable sciences of the spirit and mind, designed to lift the awareness and abilities of all Mankind to that of Galactic Civilizations and beyond. In fact, the technology of Scientology and Dianetics is so valuable to all sentient beings in the Universe, it will be highly in demand off-planet throughout the Galaxy.

The Markabians tried to get control of this resource for many years as it was a definite threat of their plan for total domination and control of Earth: People in Scientology and Dianetics can easily become aware of the real game on both Planetary and Sector level. Through certain training drills they become immune to Markabian devices such as Tepaphones and Eckhoff Telepathizers.

They become adept at telepathy and investigation and can expose Markabian secrets. Training in Ethics and Logic gives them the power to see right through control operations, models & scenarios, and "Authoritarian false datums" and thus not be fooled. And most importantly, they

can take responsibility and lead others out of traps, and to more survival and expansion, mentally and spiritually.

The Markabian attempts to control Scientology and Dianetics are well covered in Omar Garrison s books, "Dirty Tricks", and "The Hidden Story of Scientology" and in Sector Operations Bulletin No 12 "Models and Scenarios". Although the top management of the Church of Scientology was taken over by the Markabian "Operation Ramrod" in 1981, the thousands of Loyal Scientologists (Loyal to L. Ron Hubbard and his Planetary Civilizing Project) who left or were purged from the Church, quickly set up "Free Zone" Scientology and Dianetics.

The Non-Interference Decree

The NON-INTERFERENCE DECREE on Sector 9 was received on

Earth on the 29th April 1982 at 1200 GMT. It states, (as relayed from Mainship, Sector 9):

"The stars in this Sector are under a Non-Interference Decree from Galactic Central - Grand Council. The stipulations of the decree are:

1. No interference is permitted in the zone known as Sector Nine until further notice.

2. This decree is to be enforced by the Galactic Patrol.

3. There shall be no use of atomic, chemical, or biological weapons in the zone

4. Travel to and from the zone is regulated and shall be subject to verification of intent and escort by the Patrol.

5. The technical and ethical experiment in progress by Sector Commander Elron Elray is not to be interfered with in any way whatsoever as it is extremely vital to the future of the Galaxy and its inhabitants.

6. The Ethics Order by Commander Elray on the being Xenu, currently Joseph Strasburg, alias "Herr J." or "Mister J." of Germany/Switzerland banking circles, declaring him Suppressive, is to be enforced.

7. It is to be understood that this is a controlled and protected Sector until further notice.

8. Communications to and from Sector 9 shall be routed through Galactic Central-Ambassadorial Section and final authority in cases of dispute shall be held by the Grand Council.

By order of the Grand Council

GALACTIC CENTRAL

The purpose of this Decree was (and is, as it is still in force) to try and halt the interference in the Civilizing Project by unauthorized extraterrestrial and terrestrial groups such as the Markabians (who already had over 200,000 of their own citizens operating on Earth) and others.

Although not fully complied with yet, the decree has forced the Markabians to change their Atomic, Biological and Chemical warfare scenarios back to conventional weapons again. They would be subject to severe penalties against their other ? planets by the Grand Council if they violate this point.

Also the Decree has prevented other outside interference in the affairs of Earth of an overt nature, although covert contacts still exist.

The "technical and ethical experiment" of Point No 5 refers, of course, to Scientology and Dianetics. The decree came too late to prevent the take-over of the Church of Scientology by the Markabian "Operation Ramrod", but it is now providing a protective basis for the ethical experiment of comparing how the science works under tightly controlled suppressive conditions (Markab) as opposed to how it works in a free, coordinated environment (The Free Zone). The results are already conclusive. Scientology and Dianetics are flourishing and prospering in the Free Zone (outside the Church), while the Markabian controlled management of the Church has depleted over half its reserves and have it spiraling down to bankruptcy. The Free Zone Loyal Scientologists are already planning to take the Church back over from the Markabians. The Ethics Order on the being "Xenu" mentioned in Point No 6 has been kept secret by the taken-over Scientology Organizations, thus an updated issue has been released as Sector Ethics Order 1A. Xenu was the perpetrator of the nuclear ravaging of Earth 75 million years ago, and is now

operating as the clandestine agent for Markab in their attempt to totally control and dominate Planet Earth. Refer to the updated Ethics Order itself for further details.

The Free Zone Decree

The FREE ZONE DECREE was received on Earth on the 10th of November 1982 at 1030 GMT. It states, (as relayed from Mainship, Sector 9):

Official Decree - Galactic Grand Council

1. The planet known as Teegeeack - local dialect "Earth" or Terra - Sun 12, Sector 9, is hereby declared a Free Zone.

2. No political interference in its affairs from any other part of the Sector or Galaxy will be tolerated.

3. No economic interference in its affairs will be tolerated from any non-planetary agency or power.

4. All of its inhabitants are hereby declared Free Zone Citizens and free of external political or economic interference.

5. The regulating agency of this decree is the Galactic Patrol Sector 9, Sector Commander Elron Elray and his designated representatives.

6. The planet is henceforth under the Sole Auspices of the Galactic Patrol, Sector 9, for coordination with Galactic and Sector Affairs and for compliance with this decree.

7. The Technical and Ethical experiments in progress on Teegeeack are not affected by this

decree and are to continue under the auspices of the Galactic Patrol, Sector 9.

8. This Decree is issued by unanimous vote of the Grand Council.

GRAND COUNCIL CHAIRMAN

FOR ALL MEMBERS

SECTOR O

GALAXY 1

Elron Elray, having successfully recorded for posterity all the knowledge and technology he had discovered, researched, and developed concerning the mind, spirit, and man's relationship to the universe; and observing that ethical beings were being produced by the use of the technology on Earth, was then instrumental in getting the Free Zone Decree passed unanimously by the Grand Council changing the status of Earth from "RESTRICTED ZONE" to "FREE ZONE". The decree made all the inhabitants of Earth (including the illegally immigrated Markabians) Free Zone Citizens, free of any political and economic interference. Thus the Markabian off-planet control and communication lines were cut, and are presently under constant surveillance by the Galactic Patrol to prevent violations of the decree.

Most importantly, with the Free Zone Decree came the opportunity for the inhabitants of Earth to decide their own destiny. The definition of a Free Zone Planet is: "One that may choose its own political or economic affiliation or choose to remain independent and represented thusly in the Grand Council. Such choices to be made in suitable referendum of its populations after representative chosen leaders of the various subgroups of its populations have engaged in free testimony and discussion of the merits and shortcomings of each proposed course of action. The planet shall remain Free Zone until such referendum is correctly and ethically held. A free Zone Planet is under the auspices of the Galactic Patrol Authority of the Sector in which it is situated, their authority limited to their purpose and the definition herein stated."

The purpose of the Galactic Patrol is: "TO GUARANTEE THAT CIVILIZATION CONTINUES TO FLOURISH AND PROSPER WITHOUT DISTURBANCE WHILE ALLOWING THE GREATEST POSSIBLE FREEDOM TO THE INDIVIDUAL".

The New Civilization Game

With the advent of the Free Zone Decree, it became possible for Earth to freely decide its own future. With this in mind, an alternative to the Markabian future planned for Earth was needed. The NEW CIVILIZATION GAME is such an alternative. It is based on the definite advantages which would be gained by Earth becoming an independent planet with its own representation at Galactic Central on the Grand Council.

The NEW CIVILIZATION GAME (as printed for distribution) begins with the definition of

a civilization:

"A civilization is an economic engine that runs on ideas and whose products are: Survival of its dynamic components and Expansion of its knowledge, responsibility and control; its affinity, reality and communication; its matter, energy, space and time; its ethics, technology, and administration. When ideas or its economics are suppressed it goes negative, contracts, and wastes or destroys its dynamic components. Its dynamic components are: people, families, groups, businesses, organizations, governments, races, species, animal and plant life, physical environment, energy sources, spaces and time, ideas, spiritual values, beings, religions, aesthetics and art, and its codes of behavior and ethics".

It continues: "The rescue of a dying civilization is accomplished by: Locating and identifying the suppressive influences; Supplying a positive alternative; Disseminating it as a vector of comparable magnitude; Stably financing it; Keeping its positive production and exchange free and unregulated; Reviewing and correcting as needed to increase its power; Distributing its values and aesthetics broadly; and Responsibly evaluating, planning, and coordinating the survival and expansion of its components."

The NEW CIVILIZATION GAME was composed and started on Earth in 1983.

The Future

From historical and recent developments in Sector 9 concerning Earth, it becomes possible to

extrapolate the future of the planet in two ways:

Markabian Model for your Future

Investigations of models and scenarios for the years 1984 to 1991 has revealed what the Markabians have in store for the "humans" of Planet Earth.

The current master MODEL and its various SCENARIOS is to run from 1984 to 1991 at which time it is expected that Earth will overwhelmingly vote to become affiliated politically and economically with the Markab Confederation, that is, become Planet 8 of their controlled, conforming, police-state civilization.

In the near future (1984), they plan to have a Markabian political leader as head of the European Parliament in Strasbourg, France. This post is not publicly voted. Its occupant is chosen by political representatives of the European Nations who are nearly all under control by one of the groups listed in Sector Operations Bulletin No 18.

Opinion leaders in each country including the USA are being heavily touted and built up by the controlled press from the fields of Science, Philosophy, and Letters. These non-political opinion leaders will all say that the President of the European Parliament is

their opinion leader - at the appropriate time.

Also in 1984 the Markabians are working flat-out to defeat President Reagan (USA) and Prime Minister Thatcher (UK) who both oppose excessive control. A crash of the dollar is planned with gold rising to 700 US or more.

A big "conventional weapons" war is planned for the Middle East in 1985. The "war" will get the Revelationists and other religions into an uproar about the "end of the world" as foretold in Revelations, the Bible Book. To further scare everyone, there will also be threats of the use of Atomic, Biological, and Chemical weapons - though none will be used (except maybe secretly or accidentally as they are being used today).

At this time the whole world will be in fear and confusion and looking for a "stable datum". Markabian political leaders will press for more "controls and emergency measures". Freedoms still existing will be abrogated. The Markabian World Bankers will fluctuate currencies wildly. The media will cry "doom" but advise everyone to "be calm". The One-World Police State will arrive and even be welcomed by those who have learned to desire control and conformity. Yet there will still be war and unrest and fear.

Then the "stable datum" will appear - as a communication from an extra-terrestrial civilization (Markab) offering friendship, peace, new technology, trade, and economic and political alignment. This message will be scientifically obtained - maybe through a radio or biological telescope receiver.

The message will be given to the President of the European Parliament who will thereafter "act" as the official communication relay point between Markab and Earth. The previously prepared national opinion leaders will say "Momentous occasion, etc. Listen to him. He is wise, etc.".

He will propose an end to the war to consider this great chance for Man, and the World Bankers who financed it will withdraw their offers to lend money and sell arms. The war will stop.

A press and media campaign will begin for "everyone" to support the alignment to Markab. Anyone saying "Lets stay independent" will be sharply criticized, and all the wars, troubles, etc. (Scenarios) that have just happened on Earth will be brought up to show that Earth can't make it on its own.

Religious leaders, especially those in taken-over Churches, will enthusiastically support joining Markab to prevent the Apocalypse.

Discussions will be held. A world vote will be taken (as if its the idea of the President of the European Parliament instead of a Grand Council Decree). And if the referendum passes to join Markab, Earth loses its freedom and its chance for an exciting, expanding future. It will become a slave planet and subject again to the same being, Xenu, who destroyed it 75 million years ago.

The Alternative Future

The NEW CIVILIZATION GAME is the alternative. It keeps Earth free from external control and gives it a free exchange with other Galactic Civilizations.

It contains purposes every sane person can pursue ethically. Some of these purposes are:

"To actively put our Home Planet Earth in order, maintaining its Natural Balance for the Survival of the New Civilization, and preventing, restraining, and/or ceasing to cooperate with those who would destroy our home."

"To viably develop the technology and equipment for free enterprise and private and public travel to other planets and systems for the expansion of the New Civilization, and to protest loudly and refuse to cooperate with those who would keep and use these developments for purely military, destructive, or other suppressive intentions."

"To make available technology, products, goods, and services for all the peoples of Earth and develop the capability to export surpluses to other planets and systems, decrying and refusing to cooperate with those who would keep people unemployed, ignorant, poor, underfed, and unhealthy for suppressive reasons of their own."

"To develop, standardize, and get in use a stable medium of exchange so that the New Civilization can confidently flourish and prosper without inflations, deflations, and depressions. And to educate people in basic economics so that they never fall prey to or support those persons and groups who use economics to suppress."

"To recognize, validate, and support all types of creative endeavor and pro-survival and pro-expansion actions, cherishing one's own freedom as the key to achievement of all the New Civilization's purposes, and actively resisting and defeating any attempt to limit or regulate ones freedoms or rights in the New Civilization Game."

"To encourage, assist, and/or take part in a renaissance of cultural, artistic, and social events; sports; hobbies; reading; writing, poetry, music, drama, stage and screen productions, and other creative and philosophic/artistic endeavors; as these best express the values, purposes, dreams,

and vitality of a civilization and help in distributing its message to others who may wish to join the game and have fun too."

"To coordinate the New Civilization according to its definition and purposes so that its thrusts and vectors are aligned for survival, expansion, and prosperity in a manner which relies on the continued freedom and happiness of the individuals comprising it."

To sum up, the New Civilization is FUN and is a game where everybody wins. It will revitalize the arts while retaining all the varied cultural beauties of Earth. It will permit the beings who wish to emigrate or return to visit their own home planets to do so freely. Commerce and new ideas will thrive without suppression. The people of the world will also obtain jobs, food, housing, and a good standard of living and education. Spiritual development will accelerate tremendously.

The Markabians left on Earth will be forced to go along with the New Civilization as technically they are Free Zone Citizens and no power or money will be given to those who go against the purposes of the New Civilization. The populations of Earth will be aware of how the world got into the state it was in - and how it was nearly lost to slavery forever.

Xenu will think that he can "jump bodies" when he sees the New Civilization winning and try to get in the position of Earth's Planetary Representative to the Grand Council so he can work his devious scenarios there. But the Galactic Patrol will expose him and prevent this from happening and keep Ethics in and people informed of the true nature of things.... as they are doing now.

Conclusion

"Markab, the Final Handling" is very easy. You now have the data with which to do it and forever remain FREE!

Astar Paramejgian

Deputy Sector Commander

Sector 9

GALACTIC PATROL

"Old Confederation"

210284 1100 GMT

Sector Operations Bulletin No. 20

Sector Ethics Order No. 1A (SOB No. 20)

Sector Ethics Order No. 1A

(An update of Sector Ethics Order No 1 written by Elron Elray in 1967.)

The being known as XENU is hereby confirmed as:

SUPPRESSIVE

He was originally declared as SUPPRESSIVE in 1967 by Sector 9 Commander Elron Elray (body name L. Ron Hubbard, the Founder of Dianetics and Scientology). Commander Elray had investigated fully the events preceding the catastrophe of 75 million years ago in which Xenu ordered from his position of Supreme Ruler of the Galactic Confederation (consisting in those times of only 76 planets and 21 stars in what is today called Sector 9) a three phase plan to prevent himself from being voted out of power for attempting to create a police-state form of government.

The three phase plan was:

1) The slaughter of all Loyal Officers of the people

2) The destruction of the main Galactic Defense Bases on every planet.

3) The removal of all minority and unwanted populations in the Confederation to Planet Earth (then known as Teegeeack) and their extermination there, including the entire population of Earth.

The plan was carried out with the help of criminals and renegades and a fully-controlled police state was created.

It did not last long, however. Several Loyal Officers to the people (including Elron Elray) escaped assassination and exposed the true intent of Xenu and his conspirators. Xenu and his co-conspirators in the police state had been covering their true intention by claiming that groups of revolutionists, criminals, and saboteurs had been responsible for the assassinations and destructions done in the 1st and 2nd phases. The 3rd phase was covered up by the "scientifically backed up" insistence of police state officials that all the "crime" was because of Overpopulation and that due to the "state of emergency" existing, the government had the "right" to use martial law and police-state tactics to "relocate the populations".

The remaining populations, informed by Elron Elray of what had really happened, arose, and helped by the Loyal Officers and Loyal Citizens remaining, overthrew the police state and re-established their representative and free form of government.

Xenu and his closest conspirators were captured and brought to trial on charges of:

? HIGH TREASON

? MASS MURDER, WILFULL AND MALICIOUS, OF POPULATIONS

? EXTERMINATION OF MINORITIES

? SLAUGHTER OF LOYAL OFFICERS

? SLAUGHTER OF THE NINTH ARMY ON EARTH WHICH LOYALLY RESISTED THE FORMATION OF A POLICE STATE - DESTRUCTION OF THE PEOPLE AND ALL THINGS ON PLANET EARTH

? MASS IMPLANTATION OF BEINGS

? INSTITUTING PERSONAL INCOME TAX, ENFORCED IDENTIFICATION, AND VIOLATION OF PRIVACY WITHOUT THE CONSENT OF THE PEOPLE OR THEIR REPRESENTATIVES IN ORDER TO FORM A TOTAL CONTROL POLICE STATE

They were found guilty as charged and sentenced to be exhibited to the people of each planet so that they would be recognized as the perpetrators. The sentence then ordered them to be imprisoned in a mountain sustained with life support for eons. The sentence was then carried out on Xenu, former Supreme Ruler of the Galactic Confederation; Chi, former Head of the Department of Justice and Minister of Police; Chu, former Head of the Galactic Bank and Galactic Treasury; Sty, former Head of the Psychiatric Associations of the Galactic Confederation; and Zel, former Secret Police Chief of Earth.

The body life-support and electronic barrier field (to prevent the beings from escaping) were designed to be self-powered for at least 70 million years. After this time, Xenu and his conspirators escaped and took bodies in the Markab system. Its control-maintenance, status oriented, all-must-conform political philosophy was close to their police-state, implant-controlled methods of government. Xenu then worked out a secret plan to take over Earth for Markab by the time it would be nearly ready for acceptance back into the Galactic Community.

Thus Xenu and his top henchmen appeared on Earth in the 18th Century in Europe. Xenu took the body of Adam Weishaupt and created the secret society known as the "Illuminati". Its "Earth" purpose was to take over political control from the Catholic Church and the Kings of Europe. Its secret purpose was "TOTAL ONE-WORLD DOMINATION AND CONTROL FOR MARKAB".

In the 19th Century, Xenu carried on his plan for world domination by taking bodies in the Rothschild banking family. The infiltration and take-over of secret societies such as the Masons, a continuing part of his plan to gain "insider" control, was also accomplished.

In the 20th Century, he and his conspirators influenced the exact points of monetary and political power needed to bring their world domination plan to its conclusion. Xenu controlled the body of Franklin Delano Roosevelt, the American President, in the early 1940's and planned for the use and control of atomic and nuclear weapons to keep the populations of Earth in fear and terror. He also "gave away" several formerly free countries to the World Banker financed and controlled Soviet Union at Yalta in 1945. His orders to use the atomic bomb were carried out by his Vice President Truman after FDR's death on April 12, 1945. The atomic bombs were dropped on Japan on August 6th and 9th 1945 despite the fact that Japan had been trying to surrender since March 1945.

Discarding the body of FDR, Xenu then inhabited the body of Per Jacobsson, an international economist with the Bank of International Settlements in Basel, Switzerland. The BIS, as it is called, was set up by the Markabians in 1930 to control international finance and the reserves and currencies of all nations. Xenu, as Jacobsson (or Herr J. as he is called by the Germans), personally carried out much of this part of the world domination plan and also saw to it that his co-conspirators and Markabian senior executives filled all the important posts in the Bank.

Today, the BIS controls over 40% of the world's wealth including the gold reserves of all the major nations. It is the Markabian "hard base" for control on Earth, is totally free of any taxation and governmental control, and by Swiss constitutional law, is not even part of Switzerland.

From 1956 until 1963, Xenu (as Jacobsson) was Director of the International Monetary Fund, a post he used to gain full control of the American and Third World monetary lines.

While at the BIS and IMF, his secret society control lines were used to influence politics, business, and banking. His methods of control and lists of various taken over groups are given in Sector Operations Bulletin No 18, "Modellists and Scenario Makers". These clandestine and suppressive methods have resulted in the governments of all nations being infiltrated, bypassed, and controlled by secret society members in key positions.

On May 5, 1963, Xenu faked the body death of Per Jacobsson with the help of secret-society Markabians in London, England. His plan was to run things secretly from behind the scenes in Basel until a new world-leader political "body" could be prepared for him. He is still known to the "insiders" as Herr J., but has taken a new surname - either Strasser or Strasburg. His body is now that of an old man of 90 who walks with canes and is crippled on the right side, a particular affliction that Xenu's bodies are prone to.

Investigation by the Galactic Patrol has revealed that Xenu plans to take a new "control point" body in 1984. An analysis of Markabian scenarios indicates that this will be either the body of, or the body of the adviser to, the President of the European Parliament. From either of these positions, he would be able to exert influence toward the acceptance of a one-world police state. For more data on this, see Sector Operations Bulletin No 19 "Markab, the Final Handling".

All Loyal Officers, Loyal Citizens, and People of Earth are hereby WARNED:

Xenu is SUPPRESSIVE. He has not repented. He has not changed. He is still attempting to suppress by the use of the police state. His co-conspirators are also confirmed as

SUPPRESSIVES. They have not repented nor tried to influence Xenu to repent. They are also bent on the suppression of Mankind and Planet Earth.

Markabians who follow Xenu's orders, models, and scenarios from this date will also be declared SUPPRESSIVE. Those beings not from Markab but who persist in following Xenu's orders, models, and scenarios after this date will also be declared SUPPRESSIVE.

All Free-Zone Citizens of Planet Earth are hereby warned of the conspiracy to suppress personal freedom by the creation of a police state and are enjoined to refuse to cooperate with the steps being taken toward the enslavement of Earth.

For the information and use of all Free Zone Citizens, the following is a description of mental and dramatized physical characteristics of Xenu and his closest conspirators:

Xenu

MENTALITY: Ideas of government include personal income tax, identity cards, credit records, fingerprinting, passports for all citizens. Revolts "all start covertly from the top", gets control of both sides, creates imaginary enemies to justify creation of a police state, uses psychiatry as a political control method - brain surgery, drugs, depersonalization, mind control, robotization, neurosurgery. Implanter. Very untrustworthy. Clever. Cunning. Creates new plans fast if old game is exposed or prevented. Uses ideas of "overpopulation", "crime waves", "possible revolt", to justify all police and psychiatry actions. Uses declaration of "martial law" to gain complete control. Uses planted agents to get political control. Wipes out minorities and people who "might" object - ie. independent thinkers. Gets cruel pleasure from this. Uses executive branch of gov't as control source. Destroys the power of congress and the people. Must control. Gets control on money lines and uses them to finance police state control operations. Terrified of imprisonment. Will try to commit suicide if cornered.

PHYSICAL: Body usually lame or crippled on right side due to a deficiency in his energy field. Uses a cane or two canes. Bitter. Sardonic. Lip curls when disgusted. Has political mannerisms. Likes to sip drinks lovingly. Hates women but uses them to assist political aspirations. Masks fury. Sneers. Has contemptuous laugh. Vicious. Cold fury. Sly, evil, covertly hostile eyes. Can put on social and political graces for occasions. Likes to talk to get his way politically, but is very secretive about his real plans. Likes to write his "ideas of a perfect government" and cleverly hides the fact that for it to be perfect it has to be a police state under total control with him at the top. Usually tone deaf.

Chi

MENTALITY: Ideas of government are typical police state with justice functions combined with secret police, tax police, and mental police (psychiatry). Keeps voluminous files stuffed with false reports and blackmailable items. Uses secret police groups as cover for recruiting criminals, who are then controlled by money and blackmail. Carries out orders of destruction with no conscience. Uses computer and files on all populations for control. Uses codes and secret transmissions. Never trusts anyone who can't be blackmailed or bought. Favors a totalitarian police state where he runs the police and controls justice also. Also backs up the police with psychiatrists to take care of "people who object".

PHYSICAL: Body usually develops heavy, fleshy, bulldog-jawed face with dewlaps or hanging cheeks. Likes cigars. Scornful, but can also look worried and hunted. Shifty, sweaty, not too bright. Raises eyebrows on cognitions. Is wary, suspicious, sometimes violent (only when he has a gun). Likes to carry a concealed weapon which he tends to use without thinking. Becomes afraid when trapped, pants, raises hands and goes "insane" to try and convince that he is not responsible. Sly, evil, covertly hostile eyes.

Chu

MENTALITY: Ideas of government are to control by finance and money, set up banks so they are not an official part of the gov't but lend money to the gov't so as to get and keep control. Advocates personal income tax, credit rating, and financial files on every citizen. Lends or provides funds for creation of police state so that guaranteed repayment is done through use of the tax police and he ends up in total control of the money and the economy. Provides secret funds of destroying any opposition. Financed Xenu's three-phase plan.

PHYSICAL: Body usually small, pudgy, tending to fat. Face develops a piglike expression, a bit slack-jawed. Is nervous, cringing, twists hands and rings nervously, giggles, wriggles like a small pig. Narrows eyes when calculating. "Beams" when happy. Mincing walk. Prone to "terror stomach" when afraid and tries to keep from vomiting. Has a horror of imprisonment. Likes diamonds.

Sty

MENTALITY: Assists government in pogroms and extermination of minorities and non-conformists by doing it "all in the name of science". Helps by "scientifically" selecting all those who might protest a perfect police state. Organizes psychiatrists and medical people to drug and incarcerate any opposition without the victims having any recourse. Very covert and reasonable. All is justified in the name of "science".

PHYSICAL: Smooth, professional, tends to hold his body stiff and erect. Eyes a bit glazed, tend to roll wildly about when afraid. Has horror of being found out to be a fraud.

Zel

MENTALITY: Likes high ranking secret police work. Gives false impression of friendliness by shaking hands often. Can supervise the destruction and mass murder of populations without qualms.

PHYSICAL: Body usually greasy with forced smile, vicious eyes. Covert. Is a coward and faints easily. Goes whitefaced when trapped.

The handling for Xenu, his co-conspirators and any Markabians or others who come to their senses as free individuals and Free-Zone Citizens of Earth is:

1. CEASE AND DESIST IMMEDIATELY FROM COMPLYING WITH OR ISSUING ANY MODELS, SCENARIOS, OR ORDERS WHICH WOULD SUPPRESS MANKIND AND PLANET EARTH:

2. WRITE A COMPLETE STATEMENT OF THE MODELS, SCENARIOS, AND ORDERS WITH WHICH ASSOCIATED AND ACTIONS THAT WERE TAKEN TO CARRY THEM OUT GIVING EXACT TIME, PLACE, FORM, AND EVENT.

3. TURN OVER ALL DATA (INCLUDING ANY PERSONAL ACTIONS TAKEN IN AN ATTEMPT TO RESOLVE OR LIFT THE SUPPRESSION) TO AN AUTHORIZED GALACTIC PATROL MEMBER.

4. APPLY THE CORRECT ETHICS POLICY UNDER THE AUSPICES OF AN AUTHORIZED GALACTIC PATROL MEMBER.

5. MAKE SUITABLE AMENDS.

Note: All names and identities of declared SUPPRESSIVES are reported by Galactic Patrol telepathic telex to the M-Ship, Sector 9, and from there relayed to Central Ethics Authority, Sector 0, where they may be viewed by any member of the Grand Council. Any change of status or completion of Ethics Handling is also so reported.

Astar Paramejgian

Deputy Sector Commander

Sector 9

GALACTIC PATROL

230284 1130 GMT OTB UK

Sector Operations Bulletin No. 21

The Third World War

The Third World War (WW III) is now in full action. It has been going on for many years - skirmishes, guerilla actions, and small isolated pitched battles, with clandestine operations of large and small scale constantly being carried out.

You won't read about this war in the newspapers or see it on television, because the Press and TV are being used as weapons in it.

Other weapons include drugs, radiation, computers, chemicals, microbes, propaganda, viruses, pollution, carcinogens, political sideshows, and the threats of use of atomic and hydrogen bombs.

Weapons that are very effective are economic pressure, taxation, and insidious substitution of real values with paper, cards and electrons.

Blackmail, peer-group pressure, conformity, and status orientation are powerful weaponry also.

Added to the exoteric are several esoteric devices or weapons for use in WW III which include covert invalidation, subliminal pictures on TV, psychiatric recommendations, depressants, hallucinogens, electric shock, tepaphones, intention projectors, -biological energy field restimulators and decay producers, and direct spiritual telepathic attack methods.

You and every person on Earth are in this war whether you like it or not, whether you agree or not, whether you believe it exists or not.

It is a total World War

It is the WAR FOR THE CONTROL OF MEN'S MINDS.

WW III is not being directed by persons from Earth. The beings who want your mind to be controlled, subservient, obedient, and conforming - so that they rule the planet for their own purposes - are not from Earth.

They are Markabians from the systems of stars near the North Star and Big Dipper with 7 Major Planets, the senior one being named Markab. Their own planets are held in subjugation by the same weaponry and have been for millions of years. They believe it is a "perfect government". The closest analogy on Earth is the police-state Soviet Union, but Markab is far more sophisticated and would appear to the unaware to be a society such as the 100% socialist society of Sweden but with far less freedom.

The worst crimes in the Markabian societies are: to think for yourself, to freely communicate your ideas, to invent or discover things and want to prosper therefrom rather than turn them over to the state, and to fail to CONFORM to your place in the status-oriented hierarchy.

Of course the populations are never consulted or allowed to organize or express their own views on the way things are done by the government. There is and has been and will be only one government - and those who run it have and must maintain their control over all others.

Since the 1950s, WW III has produced many, many casualties, resulting in Millions of Earth People who THINK JUST LIKE THE MARKABIANS. Thus they have been CONQUERED and have lost any chance to help Earth become a truly free, self-determined, prosperous planet in its own right under its own chosen forms of administration and representation.

There are the slightly wounded and surrounded earthpeople in the battle who feel and know something is happening but who can't quite explain it or get support of their ideas and thus quietly allow themselves to be NEUTRALIZED or "hors de combat". They then say things like, "Well, you can't fight City Hall.", "Nothing can be done.", "It's just the way it is and no one can change it."

There are the mentally and physically sick, cancerous, pollution-infested, diseased, poisoned VICTIMS of the weapons being used and these usually get placed in the prisoner-of-war camps under Markabian control such as Socialized Institutions for the Mentally and Physically Ill and Old People's Homes and Psychiatric "Rehabilitation" Centers ("Rehabilitation" means you won t get out till you think like a Markabian). Occasionally some of these VICTIMS manage to crawl, wounded, to the side of the forces of freedom and regain their health thru natural methods of eating and living and re-enter the battle.

There are those DUPED ones, who in fighting for freedom find what they believe are allies and enthusiastically join a group only to find it a trap. It was a Markabian group set up to capture them and prevent them from being effective. Their enthusiasm on joining gradually turns to an introverted or narrow viewpoint as they are given carefully prepared false data to make them believe it s not "really" a war, just ignorance and superstition, and everything will be alright if we just "meditate", or "think the right thought", or "believe in science", or "god" or "auras". And all this to the exclusion of any political or organized action against those who knowingly intend to harm or destroy them and subjugate Earth.

There are those DIVERTED ones who know all is not well, feel the suppression, see the wounded, realize it's a war, and stock up food and weapons and take their families to retreats and defensible positions of safety. They are then subjected to ridicule and rejection by the Markabian "thinkalikes" and may actually start to believe they are indeed crazy. These freedom-fighters have usually been given a wrong target to vent their anger on so they too become ineffective. Thus you find the DIVERTED ones in verbal and written conflict with "Reds", "Niggers", "Jews", "Arabs", "Spics", "Commies", etc. These misdirected groups are then pointed out to the named groups as their enemies, and the Markabians, very pleased, see Earth-People fighting among themselves... - which gives to the passive population further justification for becoming Markabian and "conforming". It certainly does make Earth look crazy and make one think they have to be controlled, doesn't it?

Also there are the religions which usually are the most perceptive organizations of any kind concerning mental and spiritual warfare - since many have themselves waged it in their own histories. Markabians recognized this threat long ago and carefully devised propaganda and plans to discredit religions or eliminate them entirely - as in Communist Philosophy - or to infiltrate and take them over to use for their own purposes. Thus religions become DISCREDITED and ineffective or INFILTRATED and made to work against Earth and its freedom.

Or the decision may be to render them PASSIVE so that they preach only "turn the other cheek". Thus the WW III take over plan rolls along without interference from these groups.

Other freedom-fighters are BRIBED to stop doing what they are writing or saying. Still others are BLACKMAILED into inaction.

Some very perceptive and thus "dangerous" writers or leaders of opinion are IGNORED or CRITICIZED FALSELY and unmercifully by the controlled media and controlled government agencies. It is wise to find out what these people are doing that is so threatening and dangerous to the Markabians. You will find it usually is that they have knowledge of the conspiracy to control the planet and mankind or have weapons that would be very effective to counter defensively the Markabian weapons or even to positively attack and overcome Markab in this War for the Control

of Men's Minds.

Such weapons include:

? THE TRUTH

? NATURAL HEALTH METHODS

? EXPOSURE OF LIES

? DEVICES TO NULLIFY MARKABIAN WEAPONS

? MONEY NOT UNDER MARKABIAN CONTROL

? MEDIA, PRESS, OR RADIO STATIONS NOT UNDER MARKABIAN CONTROL

? SPIRITUAL POWER

? TELEPATHY

? GROUPS WITH LARGE FOLLOWINGS WHO LOVE FREEDOM

? IDEAS THAT WILL MAKE THE FREEDOM-LOVING ORIGINATOR RICH AND FAMOUS

? WAYS TO GET REALLY FREE OF ECONOMIC CONTROL AND SUPPRESSION

? ART THAT WILL UPLIFT THE PEOPLE TO A STATE OF CLEAR THINKING AND REALIZATION OF THE WAR OR POINT OUT THE TRAPS IN IT

? WRITING THAT MAKES PEOPLE REALIZE HOW TO REMAIN FREE OR HOW TO FIGHT MARKAB

? REFUSAL TO CONFORM OR COMPROMISE WITH ANYTHING NOT THE BEST FOR EARTH AND MANKIND

? ANY COMMUNICATION LINE, WRITTEN LINE, OR MEDIA LINE THAT FREEDOM AND TRUTH CAN FLOW ON

? PROPOSALS FOR REAL FREEDOMS FOR INDIVIDUALS

? PROPOSALS TO INVESTIGATE FULLY GROUPS CONTROLLED BY MARKAB

? INTENTIONS TO MAKE EARTH A SAFE, SANE, FLOURISHING PROSPEROUS PLANET

? INTENTIONS TO BRING MANKIND AND NATURE TO RADIANT HEALTH

? INTENTIONS TO MAKE EARTH A FREE?EXCHANGING PLANET WHICH DETERMINES ITS OWN DESTINY

? INTENTIONS TO HELP MANKIND TO GO FREE

? INTENTIONS TO CONVERT MARKABIANS TO A FREE FORM OF GOVERNMENT

? INTENTIONS TO REDUCE G0VERNMENTAL CONTROL, REDUCE TAX, AND GIVE

PEOPLE MORE FREEDOMS AND LESS LAWS

? INTENTIONS TO SPEAK, THINK, AND WRITE FREELY

? INTENTIONS TO MAKE EARTH PEOPLE MORE SPIRITUALLY POWERFUL SO THAT THEY CAN EASILY DEFEAT MARKABIAN INTENTION

Wars leave destruction in their wake. There is destruction left after a mental and propaganda war and during it. The worst effect, however, is the result of the war being lost. The entire population of Earth will be SLAVES TO MARKAB - FOREVER. Not only this lifetime, but the next and next and next through the spiritual and genetic line generations.

SLAVERY NEVER ATTAINED ANYTHING FOR THE SLAVES,

ONLY FOR THE MASTERS.

You can wake up from the drugged, poisoned, brainwashed torpor of the Markabian Control Operation. You can realize it is happening and talk freely and do something about it. You can refuse to cooperate in the destruction of beautiful Earth and the enslavement of its people.

Markabians are afraid of you because you outnumber them 10,000 to 1. But they easily control you if you decide not to resist, or agree to conform.

You can assist in the creation of a New Civilization here on Earth. You can take your rightful place in the community of the more freedom-loving civilizations of the Galaxy as a FREE-Z0NE PLANET.

EARTH PEOPLE: ARISE AND WIN. DON'T LET YOUR PLANET BECOME ENSLAVED BY THE ALIEN MARKABIANS. OTHER FORCES ARE HERE WHO ARE INTERESTED ONLY IN YOUR FREEDOM AND ARE HELP YOU OBTAIN IT - FOREVER.

A Poem

* * * * * * * * * * *

"In the broad universe
Are many civilizations.

"Only a few require
Methods of control
And enslavement.

"All others love freedom,
Exchange of ideas,
Free trade,
And open communication.

"Cherish spiritual expansion.
Let not martial conquest
Be your goal.

"Your real power will create
A radiant, jeweled planet -

"For the Admiration
And Prosperity
Of All Mankind.

"Enter the Galactic Community

As a re-born Wonder -

Not as a enslaved

-Exhibit.

"The choice is yours.

"The Alternatives have been shown.

"It is up to you to decide.

"For Your Own Forevers.

Astar Paramejgian

Deputy Sector Commander

Sector 9

GALACTIC PATROL

The New Civilization Game

by Astar Paramejgian, Sector 9

DEFINITION:

A CIVILIZATION is an economic engine that runs on ideas and whose products are:

Survival of its dynamic components and expansion of its knowledge, responsibility and control; its affinity, reality and communication; its matter, energy, space and time; its ethics, technology and administration.

When ideas or its economics are suppressed it goes negative, contracts, and wastes or destroys it's dynamic components, i.e. people, families, groups, businesses, organizations, governments, races, species, animal and plant life, physical environment, energy sources, spaces and time, ideas, spiritual values, beings and religions, aesthetics and art, and it's codes of behavior and ethics.

The rescue of a dying civilization is accomplished by: locating and identifying the suppressive influence, supplying a positive alternative, disseminating it as a vector of comparable magnitude, stably financing it, keeping it's positive production and exchange free and unregulated, reviewing and correcting as needed to increase it's power, distributing it's values and aesthetics broadly, and responsibly evaluating, planning and co-ordinating the survival and expansion of it's components.

The senior managerial organization on a planet should insure that its civilization (as per above definition) continues to flourish and prosper while guaranteeing maximum freedom for the individual, as the individual the basic component of a civilization. Understanding this concept broadly will enhance the survival and increase the rate of expansion of the civilization. Suppressive influences can not exist viably under these operating conditions, and soon disappear or are quickly handled.

DEFINITION:

A GAME consists of freedoms, harriers, and purpose. (LRH 1952)

THE CIVILIZATION GAME

The New Civilization is a game where everyone wins. Its freedoms are for each individual so that all survival and expansion purposes may be obtained. There is freedom of ideas, economics and participation in all the components of a Civilization.

Barriers include the "old" Civilization which is suppressing individuals by giving them what they do not need and do not want, i.e. unemployment, taxes; wars; atomic, biological and chemical weapons; unstable currency; criminality; mind destroying drugs; environmental pollution; destruction of the balances of nature; suppression of economics resulting in bankruptcies; suppression of ideas for survival and expansion and health; suppression of freedoms of speech, press and religion; and police-state control operations with psycho-political and computer control of every individual.

- o -

The New Civilization Game gives Planet Earth several new purposes. The first is for SURVIVAL. It is based on the observable fact that the Earth is actually a large spaceship with its living space on the outside and containing all the raw material for survival of a large Civilization. It is home for its individuals living on it. Thus the first purpose is:

"To actively put our Home Planet Earth in order, maintaining its Natural Balance for the survival of the New Civilization, and preventing, restraining, and/or ceasing to co-operate with those who would destroy our home."

- o o -

The second purpose is for EXPANSION. It is based on the observable fact that there are other worlds in space besides Earth and the New Civilization will expand to these frontiers. Therefore, the second purpose is:

"To viably develop the technology and equipment for free-enterprise and private and public travel to other planets and systems for the expansion of the New Civilization, and to protest loudly and refuse to co-operate with those who would keep and use these developments for purely military, destructive, or other suppressive intentions."

- o o o -

The third purpose is for PRODUCTION and EXCHANGE. It is based on the observable fact that Earth does not have enough production to care for its own people fully, much less any

exchangeable production for export to any other planets or systems. The third purpose is then:

"To make available technology, products, goods and services for all the peoples of Earth and develop the capability to export surpluses to other planets and systems, decrying and refusing to co-operate with those who would keep people unemployed, ignorant, poor, under-fed and unhealthy for suppressive reasons of their own."

- o o o o -

The fourth purpose is for ECONOMICS. It is based on the observable fact that "Old Civilization" Bankers, Governments, and Politicians have no STABLE medium of exchange of which one can be absolutely confident of equivalent value anywhere on Planet Earth. The fourth purpose is:

"To develop, standardize and get in use a stable medium(s) of exchange so that the New Civilization can confidently flourish and prosper without inflations, deflations and depressions. And to educate people in basic economics so that they NEVER fall prey to or support those persons and groups who use economics to suppress."

- o o o o o -

The fifth purpose is for FREEDOM. It is based on the observable fact that the existing "old" Civilization gradually and often suddenly suppresses freedoms of all kinds - spiritual, economic, travel, speech, writing, and aesthetic freedoms - resulting in a more and more mind-controlled, apathetic and irresponsible society in which the fun and enjoyment of life and creative endeavor is gone. The fifth purpose is:

"To recognize, validate, and support all types of creative endeavor and pro-survival and pro-expansion activities, cherishing ones' own freedom as the key to achievement of all the New Civilization's purposes and actively resisting and defeating any attempt to limit or regulate one's freedom or rights in the New Civilization Game."

- o o o o o o -

The sixth purpose is for PLEASURE. It is based on the observable fact that much of the "fun" is

gone from life in the "old civilization" and a game should be interesting, fun, and rewarded with pleasure moments. The sixth purpose is:

"To encourage, assist and/or take part in a renaissance of cultural, artistic and social events; sports; hobbies, reading, writing, poetry, music, drama, stage and screen productions, and other creative and philosophic/artistic endeavors as these best express the values, purposes and dreams and vitality of a civilization and help in distributing its message to others who may wish to join the game and have fun too."

- o o o o o o o -

The seventh purpose is for COORDINATION. It is based on the observable fact that the "old civilization" is a mess of contradictions, conflicts, and useless expensive actions coupled with useless expensive delays. (Wars; political conflicts; border disputes; your tax money spent on stocks of weapons that could destroy the Earth hundreds of times and kill all life on it; slow justice procedures; delays in payment for sold goods and services; delays in transport, mail and paperwork, and an overall sense of impending doom and non-survival.) Thus the seventh purpose is:

"To coordinate the New Civilization according to its definition so that its thrust and vectors are aligned for survival, expansion and prosperity in a manner which relies on the continued freedom and happiness of the individuals comprising it."

- o o o o o o o o -

NB: The New Civilization is not limited to the above purposes. There will be more as expansion occurs. However, no new purpose will contradict or eliminate these purposes or the definition of a civilization. These are yours forever.

THE NEW CIVILIZATION

ORGANIZATIONAL PLAN

Notes on Use of the New Civilization Organizational Plan:

1) This plan applies to all echelons of life on the planet - personal, family, groups, nation, race, governments and all organizations.

2) It has the complete necessities for survival and expansion - given worthwhile purposes to set it in motion.

3) Used by an individual or group it helps them survive and expand faster.

4) Used by a Civilization, it helps it to prosper and achieve its purposes faster.

5) It is used to gain agreement on matters needing coordination and increase speed of decision.

THE NEW CIVILIZATION

- WHY? -

Knowledge is Power, but Power is not Knowledge.

One who has all Power but little or no Knowledge will lose Power as he uses it.

One who has all Knowledge but no Power will gain and win

Power as he uses it.

- o O o -

Power is an ability of using energy and force to Create and/or Destroy.

Used with little, false or no knowledge of the true nature of things and being ignorant of purposes and plans of organization inherent in all life, one without knowledge who uses power will surely create destruction and/or destroy creation. This is observable in the highest echelons of planetary government in the "Old Civilization".

Balancing and far outweighing the small percentage (2% or 3%) of people who have the "power without knowledge" insanity, are the millions of people of Earth who have knowledge of life, the truth of what it takes to survive, the duty and loyalty of their family and friends, and the trust that others will exchange, work and play in a fair and honest, friendly fashion as they themselves. These millions, (some 97% of the population of Earth) are the source of all good things and survival components of the civilization. Then why is the "old civilization" in such poor condition? Because the Power that the insane 2 or 3 percent are using is continually being given to them by the 97 percent. It is given in the form of financial energy - (taxes), controlling force - (by obeying those who suppress or destroy freedom and initiative), and confidence - (by electing those who take the fun out of life's games to get and keep more power for themselves).

And this power is given and the insane actions not halted by the 97% because they:

1) Believed there was no alternative, and

2) Were not organized, so

3) Thus, did not recognize that they were the largest Power source on the Planet, and

4) They were the Source of ALL the suppressive power being used against them, and

5) They could take the Power away from the 2 or 3 percent at any time by just not giving it to them.

Note: It is an observable fact that also part of the power given to the 2 or 3 percent was used to carefully mis-educate the 97 percent into not having the knowledge of 1), 2), 3), 4) and 5) above. (For example, controlled media repeatedly being used to voice the "belief" that there is no alternative.)

THE NEW CIVILIZATION

IS

THE ALTERNATIVE

The New Civilization knows:

1) You have the power

2) You have the freedom.

3) You have the purposes.

4) You have the knowledge of how to play the game.

5) You have the right to your own sanity and will not agree to insane uses of power.

6) You have the right to leave any game you don't like, take your power, knowledge, and purposes with you and join another, start another, or just not play.

7) You WILL enjoy the New Civilization Game, if you decide to play.

8) That if you do decide to play, you - and ALL of us on this planet - will win.

New Civilization Game Org Board

Scientology:

Scientology - Plan for World Peace

Plan for World Peace

by

L. Ron Hubbard

1963

Disarmament has claimed the attention of Earth's governments for more than half a century without any practical means of attaining it.

Any solution to the problem of war must resolve the greater problems of political and industrial security.

Today's trend is toward togetherness. And today'~ urgency is that Man take firm forward steps toward a real solution of his international political and economic affairs while he retains the power of decision.

A peaceful consolidation of Man's real progress is possible without recourse to war, to rebellion, to the overthrow of governments by force, or other chaotic and regrettable acts.

The following blueprint is advanced to demonstrate the feasibility of utilizing modern trends and peaceful means in securing for government and industry, a more stable endurance and greater service to mankind.

Peace with prosperity is not an idle dream. And a determined and unified advance is possible towards that end.

The following programme has no other purpose or interest than attaining these ends.

Program by Steps

STEP ONE:

Persuade all governments to turn over all atomic weapons, stocks, and control of atomic manufactures to the United Nations at once.

STEP TWO:

Persuade the United Nations and all governments to select a site for and construct an International City, preferably in North Africa, on the Mediterranean Coast, where land reclamation can expand its area and where its communication lines can easily be centered for Earth.

STEP THREE:

Persuade all governments to remove their capitols to the International City complete with heads of government, congresses, and parliaments.

STEP FOUR:

Secure communication lines and command lines from each country's head of government in International City to the government of each internal county or state in that country. (Wherein the words 'county' and 'state' differ in various nations but mean the next lower political-geographical echelon below the national government.)

Regard each county or state within a country as an autonomous unit under the control of the head of the nation in International City.

STEP FIVE:

Bring about a recomposition in the United Nations, basing its member delegates on a formula comprised of land area and value, production and construction value and population figures.

Remove all special privilege categories for favored nations and the exercise of veto by a few.

Form the United Nations into a judiciary division, two houses and an executive branch, the key

officials to be popularly elected or selected within the nations they represent and by voting by both upper and lower United Nations Houses for the head of the United Nations.

Reform the United Nations Charter into an instrument specifically engaged in governing the heads of nations and international affairs. Forbid in the charter all interference with or government of individuals or smaller communities. Forbid the regulation of work, working conditions, hours of work, place of work, housing, or any other individual matter, especially laws designed to 'protect the individual from himself' or imagined enemies, giving any nation or individual so interfered with full recourse to law and damages in the International Court.

Forbid interference with the politics, beliefs, religion, ethnology, customs, or ideologies of any nation or state or county.

Forbid all pressures from groups within the United Nations to favor or disfavor ideology, race, color or creed for any reason whatever.

STEP SIX:

Forbid treaties of mutual assistance or warlike assistance amongst states, counties or nations against other states, counties or nations.

STEP SEVEN:

Bring about the creation of a small effective armed force under the United Nations and the dismantling or abolishment of all other war facilities on the planet above the level of crime and population control forces under the direction of the heads of states and counties and the small bodyguard usual to the protection of a head of a nation, state or county, these forces to be severely circumscribed and well below the strength of the International Force.

Persuade the transfer to be made with due regard for and recompense of, the personal interests of existing armed force personnel by retirement, transfers to state or U.N. forces or other utilization; and the U.N. to inherit all existing military established bases and give recompense therefore.

STEP EIGHT:

Persuade stable and real International economic measures.

Base economics on the most fundamental definitions of inflation and deflation, wherein inflation is the result of more money than goods and deflation the result of more goods than money, and maintain financial matters accordingly.

Persuade the turn over of the International Monetary Fund to the United Nations.

Persuade the turn over of all central banks of nations or central banking, to this Fund.

Establish a branch of this Fund in every state or county through the national or central bank of that nation.

Allocate to each state or county as its money the exact value of its property, real or personal, and exchange the new money for existing monies in the hands of persons or corporations. Permit no other monies to be printed or issued. Each year, by careful survey, increase or decrease the extant funds in a county or state to match its productivity, the principle being that money must exist to purchase that which exists to be purchased.

Continue the value of money against real goods and property.

The character of notes and coins should bear on one side their International Value and on the other their domestic or local designations.

The handling of future funding should be through the International Monetary Fund to its national or central bank branches of the nation in counties or states to the private banks in that state, all under the supervision and direction of the United Nations through the Nation's central bank

branches in each county or state.

The financing of the governments of cities, counties or states should be as usual by their own taxation and the government of the nation should receive its money for all its expenses and management only from their counties or states and never from individuals or companies directly, the amount for the nation not to exceed fifteen percent of the gross revenue of each county or state, paid directly by that county or state to the nation's capital in International City.

The financing of the United Nations should consist of an additional ten percent of the gross revenue of each county or state paid directly to the United Nations and eight percent of the gross revenue received by each national government from whatever source, and from interests paid into the International Monetary Fund.

The collection of taxation funds by any state, county, nation, or the United Nations to be strictly forbidden to be on a net basis, thus inhibiting the invasion of the financial privacy of individuals, companies, cities, counties or states, or nations, and reducing the complications and expense of collection.

From these tax funds all expenses of whatever kind should be paid without further recourse to "special" United Nations or National taxations independent of the counties or states, a practice which should be forbidden.

STEP NINE:

Persuade the United Nations and national governments that the activities of the United Nations and national governments (but not state or county or city governments) should be limited to (a) The administration of justice; (b) Public Safety; (c) Facilitating the safe transport of persons and goods; (d) Guaranteeing the collection of private and public debts; (e) Efficient handling of public communication; (f) Safeguarding public health; and (9) Self Preservation.

Forbidding the indulgence by the United Nations or National governments in (a) Interference with the individual; (b) Moral laws; (c) Racial and religious matters; (d) Workers, unions, and wages; (e) Management of private business; (f) Production; (g) Collection of personal or company dossiers by whatever excuse including those of tax purposes; (h) Entertainment; (i) Forwarding minority or majority racial or religious purposes; (J) Assisting in the establishment of monopolies in any field of activity except government; (k) Engaging in war.

Under the Administration of Justice, Crime should be defined as 'aggressive acts resulting in actual intentional violence to persons or property or intentional deprivation of property without adequate compensation' and that nothing exceeding this shall be considered to be embraced by criminal jurisprudence and that all else shall be considered civil justice and subject only to civil suit by companies or individuals.

STEP TEN:

Persuade the United Nations and national governments that they have no interest in matters of healing or welfare and may not legislate for or against them, nor assist to create health monopolies or 'legal procedures' and the United Nations or national governments have no interest in the support or lack of support of individuals, but may assist them only to the degree of encouraging production of public works, it being impossible for the U.N. and national governments (but not state or county or city governments) to continue to care for the individuals of an expanding population without creating a world wide tyranny in which all individuals become slaves.

STEP ELEVEN:

All armaments, fissionable materials and warlike or dangerous war productions not disposed of in the general disarmament should be provided with adequate storage or repair facilities at International City and placed wholly and only under the control of the United Nations and its armed forces.

Arrange that adequate patrolling and detection facilities be maintained throughout the world by the United Nations to ensure against the illegal production of facilities for war.

Enforce that only conventional weapons and forces be used when nations at disagreement refuse to abide by the decisions of the International Court in routine civil suit and threaten war.

Enforce that no fissionable materials be used in war on

this planet even by the United Nations .

Arrange that civilized regulations regarding the quartering of troops and their conduct be enjoined upon the forces of the United Nations.

Arrange that no United Nations force may belong first to a nation and secondarily to the United Nations but that all such units be recruited by and maintained by the United Nations.

Arrange that no military or police conscription exists even in the United Nations force.

Arrange that no United Nations force may be employed to maintain order in a member nation not threatened by aggressive war, nor may it be used to restrain a revolt contained within a nation or a state, save only that the revolting forces may not attack another nation or attack from another nation or refuse to continue membership in the United Nations.

STEP TWELVE:

That the government of International City itself shall be conducted by a group not interested in the United Nations or in any other nation, and that this group have no political connections, nor be able to interfere with the conduct of government by the United Nations or its nations, but have interest only in the nominal and usual city government of International City and to create and maintain a city and to prevent riot, civil commotion and crime within the area of International City only, all residents thereof being subject to such civic administration without any immunity for murder, theft, and other offenses against members of the community as a community.

This civic corporation to be chartered by the United Nations under the name of 'International City Civic Corporation' on a permanent irrevocable charter and thereafter remain wholly independent of political control except for possible suit in the International Court, it being widely known that capitals constructed and run exclusively by large governments are slowly constructed and disinterestedly managed. The Civic Corporation must be immune to fashionable vendettas or favoritisms and must be dedicated by personal interest and reward to the construction, maintenance and continuance of a beautiful and peaceful city. The Civic Corporation must be aloof from all government policies and concerns or trends of the times, and these things must be guaranteed in its charter.

Membership in the Civic Corporation would be on an individual basis wherein a member may

represent himself or a company but a company may be represented by only one member.

Such membership should include representation of the foremost organizations in the world in the fields of all the diverse skills and materials comprising the needs of the construction, maintenance, services and commerce of a large city~ including governing, policing, and financing.

Each member should pledge, but not pay, a sum of one million dollars to the Civic Corporation.

There should be two thousand members.

The members should then elect twenty council members to represent the various departments of city planning, maintenance, services and commerce, all for a period of five years.

The council should then elect or confirm a permanent chairman.

No member should be permitted to 'buy out' another member. All posts of membership should be filled when vacated. Membership should not be inheritable.

The Civic Corporation thereupon issues bonds acceptable to nations, the International Monetary Fund or banks to the total of five hundred billion dollars against various portions of their activities and proceeds with this financing to obtain, with United Nations political assistance if needed, the lands necessary for construction, making certain of sufficient terrain for expansion and all needful facilities.

Aside from national monuments transported there, all lands and buildings, utilities and services of whatever kind continue to belong to the International City Civic Corporation, and all rates, taxes, fees, and revenues of the city continue to belong to the Civic Corporation in perpetuity.

The design of the city should cluster the national headquarters in such a way as to prevent selective bombing or attacks. The land allocated to each should, however, be extensive, the residential portion fanning away from the center of the nation's government, which in turn, with others, fans away from the United Nations center, all allowing for extensive boulevards and

commercial sections. Long underground networks for swift transport, a large port, various airfields, extensive shopping, hotel and residence sections, and numerous recreational facilities and parks with specially built resort areas, provided with excellent utilities, should endeavor to make International City the best planned, best built and most pleasant city on Earth. And every endeavor of the Civic Corporation, in it's own interests, should concentrate on making it so and to provide for it the best and least censorious city government on Earth.

The city should be maintained as a free port and every effort should be made to absorb the threat of inflation posed by international funds flooding into the City without providing goods or services to compensate. The Civic Corporation should not therefore allow government stores, canteens or recreational services not under the control of the corporation, but should endeavor to keep the cost of living low for the entire city and thereby acquire also a stable and non-political population minimally influenced by the constantly shifting political population and preventing the fate of welfare managed capitals of the past.

From each nation and from the United Nations the Civic Corporation should receive ten percent of all revenues collected by the national government and by the United Nations from national governments to maintain the city and its services.

Initial construction of capitals should be in so far as possible a duplicate of the previous capital's ground and government buildings, transplanting these where possible, such as the complete Mall of Washington from the Lincoln Memorial to the Supreme Court Building, should be at the expense of that nation with the guidance and co-operation of the Civic Corporation or on a cost plus ten percent basis by the Civic Corporation, but all other non-government buildings should be built at the expense of and owned by the Civic Corporation.

In police matters, where they affect crimes of violence, riots and civil commotion, only the forces of the Civic Corporation should be permitted to act within the boundaries of International City.

No extradition of any kind should be permitted by the Civic Corporation.

All persons, regardless of status, should be bound by the laws of the Civic Corporation. No violence of any kind should be condoned on political grounds.

The Civic Corporation should be fully aware that its profitable future depends on sound construction, excellent facilities a beautiful and hospitable city and a benign but effective

government, aloof from vendettas against persons or fashionable witch hunts.

Recourse by the Civic Corporation against interference by other governments in the creation and management of International City should be available in the International Court, or in the courts of nations, or in its own city courts against financial indemnities placed on deposit to the Civic Corporation against further encroachment upon its rights or the forfeiting of such deposits by later abuses.

STEP THIRTEEN:

All National Meetings or International Meetings such as those of Congresses, Parliaments, or conferences amongst heads of nations or states should be forbidden against fine outside the precincts of International City.

STEP FOURTEEN:

No head of state should be permitted to absent himself from International City in times of international crisis, and not more than three months in any year.

The withdrawal of a majority of a National government's personnel from International City or the construction of a national capital within the nation should constitute a declaration of war upon the United Nations.

STEP FIFTEEN:

The United Nations or its forces may not continue to occupy any country attacked by it for the crime of war, but should with all speed return that country to its own duly selected or elected head of state as soon as disarmed.

The United Nations should not acquire independent sovereignty over sections of Earth by reason of mandates, occupation, or other means, regardless of the conditions of that area.

The United Nations should not finance leaders of national government to acquire territory, put down revolts, or make war.

STEP SIXTEEN:

Any nation found guilty of concentrating troops, acquiring forbidden munitions, or provoking conditions leading to war should be liable to indemnities equivalent to those which would have become owing had the attempted conquest occurred, been lost, and the aggressor nation vanquished; and all such indemnities should be payable to the United Nations Land Reclamation Fund.

STEP SEVENTEEN:

The United Nations should not be permitted to define or outline 'orthodox science' or introduce any idea of orthodoxy into any science or the humanities except government; nor should it be permitted to attempt reforms in genetics, nor should it define sanity or insanity or label or care for the insane; nor should it be permitted to engage upon propaganda campaigns for any science or practice beyond the halting or isolation of disease epidemics.

STEP EIGHTEEN:

The exploration of space should not be permitted to individual nations or private concerns, constituting as it does a potential of warlike manufactures, but all such activities should be carried out by the United Nations, acquiring all existing material, technology, facilities and personnel for that purposes; and all information gathered from such projects should be deposited with the United Nations and made freely available to all scientists where divorced from war.

STEP NINETEEN:

The United Nations should be permitted to engage upon campaigns, financing and public works through nations or directly to ass*st economic apportionment, of rehabilitation of Earth, its

streams, wildlife, reforestation, fisheries, dams and land reclamation, but must turn over the resulting properties to their respective nations when completed, but may withhold maintenance funds should United Nations inspections reveal a failure to continue such projects in operation by that nation. And by this all land, air, stream, and ocean pollution becomes, as it affects the planet, the province of the United Nations without forbidding independent action by nations, states, or counties, or cities.

STEP TWENTY:

The United Nations should not be permitted nor should any national government be permitted to prescribe curricula or demand or regulate attendance in any school, public or private, whether maintained by International or National funds, nor define the requirements of a degree or demand the attainment of any scholastic standing of any kind, or regulate in any way the education or religion of any individual by whatever circuitous means, nor should the United Nations or National governments be permitted to require the indoctrination in any way of the citizens of states or counties, nor pronounce upon their mental fitness or lack of it. But the United Nations or nations may require what they please for purposes of their own employments and may conduct courses in government for their officials or compose universities for this purpose in International City, but may not require indoctrination of the children of employees or officials.

The activities and subjects of education and schools should be entirely the province of state or county or city governments, autonomous whether given International or National funds for education or not.

STEP TWENTY-ONE:

Any person, company or government suffering actual direct loss by reason of this plan should be recompensed fully from the International Monetary Fund upon submission of factual and substantiated claims to a General Claims Office to be formed within the framework of the International Monetary Fund; and all such claims denied should be referred to a Committee of Claims of the United Nations General Assembly; and all such claims there denied should be heard by the lower branches of the International Court.

But no such claims should be based on ideological facts or conquests or seizures or losses of conquered areas or court findings after January 1st 1960. No personal or contractual claims should be considered valid if based on contract awards or appointments begun or entered upon after one year of the date of award of the charter of the International City Civic Corporation by the United Nations.

STEP TWENTY-TWO:

An executive or official of the United Nations should be personally liable in the International Court for his public acts through the processes of civil suit, should those acts be proven beyond reasonable doubt to be in viola{ion of the basic laws of the United Nations and taken in interests other than those of the United Nations and directly resulting in actual injury to an individual, company, or state or county or nation.

STEP TWENTY-THREE:

The United Nations and national governments should be denied all power of extradition from counties or states, since a world with one government notoriously provides no refuge for the individual out of favour and results therefore in a prison-like slavery- when lacking this restraint.

STEP TWENTY-FOUR:

The apportionment of funds or International Funds should be divorced from all efforts to favor or disfavor races, color, creed, or political majorities or minorities, 'backwardness' or 'progressiveness', and should be based only upon current economic and production grounds, and all efforts to bring about suppression or elevation of races, color or creed by financial manipulation within the International Monetary Fund Should be deemed treasonable.

STEP TWENTY-FIVE:

A long term educational programme of United Nations officials and Earth's people should be engaged upon, bringing into general demand the continued adherence to the principles founding a world government and in particular to the fundamental that the United Nations is a government of nations, erected to end the anarchy of sovereignty which led to wars, and aloof from the governing of individuals or interference with their daily lives, save only to provide them with the tranquility and prosperity of peace.

STEP TWENTY-SIX:

The new charter of the United Nations, based on these explicit principles, should not be subject to amendment once this plan is executed, since to change it after nations have delivered up their power to object would not be an honest act. To guarantee peace, this charter must endure.

L. Ron Hubbard

Free-Zone Strategy

The entire strategy is: To Align the

Bhuddists,

Islamics,

Japanese,

Mormons,

and any other possible New Civilization allies as a counterforce to Markabian Models and Scenarios at every level of the Game to bring about the Conditions of a New Civilization.Latest News in Sector 9

"Now to bring you up to date on the latest news in Sector 9 since the publication of the Ethics

Order." (Sector Ops Bu 20)

News Items

1.) Xenu was arrested by members of the Galactic Patrol on Monday 25 Nov 1985 and exiled from Sector 9. He had been hiding out and monitoring the body of Anthony Carlile in the Strasbourg area of France, using French and Swiss Passports. He had attended a Black Masonic Order "Summit Meeting" in Geneva, Switzerland shortly before his arrest.

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2.) Since the arrest of Xenu, the Markabian "One World Plan" has fractured into two major factions with a quiet third group waiting to see who comes out on top. Two major factions are:

1) The group who wants to carry out Xenu's plan for One World Mental Enslavement and take the Planet for themselves as total despotic masters separate from Markab and its other planets. These have control and monitor lines into mainly American Secret Societies, government and finance.

2) The group who want to remain loyal to Markab and take the planet for joining it to the Markabian Confederation of 7 planets (But it is also known that Markab itself has endorsed and accepted (finally) the Ethics Order on Xenu and have eased off on the mental enslavement plans, but are still carrying out the Political and Financial plans.) This group is based in Europe, and their control of Secret Societies, Banking and Politics is centered in Switzerland (and Strasbourg and Brussels).

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3) Evidence of the above split of the Markabian conspiracy has surfaced in the last few months in the stories concerning conflicts over banking, economic and political matters in New Zealand, France, England, Spain, Denmark, America, South Africa, Sweden, Germany, Italy and African

Middle East and Latin and South American countries. These stories, which you can read in your newspapers, seem puzzling - as if something is not being said - or a motive being concealed.

(Just look for the apparently insane and crazy actions and statements)...These are all evidences of a major battle going on behind the scenes by the two factions for control of your planet.

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4) There are Markabians of the "wait and see" type and other "think-alikes" among the Earth hierarchy who are even considering a 3rd Alternative - they want to either "take over" or "come to terms with" the New Civilization Game and Free Zone Decree.

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5) Now is the time to get busy with your own New Civilization Political Parties and Free Zone Planet activities so that Earth is in control of her own destiny and is being cared for by her own loyal people. Don't let the "drop out" Markabians and "think-alikes" beat you to the punch by putting up their "own idea" of a New Civilization! The Game is for you, the freedom-loving people of Earth to play and win. The right time is now.

(This information and other New Civilization program information on Radio New Civilization is brought to you by the Galactic Patrol Sector 9.)

..... Dateline: January 1986

A Poem

Epitath of the dark ones .....

Those who enslaved you for uncountable years
And gave you all your ills and fears
They made you into mice from men
And fixed it so you could not win

Their scenarios and plans have all come asunder
And to us it has come as no great wonder
For they dared to touch a man of life
And not him only but his son and wife.

The evil the wove wears no more
It's a shoddy coat of blood and gore.
The game is over, you black souls and implanters
Ye mystics and monitors and mind bending enchanters

You vanish with your master in a blaze of light
Xenu is exiled and out of the fight
Never again shall black magic hold sway
The spirits of truth have won the day

So tell your sons that they are free

And the game is fun as it used to be

A new Civilization is now on the way

Thanks to the inexorable spirit of Elron Elray.

Astar Paramejgian

5 Jan 86

The Bridge Chart

Administration Briefing Number 1

By Capt. W. B. Robertson

RON'S ORG, 25 JANUARY 1987

We have a group of people here from all kinds of different countries and of different levels of the Bridge, and the purpose of this little talk is not that I talk, but that we present the Bridge-chart here, which you have in front of you, and give you a little description and some success-stories of people having gone up there and doing some of those levels. And also answer any questions that somebody or anyone may have, that can be answered without exposing confidential materials or restimulative materials, but actually answering in terms of the basics of Scientology. Why that part of the Bridge is there, or whatever they want to know about why it's there, how it's there, or what does it do. So we will be answering questions on that. But first I'd like to welcome everybody here. We have at least seven or eight countries represented here from all over the world and so "Welcome everybody to Administration Briefing No.1!"

Ok. First thing I want to do is point out that we have a Bridge here, which is going from a person who starts auditing on Assists even, or special cases, Resistive Case Handlings, Dianetics, Scientology Grades per C/S program and goes up to Clear. Then we have the normal OT-levels I to III and those are exactly as Ron laid them out. And they work just fine. There are some - shall we say - benefits of Advanced Organization experience, experience that is applied on these levels, which is not generally known in the field today. Especially on OT III and in the handlings of making SURE, that a person gets through OT III and ready for Excalibur. And those things are

covered on OT IV, V, VI and VII. These are things that may help a particular person increase his intention, right? Or handle certain problematic body areas, or handle the effects of drugs that may still be persisting, medicines or alcohols on the body or on him, and handle any valence problems that may be there. And those - after doing all that - you arrive at... ready for OT 8, which is called by various names : Excalibur, Super VII, used to be called Super NOTs, but it doesn't really have much to do with that.It is OT 8 - we call it EXCALIBUR. Now it goes along with the thing called OT Life Repair, because right after Excalibur you do OT Life Repair to pick up any things, that may not have been handled so far on the Bridge. And at the end of that, the person arrives at the state of self-determinism - freedom from other-determinism. So he has actually now CLEARED ALL OF HIS DYNAMICS of other-determinism and he become 1ST DYNAMIC OT level, 1st Dynamic on the OT levels. From that point on up he goes OT on various Dynamics and he handles the self-determined case or the self-determined charge, what things HE got into and so on. It's not case that was PUT on him by another or by an implanter or something, it's stuff HE did and got messed up in and he has to now get himself out of it. And that goes up through 9, 10 and 11 - which is called the PHOENIX - and the description on there is: "Opens the door to the OT's own Dynamics and what he did, and didn't do, on them." "Now with the Tech he can end cycle, so that everyone wins including himself".

And OT 12 - Pre-Static Life Repair, OT 13 - Pre-Static Prior Assessment and the Clone Cycle Rundown - that's the next part of the Bridge - "is a Power Package that handles why an OT did not REMAIN an OT". I might say at this point, that the Bridge IS exactly as LRH has always written in his works. That a thetan WAS more powerful in the past, he was MUCH more powerful in the past and he came down in power, down the spiral. We are just recovering those abilities and recovering that state and it is an error to suppose, that the person was never that big, because it is obvious, that he IS and can retain or regain that size of awareness. So people that are thinking, that a person just has to "evolve" or "get bigger" and he "never was bigger", are WRONG. I'm sorry to say, they're just incorrect and they are buying false data from whatever source, that false data comes from. The fact is the thetan WAS big, he came down the spiral and now we're getting him back up. And that's what Ron put in Scientology. It's one of the main differences of Scientology from any other philosophy, religion or science. It assumes that the thetan has always been at a higher state and now he's down at a lower state and we're trying to REGAIN that ability he once had. OK.

After that is the Commanding Officer Cycle Rundown - before OT 14 - and that handles the - "gets the person more in control of his body and then helps make it operational". It does a lot more than that, but that's what we can definitely say it does. And OT 14, 15 and 16 "reveal incredible data about the games thetans get stuck into and couldn't get out of - until now". That's what we can say about that, because you can look back to the basics of LRH's work and he says:"Life is basically a game". Well, I would only add one thing to that - it's basically a SERIES of games - and so you may find him stuck in more than one game. The "caselessness" occurs after the Super Static Rundown, which is at the end of OT 16. And after that, a person has no case and he KNOWS he has no case, he absolutely KNOWS that for sure and he doesn't need anymore auditing, he doesn't need any vias through the MEST-universe, he doesn't need a via of a meter or a body and so on. He doesn't need anymore auditing himself. He can certainly DO auditing very well though, he can handle any other person's universe and do auditing in that person's universe very effectively, very effectively. So that brings us to OT 17 to 33 which are the "Administrative" levels and they arise actually, naturally, on the pan-determined basis. Because you've handled other-determinism, self-determinism, now you move into pan-determinism. Now what is that? Well, that is taking full responsibility on all Dynamics and handling situations on those which are keeping people trapped in the games, and to finally end the game for all your friends and all the players that are in it. Now that is in progress at the moment, and this briefing is actually a step on

that, on those levels, because it is giving people now the R-factor or the Reality-factor, that there is a Bridge and a way to get OUT of these games. You see? So it's a first little R-factor on that.

Now, funnily enough, I discovered that, or re-realized, or re-cognited, that AFTER all this technical business is handled on a person's case, he better study some Policy. Why? Because Policy is the Technology of handling the 3rd Dynamics and other Dynamics and when you're handling groups and so on, you have to know what are these groups, how do they work, how do you handle them, and so on.

Especially the FEBC Technology and so on, where LRH says in one of the early tapes of the FEBC, he says:"What happens when a person can get no further case gain from auditing? He can then get case gain from demonstration of competence." That's what he says in the tape - he can demonstrate his competence and get case gain from that. You see? Real OPERATING state here. So that moves on up to OT 33, and by the way there's no real mystery about these levels. I can tell you exactly what they are right now. They are HANDLING THE PEOPLE STILL STUCK IN THE BRIDGE IN THE LOWER LEVELS IN THE REVERSE SEQUENCE. See? That's the answer. In other words, you are going to find a very few thetans that are stuck in - say - a higher level part of the Bridge - say - up around 14 to 16, you are going to find some people that are stuck in the things, that are handled there. Now for a thetan to get stuck at that level means he must have been powerful enough to get up there somehow to get stuck at that level. Therefore he would be a worthwhile person to release from that and be able to play a bigger game. And then you might find people stuck in succeeding levels coming on down, until you find people who were stuck in OT III and now you want to release those, so they can continue on up the Bridge. So you keep releasing these and it gets to larger and larger numbers of thetans and they can help handle the larger and larger numbers on the smaller and smaller levels, that people are stuck, until finally you have millions of auditors across the universe, that are handling people who are stuck, only because they can't "recall something" and they need ARC-Straightwire or something. You see what I mean? But you couldn't do it in reverse. You couldn't handle everybody that needs ARC-Straightwire first. Where are you going to get the auditors from? Because that's one of the first points on the Bridge, you have 4 billion people on this planet and you only have few thousand auditors. No, you better handle the ones, who are stuck somewhere on the Bridge, make them into players and auditors on the games and then THEY can help you handle the ones on the next levels down. So there's no mystery about these levels, it's just an administrative handling, because as this grows and grows, as the levels go on up, it grows and grows and gets bigger and bigger and bigger and as it gets bigger, you need more organization, you need more comm-lines, you need more auditors, you need more C/Ses, you need more duplication of materials etc. You're into the problems of what is handled by studying your administrative Policies. So there's no mystery about 17 to 33, it's just a series of steps in reverse gradient down the Bridge and an increasing gradient of volume, until all the players can be freed from the games, that they agreed to play. These games are not implants - everyone, that's in them, agreed to play them. OK? And one way you can tell a player in the game, is that he has "a case". If he's in the game and he was a player in the original agreement of the game, he has a case. It's so obvious. The case is composed - if you want to know what a CASE is, without giving you the details of everything - it just is - you can say it is the ACCUMULATION OF INCOMPLETE CYCLES OF ACTION THAT THETAN HAS SINCE THE BEGINNING OF THE GAMES HE STARTED TO PLAY. IT'S THE INCOMPLETE CYCLES OF ACTION OR THE THINGS THAT HE HAS NOT-ISED AND DOESN'T LOOK AT ANYMORE. Whatever way you want to look at it, it's something that is a "back-log" handling. It didn't get handled yet. He has to increase his awareness in both: TIME AND SPACE. In size of awareness and responsibility, and size of CONFRONT of time, and things, that happened and he did earlier than time, because there ARE or is a way to measure time earlier than time existed. And we found that to be true on the OT levels: you CAN measure

time in a way of, how do you date it in a session, where you don't have time? - you see? - before the MEST-universe for instance!

Well, how DO you date something back there? You don't have the time to date it with - you CAN date it by the number of games he was in. That's all handled on the OT levels. So he has to increase his span of awareness to get back to the earliest incomplete cycles he has and then when it's all finished, it's all finished, you see? And he can choose to either play the game again, leave the games totally or make new games. That's why we have at the top here OT 34 to 40. There are six or seven little levels here, that handle the tendency, the interesting fact of a TENDENCY FOR A THETAN TO COME INTO A GAME AND CONTRACT. Now WHY does a thetan necessarily have to contract, when he comes into a game? You see? This handles that - the Games Master Data handles that. As you know, everything in Scientology is based on EXPANSION, you know? Expansion up the grades - the Grade-Chart - expansion of awareness, expansion of space, expansion of beingness, all of that is expanding - of knowledge, responsibility, control, ARC. All that is supposed to EXPAND as you get into Scientology and go up the Bridge. And even Policy - all Policy - is BASED on expansion, and if you have studied the basic Policies, you know that. Now here is Ron putting to us a whole key important datum there, that if thetans are going to be better off and they are going to be more able and they are going to be sane and play better games, they had better EXPAND. Across the Dynamics, awareness getting bigger all the time, their actual confront of space and time increasing all the time. Ok.

So, WHY did the guy contract in the first place? You see? If you can handle that, then you can handle his future and his future games. Therefore he doesn't have to contract in future games, you understand? And that course is what does that. Because even when a guy has no case, it is possible, if you get into another game, to go back down the spiral and contract some more and get built up other incomplete cycles and more things he not-ises and so on. It is possible, unless he knows the data of what lies in back of this tendency to contract, OK? And I may say that, also, that course is a STUDY course. It's not auditing. Though there may be some things a person might cognite on, that FEEL like auditing. But the thing is, it removes the BASIS for a person actually HAVING a reactive mind in the first place or an analytical mind or a social mind in the first place. He doesn't need those things, he can handle it all by himself. Now his tendency to contract started from his denial of responsibility to himself. In other words he says: "Well, I'll sort of do it on a via or make something to do it for me..." or whatever, whatever. You see this all over in the Axioms and so on. You know - that thetans can create matter energy, space, time, thought and life. It's all true, they can do that, they HAVE done it - once more, they HAVE done it. What you're looking at, if you're in the physical universe right now listening to this tape, you're looking at the physical universe, right? Well, it's a creation of - a combined creation of - all the players in the game. How it's put together and why it's so dense and why it's so solid, you find out all about it on the OT levels. Alright? So that gives you some basic understanding from above 33. It's better to play those games from 17 to 33 with the data, that you don't need necessarily to contract anymore. You CAN expand and therefore you should do the Games Master Course after you do OT 16 and really get that REALLY understood. And then you have the possibility also above that of playing NEW games, brand new games, that have never been thought of before, and believe me that will be - at the moment it's a bit difficult to think of any new games, because you've got to find out first how many games you HAVE played and how complicated they were. But there was a LOT of them.

I mean, you just look at this one planet and if you counted up the number of games going on, you might get into the thousands already, you see? I mean, look at them, all those games. You know,

war, football, swimming, tennis, business, 2 D, livingness in a certain city, being a national citizen of X, army, navy, airforce, science, chemistry - these are all games. Thetans are playing games in those areas. You start counting them up. You can count up every profession as a hat in a game, you see? Every part of your life has a game analysis to it. "What are you doing in your spare time?" "Oh, I like to play checkers." That's a game. There is even any sort of MINUS randomity games, like: "Well, I like to lie down and sleep awhile." Or go OUT of the game, you know, a negative game "Oh, I just sit there and I watch television to relax." That's alright, you watch OTHER people play games. So there's also the possibility of just being a spectator at other games, but that in itself is a game, it's a game of being a spectator, you see? So remember there's life and it's full of games. It's BASICALLY a game.

So anyway, what we are doing here, is removing the tendency for the guy to go into a game and contract, because that's what makes a case. So you might say, that we are in the business of running ourselves out of business. If we audit everybody, until they have this understanding at OT 40, there won't be any more business for auditors. Well, that is meaning that you have to take a bigger responsibility, than just running yourself as being in the game of being an auditor. You see what I mean? You have to get out of that game as well, you see? And want a new game that's totally expanding. And I tell you something else: that Scientology ITSELF can be considered a game. The auditing part and so on. And Ron always said, on a tape or several times, he said that "in the end you will have to run out your track of Scientology auditing as well". Because it is that degree other-determined and is that degree of via through the MEST-universe. You know you had to use a meter and you had sit in a room and the guy had to give you the time to be there and all that, and thus it's a bit...- even though you WANTED to do it, and even though you came WILLINGLY to do it - it still is a bit of a via and it's a bit other-determined, you see? So you DO. There is a point in the Super Static Rundown where - it's one of those little points in there - where you run out your track of auditing. So you DO get free of that as well and this shows you another thing that - I don't think we have to mention to you, but possibly somebody hearing the tape somewhere - there have been rumor around that Scientology is an "implant", you see? Well, to people who say that stupid statement, I can only say this: "I have run a lot of implants off of cases and off my own case and have never found an implanter, who gave you all the data about how to get out of the implant. There is no such implant, where they give you the data of how to get out of it. The intention of an implanter is to keep you in it." And Ron always said: "You have to run out the track of your auditing - when you don't have - right before you end up your case." And so we do that and now the good news about all this is this whole Bridge can be done full time - if a person wants to do it full time as a Solo-auditor or whatever - can do it in a SHORT time of perhaps two years or three years or even shorter, depending on the amount of time he can spend and so on like that. That would be sort of coming full time and doing his sessions, five sessions a week or something like that. But he could, in two years, actually finish the whole entire Bridge from no-auditing up to no case. That is possible. Some people, they have jobs and they have other responsibilities and other games to play at the same time, so it may take them a little longer, alright?

And the other thing is, that it is not that expensive to do it, because most of it is Solo. The levels from Solo-assists all the way up to III are Solo-auditing. The guy learns how to do that. He may have to have an occasional Review-session, but that's something else. Just IV, V, VI and VII they may start off as a Review-session and then turn the guy over to Solo to do it. So again, it's mostly his own responsibility to do it. On OT 8 there is a first groove-in part of auditing, to make sure the guy can do his own work on the level and then he's onto Solo. The Body-Straightwire can be done as an audited action or Solo. 9,10,11,12,13 all the way up to the rest, to the end of OT 16 and the Super Static Rundown, is Solo-auditing. Except in case a Review has to be done on the guy - he feels he's not quite good enough auditor to do it himself. Or, Review is ordered by the C/S or

something. But these are not long cycles these are... - as soon as possible we want the guy to BE BACK ON SOLO and do it on his OWN DETERMINISM. OK?

So, as I say we're in the business of running ourselves out of business. But we have a lot of business because there is a hell of a lot of players in these games, that have to be handled first, before we could approach that "going out of business"-point. And I think at that point we would have a much brighter and bigger game already started up and it wouldn't be any big loss to go out of business. So we would just end that game off and - Pff...- here's the next one.

Now I have some success-stories here...That's just a description of the Bridge, you see? They say: "Wah,wah, we don't believe that, because..eh, you know, how could he find that Bridge and so on like that..." - and so on, so on, so on, so on. Well, I'm only a person that has been in the technical side and administrative side of Scientology for, you know, officially working for them, for 16 years. So I've got a lot more time in there than a lot of people and that was FULL time and I did the Class VII, Class VIII Course and also the FEBC and also the Full Captain's Hat and all the Sea Org Courses and just about every course you can imagine down below that and also worked on the Flag Ship for 6 to 8 years and did mission all over the world and so on. So you might say, I know a little bit about the subject. And the other thing is, I do know that... - I just didn't imagine any of this stuff, because I always used Standard Study Tech and doing a checksheet three times through and studying and clearing up everything, before I did something. So I'm NOT interested - as some people seem to think - in "exchanging ideas" with other people. We don't need to exchange ideas, we have a Technical Bridge here, you see. Your case is your case, there is the Bridge, and the processes, which bring it forward to your awareness and allow you to handle it. That is all that is, there's nothing..."ideas" or anything about it, it's just the next steps to go on up and result in finally NO CASE. So there's no "opinions" about this. It's not something you "exchange your ideas of the Bridge with somebody else's ideas of the Bridge" - you see what I mean? It's not that. That IS the Bridge. If "they" have the Bridge, they have the SAME ONE. If they don't have it, they won't make anyone, that doesn't have a case and so they won't finish it. OK?

Now these success-stories are quite interesting. I'll just read a couple of them, because then I want to go to the questions and find out what people want to ask. I had some from Denmark here, that I thought were very interesting, nobody has heard these yet.

Success-Story on Excalibur and the Phoenix

"I find it hard talking about my gains on Excalibur and the Phoenix without mentioning my wins as an auditor under Capt. Bill as a Senior C/S. In November, 1984, I started working with him at Ron's Org. The developing and co-auditing of Excalibur followed a few months later. Now that two years has passed, this is what has happened. I have come to be totally certain on the workability of the Tech, there are no cases which can not be handled. I've come to understand the inner logic of the Tech. It is expressed in the Factors, the Axioms, and the Class VIII materials. The Bridge is constructed on the basis of this logic. Once one has grasped it, one can think with the Tech, be it below OT III or above OT 8. There is a straight line up to OT 16 and it is a logical line, it isn't

"invented", just as LRH didn't "invent" the Tech."

So that's from an intern and so on. It goes on and on but you can read this, and if you ask for copies of these, you can get them. I'm just trying to find the ones from Denmark. They're quite interesting. Ah, here is one from S¿ren Visti. Jaa, this is up in Denmark. Oh, he's saying he's on OT 10. He says:

"The most incredible things happen on this level. Theta-perception goes way up, the exterior view on other universes, including MEST..." He says: "...(MEST are made of all the other universes)..." MEST is made, composed, of all these other universes. "...is more and more stable and best of all the certainty, that we all will win and make it. And totally nothing can stop it. Standard Tech is the key - know it and use it and it will set you and I and others free. I hope to see my friends here soon." S¿ren.

Aha, here are the ones - here is the one. Here's another I wanted to see. This is one from a person, who has finished OT 16 and the Super Static Rundown from Sweden.

"I now completed the Bridge up to Super Static. I've completely handled ALL from beginning up to present time. I don't have, and will never again have, a case. It's finally finished. I've been in Scientology for 17 years and worked very hard on learning how to handle all in life. I'm finally at the point. I've aimed at that point for many, many years. I finally have a completely calm universe. I am now able to handle whatever will come up in the future. Nothing exists today on which I am not certain. The road to this condition is really tough. You really have to be a tiger and not Q & A with things you 'ought to do.' Don't Q & A with that, just do the Bridge." (That's what he did.) "I have had a lot of use of all the hours of TRs I did and all of the basics. I also trained hard on it. I now know, that we have won the game against the evil. We are on the right side in the game. Now I shall see to it, that all other thetans get out of this trap. If you also work hard at it you will soon be here. It will be very wonderful to meet you. I want to thank S¿ren and Per for their wonderful assistance and Bill Robertson, who has made the road out Clear and of course a real THANK YOU RON! And I will say as he did: I will wait for you in the sky."

From Kurt Eck. You know him? First caseless guy in Sweden. Ok. Here's one from - oh, finished 9 to 11 - I think also from Denmark:

"After having finished level 9 to 11, it is felt like a big brush has been several times over the time track and totally cleaned away every bit of dust. It is felt like there is total calmness, happyness, love to fellow people. Like nothing can cave you in now and nothing can effect you anymore.The responsibility and control in life is at a much higher state than before. Production in life is way up. My need for sleep is not so big anymore." (How funny.) "My ability to get the postulates through is much better, plus the perceptions. Each day at breakfast goals for that day are set up and these

are easily reached, no small counter intentions are now coming in. It was funny to run those levels, so hurry up let's all do it. At last, I will thank all who helped me get so far."

And here's one from Denmark as well. I'm reading these, because these are people, that didn't come from right here, so nobody can accuse me of beating them over the head to make these success-stories. They were done totally through Denmark and I didn't even know these people were on these levels or how they were doing it. I didn't even C/S them, but I trained the C/S to do them and then they sent these success-stories down here. So this is one from Ole Gerstr¿m. He says:

"I completed Super 7 on the 20th of December 1986. I HAD audited around 200 hours on AA 7 during one year. And half a year then on Super 7." (He's talking about Excalibur here as Super 7, but before he did 200 hours of what they call AA7, whatever that is.) "I have had a lot of wonderful sessions with high affinity, realizations and intense communication. But the last session was the most incredible one. I ran into the basic for all this charge and the last bits disappeared magically. I experienced unfolding as a thetan, so that awareness, which had been folded up and paralyzed for eons, returned. I knew then, that I completed the level. The postulate from THEN explained why I sit here today. When I, since the completion, came into situations, which used to give a banky reaction, nothing has happened - just a quiet calmness. I've also observed, that when I put attention on things in the past, then the happenings appear a lot easier and in great detail. And other abilities start appearing. I have never experienced anything like this and I'm told this is only the beginning. My thanks to Ron will stand in eternity."

Yes, nice one. And I read one more. This is one from a person named Birgit Visti. It is probably the wife of S¿ren:

"I will try to describe, what I have reached on 7 and 8." (Which is Excalibur and OT Life Repair I guess that's what they call it up there.) "Right now I feel I'm floating in the air. It has been an incredible experience. Everything, I've touched lately, have succeeded very easily and with big success. I also feel a lot lighter, as I know the mass, I have been carrying around, is gone. I feel like loving all the world and I wish that everyone will reach this condition and I know we will get a wonderful world for everyone and I will do, what I can, to help achieve this."

I think we covered all the levels except somebody from 12 and 13. I don't think I read one from that level. I just want to find one, if there is one...There is one, you have one. That's right. That was a funny one too. < You want it? > Yes, we can read that one. I will handle any questions, until Ulrich comes back with that one from 12 and 13, here's a good success-story from that. He just completed it recently. OK.

First of all any questions about the Bridge? You've heard the R-factor on it, you've heard some

success-stories. Anybody having any questions about it?

< Can you tell a little bit more, how you discovered that Bridge? >

Now, tell me who you are first.

< Ah, my name is Ole Halvorson, and I'm from Sweden. >

OK. So you want to know a little more, how I discovered the Bridge. OK. The first thing I took - Ulrich and I worked together - we took the existing materials, that was known about, up to that point, you see? On the Bridge. And we studied them very thoroughly three times through and checked each other out for a month and a half.

< That was a couple of years ago then? >

Yes, a couple of years ago. Everything we knew, you see? Up to that point. We are both technical people. And then we started auditing that. The last stuff, that we knew was from LRH, right? And we started auditing that and applying on what we ran into - we applied also, when necessary, more Tech or Policy or Ethics to that. And from that came the Excalibur theory and practice of how to get through that level completely. The reason being, that people had been running that for thousand of hours - the level used to be called... NOTs, I think. And then they - people used to run it for thousands of hours and years and all this stuff and they never quite got through it. Nobody could ever say: "Well, I'm through it." But then the guy, he says :"Yes, I completed it." and then he falls down the steps and breaks his head, you know? Or he goes nutty or PTS or something. Well, he didn't really. So the thing was, we figured there was something, they didn't know about this stuff. Or there would have been a lot more completions and there wouldn't be such an endless type of thing.

So now we know why that was, it required knowledge of not only Tech, but Ethics and Admin as well, to get through the level. And you CAN get through the level. And we developed whatever was needed from LRH basics, to handle anything we encountered on the level and you arrive at the state of having handled the biggest barriers, "most secret, most ancient barriers to OT. An organized attempt on the 7th Dynamic." Organized, see? One thetan can't go up against an organization alone, you see? He has to have some very powerful Tech to be able to handle that. And that's why nobody got out and got through it before. They didn't know you, also have to add Ethics and organization to your handling and a good training program, so that you know how to do it. And after that - anybody who gets through that - will bump right into the next level. You can't

help it, you understand? You don't have to look very far, once you know you finished, that you just think: "Well, I wonder what..." - BOOM! - and there it is. You see what I mean? And if you have the technical data to analyze it, and the basic knowledge of what technical processes are needed to handle something like that, you just write them down and you try them and: "Oh, this is the best way through this!" - Boom - and you do it. Very easy! After that point things came off like - I mean, I could write up, what was going to be on the next level. After I'd finished THIS level, I could then write up, what was going to be on the NEXT, because I KNEW, THAT HAD TO BE NEXT. I made one or two mistakes on the way and the next day I was smashed. I said: "Uh, I've skipped something, something I didn't get. What was it? What was it? Aaaah, there is another aspect to this! I see, you have to do it this way now!!" Now I ran that - Aaaah, VGIs, FTAs - fantastic, great, great, great. And then there is this other aspect. "Oh yeah, now I can do this." Now I hit this and - Boom - I can do it. It's very simple, you see? If you know the basics. And so you just - you can't help it - hit them. So they're right there in line - boom, boom, boom, boom, boom, boom, boom - and I didn't know, where it was going to go, but I knew THAT was next, THAT was next, THAT was next, THAT was next and it just kept going one at the time. If people do the whole internships here, they see the development of this. How it goes from one level to the next. Didn't know what the next level was, when you were doing this one, you see what I mean? But after you've finished this, you run right into it. It was EASY. Things weren't meant to be this difficult. If it wasn't for all these Implanters, they had around the games - they were trying to keep people's awareness down - a thetan could go Clear and start right in on OT 9, you see? It's only the implanting, that kept them unaware. It wasn't supposed to be so difficult. It's a lot of fun. It's just handling all these incomplete cycles in your universe, in your games, on your Dynamics. No. Very easy. So they just came one after another and then finally you get to the end and - Boom! - you have no case and you realize: "Oh, I've no case now because...haha...because...well, that was it! Haha" It's very simple. So you show me somebody that got through Excalibur, and you have there a person, who hit the next level. He will see it, there it is. It's self-determined.

I'll give you an example on a lower harmonic. Suppose you only had the Bridge up to the communication level. You're out in Africa somewhere in the jungle and somebody sends you Dianetics and you ran that and you did ARC-Straightwire and Engrams and Secondaries and all that and then you got this thing it said "Communication-level" and you ran that and you felt: "Great! Now I can communicate to everybody!!!" You see? And you start communicating and pretty soon people are coming after you with spears and trying to shoot you up and - bang, bang, bang, bang, bang - and you say: "God damned! This can't be all there is, you know? This communication is great, but man, look at all these problems I have right..." PROBLEMS...! It's the next level!! You see how easy it is? Well, there you are! Alright.

This is a success story from OT 12 and 13:

"Now, this is a hard one to put in words, without starting to look too unreal. I'd say, this level has taught me something about the fabric of this universe, or rather, universes. It has taught me, how the universe is holding one, as well how I'm holding it. And from this I have become disentangled. As well I was taught something about space, about the limitedness of the MEST-universe space. About the vastness of my own space. And as well I learned about expansion. It may sound funny, but shrinking is the wrong way to expand." < Then he says in parentheses: > "(That's a typical OT 13 joke.)"

Shrinking is the wrong way to expand. I explained before, that expansion is the big thing. OK, next question?

< Yes, is it required at any time to read the Green Volumes as a prerequisite? >

Well, I think that people, who are out there spreading rumors and wondering, what's going to come and what to do and so on, would be better advised, if they have access to a book-store to buy and read the Red and Green volumes at any time during their life. Even if they don't have the money to spend on auditing and so on, they CAN always borrow a book, even from a library or a friend, and read. And there's no barrier on that. In other words it is good - that when the guy gets caseless, he - better start learning some basic administrative doingness, because he's going to find himself - whether he likes it or not - if he's staying in the game to help others out, he's going to find people DEPENDING on him. Because he's the only one, that can be certain about what's happening, he's the only one, that doesn't have a case, so he's going to naturally become the guy, who everybody is depending on to do something. So he better know, what he is going to do. Now if he's not trained in the area of administration, or he has some former idea, that is not quite as efficient, as what he can learn from the Policy Volumes, well, then he should read them. Yes. I would say so. However, it is also possible to - shall we say - take the Volume 0 and learn the basics of Policy, and from that one he can - well, after OT 16 a person would start cogniting like mad, he could almost sit down and write the rest of the policy himself.

This is the possibility you get into. You find out on this Bridge - WHERE did LRH get the axioms from? They're not just HIS "idea", no way. YOU could sit down and write them, after you do the Bridge, you see? So we must thank him, because somehow he came into this game, into the area of this planet and he came in with the knowledge enough to be able to sit down and write those things, so you could start Scientology. And therefore he must have had a pretty caseless viewpoint about things. And I think you find that all through - he says: "An auditor should have no case. A staff member should have no case." And none of us should have any case, right? That's for sure . Because, when you really don't have a case and you've really handled all these things, YOU could sit down and write the Factors, YOU could sit down and write the Axioms. You can do it! Or you could write your own version of it, Because you would know exactly, how the guys got into this situation themselves, you know? You see? So you can - again, it says here on the side of the Bridge - there is a point of Clearness, OT-ness, Static Point and there's a Source Point up here. Well, that's what it means. After you become aware of all this and become aware of how to do the games, how to create games, how to make better ones and so on, then you can become a source of games, of new games and new ideas, right? That's all it is. OK. Any other questions?

< Yes, how would you define a Clear Planet? Just to raise another nasty question... >

That isn't a nasty question. Clear Planet - well, by the Grade Chart here - let's look at the two

things: are we talking about the beings ON the planet or the planet ITSELF?

< Well, I don't know. There was always this promo piece about the "Clear Planet" and apparently that's all we were into. >

Yes, that's a good thing.

< ...at least we were totally aware and then... >

Let's assume this...

< ...people decided it wasn't possible and all this, so maybe it wasn't defined correctly ever. >

Maybe not. It would be a first gradient actually - is to get people up to Clear. Say there is 5 billion people walking around in bodies on the planet. I mean, there may be others that don't have a body or are waiting in line for bodies, but there's around 5 billion on the planet now. And you could effectively Clear them, but they still wouldn't be caseless, they still wouldn't be OTs. They would be much better off, but you would have to put in a program to get them all the way up the Bridge, not just Clear, you see? That isn't quite enough. Why isn't it? Because there is a control mechanism on the 7th Dynamic right here at OT 8. And that control mechanism on the 7th Dynamic influences people's actions, governments, sciences, whatever, it INFLUENCES them. So even if the whole planet WAS Clear, they still could be influenced the 7th Dynamic suppression. So it's better to get them all the way up to have NO CASE and then they won't be the effect of that anymore.

Now, so that's a program which you say: "Hey man, that's going to take a long time." Well, when you can take one person up in two years and you can train twelve people or twenty people in a few months - especially after they have finished, they can train very quickly on how to do C/Sing, how to do auditing and so on - you can now expand at an increasing rate, because once you start handling groups, you get into the awareness of what a group is and what an opinion leader is, and, for instance, let's just take islam for an example, right? If you got twenty, or let's say two, people very well trained in Islam - in Islam religious groups there they want to find out the truth - and you train these two guys very well to be auditors, C/Ses and so on, all the way up and you send them all the way up within two years - no case. Now, if you multiply that two, they go back there into their groups and they start training others - two, four, eight, sixteen - bam, bam, bam, bam - like that, this religious group which controls maybe 700 million people - you see, 700 MILLION people - in a very short time, they could have the whole group going up the Bridge. Now

if you find another group such as Buddhists - who are also very organized and so on like that - and they look for the truth too - and you train a few Buddhist auditors - do you know how many Buddhists there are on Earth? There is about a billion, there is about a billion Buddhists in the world, you see? Most of them are in the East, but there is still a billion. Hey, with that plus Islam, you've handled nearly a third of everybody on the planet and it would only take maybe 15, 20 years. If you could get it into there. Well, the reason, we couldn't get it in there before, is because we didn't have anybody up here really operating on OT 17 to 33, except LRH and nobody else was supporting him too well, because they weren't ready to do it and people made mistakes. But now, when you understand all this, you can do it just in the right sequence, the right gradient, and it goes and it just gets bigger and bigger and bigger. Then you can find other groups, that might want to do it. Like say the - for example - the old people. What's doing with all these old people in all these countries? They are quite bright, intelligent, they've had jobs all their life, they have experience and they are just sitting around waiting to die. Why don't we teach them Basic Scientology? And how to be auditors and they can audit each other, keep each other alive for a lot longer and be ready for the next life-time, if they want to, to carry on. Because they can get their certificates validated - any auditing they've done doesn't have to be done again or you'd overrun him - see? So they can start - and they're not doing anything! And they have the income to just sit there, or the social security. You could take old people. Now what is "old people"? There must be - well, 400 million old people all across Europe and America. See Retired. Now, see that's the cleverness, you look into what groups can you - no, you don't want to just get this guy down here and these little guys who go into the bar, that isn't going to make any effect on the planet - you have to do... think of it logically : How would you do this - creating a Clear Planet? You find the largest groups, that have organized comm-lines already as 3rd Dynamics, and transmit the data down without alter-is and you train the top guys there and they go down, then carry it on, while these are going - now those are going - bam, bam, bam, bam, bam, bam - and you create a large effect, you see? Right now we are getting in the people, who WANT to come. Most of you, I know, have picked up, that you had some kind of mission on this planet, to help out in this kind of thing. Well, that is true. But we're the ones, that then have to direct the handling on how to do it and keep it going. Nobody wants to have a case. Nobody wants to have a case. It's only the implanters, that want you to have a case. And I'll tell you - the money people are paying, the sadness, the grief, the pain they're going through, dying in the hospitals, and dying from all these diseases, and all that stuff - they wouldn't do that, if they didn't have a case. They're paying a lot of money to have a case. It's much more economical to get rid of it. OK. Any other question?

I might add, that there are great...(I was looking here, as there is a doctor in the audiences)...so I was going to say, I might add... to the benefit of people, who are interested in sciences and medicine, that there is the possibility of research and development and further discoveries and further methods of handling in all sciences and all medicine and all healing practices and any kind of technical work - these branches become so numerous, when you go up the OT-levels, you start seeing, let's say, the underlying basics to everything. And you are going up there, as a person, who's maybe got a job already or you're an auditor or something, you don't have time to investigate all of these various interesting phenomenon and find out, how does that apply to chemistry or physics or new inventions or whatever. You don't have the time to do it, but you know other people, who come up there, will want this and will have the time to investigate it and handle it, you see? We have plenty of things, that will be enough to ensure that there IS a New Civilization. The New Civilization can have a whole new art, a whole new music, a whole new aesthetics, just based on what you realize when you go up the Bridge. When you do, it makes the other stuff, that's existing on this planet, look very boring - very boring, very controlled, and very down-tone. Except for the occasional bright person, that's coming up with a bright idea. And THEY never seem to get too far with it, you know? But otherwise, when you see this, you say: "MAN, this planet could really be cooking, it could really be bright and brilliant, brand new aesthetics in advance of any other planet in the universe and be right at the forefront of progress and expansion." And that also would help to get people interested and going up that Bridge. If we do expand in all these other areas, there's a lot of possibilities there of life-long works. Listen,

these other philosophies, that come around, they have people, that spend their WHOLE LIFE just getting the "interpretation" of the "what the guy said", you know? And they make a whole work, a book, that interprets ONLY what ONE guy said from another part of the religion or science, you know? And they do further investigations on THAT. Then you have full volumes of this stuff clogging up the libraries. Now we have NEW BASICS to look at. Now from THAT can come all these other things: new inventions, new basics, new material, new ways to live, and ways to be healthy, and blablabla - anything, you want to look at, can be improved from the possibilities - shall I say - on the other Dynamics, that are realized on the way up the Bridge. We've already noted down several of those, but we don't have time to do them, we need other people to do this. So we don't only need auditors, we need the whole elements, all the elements, of a New Civilization. Because that is how, it is going to be handled on this planet. Other planets will be MUCH easier than this planet. They will be, because they don't have 193 governments on the planet. They only have one...and at the most two. So all you have to do, is start at the top and everybody goes up the Bridge, OK?

The people here are so aberrated and so controlled by this level here - on the Excalibur level - that can't even...they are not ALLOWED to see the benefits of Scientology. Not allowed to. Their case will not let them look at it and their cases will order them to invalidate it too, because Scientology IS the way out. And if people are trying to keep you IN, then they won't let you see the way out. Of course, of course, of course. If you're in a jail, right, then the jailor is NOT going to let you have the key, is he?? So you can look at it as a reverse analysis - looking down from the top - you see? Of course! Why didn't people...you know...why was all this effort against Scientology?...and why was all this efforting to get it applied into the world and so on?...Of course! It was the KEY to getting out. So it had to be resisted, be RESISTED by those, who wanted to keep everybody shut IN, right? And that's what Excalibur handles, and once you pass that, YOU CONTROL WHO HAS THE KEY. Yes. Nobody can keep you locked in and you can free others, right? Whether they want to be freed or not, that don't matter, you understand what I'm saying? These levels are not something you have to effort to do. You don't have to effort to do this, you don't need billions of dollars to do it, you see? The guys, who are keeping things going - enslavement on the planet - they think THEY need billions of dollars to keep you enslaved, they need to take all your money, so you can't use it. So they have the goal, they have the money, they have the power, they have all the big machines. Fantastic, you don't need a single bit of that. What you need to do, is to get caseless, so you can audit anyone, anywhere, and change THEIR case and handle them at any distance. That is just a matter of ethically using that, so that you don't overwhelm yourself or your organization. In other words, if we want to have 500 people walk in here tomorrow, a couple of us could sit down - that have done some of the higher levels - and we could audit 500 people, you know, the locks off of them, you might say, that are keeping them in their "jails", open their doors and they would get here, as soon as they could, in the next couple of days. But we don't have enough auditors to handle them. So we would be guilty then of doing an out-ethical thing. We would have a demand in auditing and training and everything, but now we wouldn't be able to to deliver it, so it would be an auditing, a NO-auditing ARC-break, a no-training ARC-break. So we COULD create an ARC-break like that. So that's why, I'm encouraging people to get trained and to be ready to handle the flow, because we CAN create the flow, we don't need to do all this promo and billions of dollars of advertisement. When you can DO OT- actions, you can DO them and you KNOW it. I mean, I've done it over the last year, that's how we are keeping filled up. And I'm concentrating ONLY on people, who are worthwhile to be trained. I'm not even asking for public. I just want people who can be trained and a steady flow keeps coming in. You might say: "Oh, that's amazing, how come a steady flow keeps coming in. You must be getting good results." Yes, we're getting good results, but remember every time you get the people who WANT to do it, then you move into the next gradient of people, who may NOT want to do it, or they're in doubt. Well, every time the flow slows down a little bit, I just pick out a few guys, who are in doubt, and I just audit something off of them and then they come in. You see? It's that simple. And this is how easy it can be to Clear a planet. We are not talking about a lot of effort and a lot of - uhh, uhh - required - you know - and a lot of: "Ah, you didn't get your Stats up this week and

therefore you don't get any family-time and you got to clean out the cellar." We're not talking about THAT way of Clearing a planet.

We're talking about doing it from an OT-level or caseless level, where the guy can operate as a Static. Static State. "Instant thereness" is one way, it is described or "communication without vias" is another way, it is described. "Vialess communication" or "vialess auditing" or whatever you want to decide. You see? Once you've finished Excalibur YOU are powerful enough to actually do, what the implanters were doing. You're powerful enough after Excalibur to control the lives of many people through their monitoring systems, but that's still a bit of an Overt, you see? And the monitoring systems didn't work efficiently anyway, they are only about 40% efficient, only more efficient in the cities, than they are in the towns in the country, because people don't get so restimulated in the country. So the implanters always worried about: "Are these guys gonna break out or are they gonna get us...", you know. They're not 100%. They just happened to be able to influence the top guys and they even had to put...they had to put some even PHYSICAL control methods in to ENSURE that the monitoring systems would work. You know, you've read about that in "Sector 9". I mean, THAT'S the physical control systems, they put in. But it's not efficient, that system. It only works with effort, effort, effort on every level. When you're at the state of no case and you have a Super Static idea of things, you don't need all this effort to do this. It's completely easy. It's f a s t. Totally certain. You have to know and do a good case analysis, you have to find out, what the thing is you want to handle, and then you find it and handle it and it's almost a few SECONDS only and then it's GONE and then the guy will experience: "Oh!", and then he'll move toward the Bridge if you want him to move toward the Bridge.

So I know this will be a very scary tape to people, who are considering their own Missed Withholds and their own Overt-actions and their own implanter-type tendencies - this type of talk will be very scary to them, that they could be influenced or their mind could be read. But let me ensure them, the reason they're feeling like that, is not because I'm saying this, it's because their mind is ALREADY being read, ALREADY they are being influenced and they ALREADY have so much case there, that they are caved in by it, and those monitor systems on those kind of people, who feel afraid by this, have TOTALLY WORKED...they are one of the people, who they are measuring in the "40% efficiency". "It's totally efficient on you fellows, you ARE in it and you have been monitored and that's why you feel funny, when I talk about this, because I'm starting to as-is part of it right now!" You see what I mean? That reaction you feel, when I'm saying I can read, what you're thinking and I pick up your ideas and I know, what your case is about, "that's because you ALREADY have that case there, that monitor system there and you better go up the Bridge and do Excalibur, man, or you are never going to get free like the rest of us." So don't be afraid of people, that are going up the Bridge. They're interested in basically the greatest good for the greatest number of Dynamics, ethical actions and getting people out of the games, that they're stuck in and that they're losing badly. You know, the people that feel they're losing. You know...they're sick, and they're tired, and they're this, and they're that, and they don't like it, and so on - we CAN get people out of those games and they can play the ones they like and the ones they are interested in and they will do it with a lot less effort, Ok? And you have to only realize there are only really TWO intentions in anything you go into on the planet. So don't be fooled. There will be an intention TO TRAP YOU OR TO MAKE YOU SMALLER. And the good guys though, they will have a different one.

They will have the intention TO FREE YOU AND MAKE YOU BIGGER AND EXPANDING. So don't get fooled by any of these "other practices" or anything, which have become popular in these

last few years. Anything, that is trying to reduce your awareness, control you, to make you smaller, or to trap you, is operating with, or in agreement with the monitor systems, that are already installed on the 7th Dynamic. Just remember that and know also, that now on this planet, we have a Bridge and we CAN get people TOTALLY up to the point, where they don't have a case, and they can do things, which are very effective in helping OTHERS not to have a case, and clearing the planet, and OT-ing the planet, and Static-ing the planet, and getting it all up, you know? You see, one of the main games, that you didn't handle on the way down the Bridge - the way toward more aberration - one of the things, thetans didn't handle, was WHAT THEY HAD CREATED. And that became the MEST-universe. So the bits of your responsibility are laying in the MEST-universe and that's why you're in it. You have a job to do there, so you better get on up to the levels, where that's done and finally finish the cycle on that, alright? Meanwhile it will remain here as a playing field getting thinner and thinner, as people go up the Bridge and take the parts, they're responsible for, out of it. And so, if you feel the MEST-universe is getting a little thin or s l o w l y changing or things are going unreal, or if things are getting a little bit out of hand and you don't understand why the political parties are acting differently than they were last year, or there are some w e i r d cycles going on, on this planet, that you don't know anything about or you might hear about unidentified flying somethings around or strange effects happening in politics and so on like that - don't worry about that, don't worry about it at all. We're saying, that it WAS all under control BEFORE and you felt "secure", when you THOUGHT there was going to be a "one-world-police-state", but that isn't going to happen now. You are going to be REALLY SECURE in your freedom and your independence and your ability to choose your own games and do it self-determinatedly or pan-determinatedly.

So there ARE changes happening, just as predicted in "Sector 9" and the "Debrief" I made a few years ago and now there ARE changes happening, that are - you can actually read about in the newspapers, if you care to - and these changes are coming about because of LRH's Tech and because of the Bridge and people going up the Bridge. The monitor systems are being taken away bit by bit and so people are coming out from that suppression and things are starting to happen more on a pan-determined and self-determined basis. So don't be surprised. It's apparently a confusion. It LOOKS confusing, because the stable datum of the "one-world-police-state" is NOT there anymore, but the stable datum of FREEDOM AND THE BRIDGE I S there for you. And if you come up the Bridge, you will certainly start to understand - and as you go on up the Bridge - then you will fully understand, what it was all about in the first place. Because people never were, or thetans never were, BODIES. They USE a body in the game, they use it, just as you would use a good tool to handle something in the game. But you're not the body, so don't let people tell you: "You are the body", you see? That kind of false data is what is keeping people trapped. They don't realize they are a spirit, or a being, or a thetan. They don't realize, that they don't HAVE to be told, that they evolved from a lower form of life. No! All of that is FALSE. The real truth comes, when you go up the OT-levels. You find out, what the real truth is, and then the best indicator of that actually being the truth is: "Are you able to produce the result with it?" Damned right. There's a lot of results happening right now. OK. So if there are no further questions...anybody thought of a question while I was extemporizing there?

< Is there somewhere on the Bridge, where you can heal people from a distance? People who basically never got any auditing and are having a lot of trouble physically? And you would like to help that person to stop that pain or something without to go to the doctor, until all is handled? >

Would you identify yourself, please, to the microphone?

< Mu name is Mohammed Bouderba...I'm from Marocco, but I'm helping people out in the moment in France. >

Very good, Mohammed. And "Inshalla".

< "Inshalla".>

It has always been a goal of people to be able to heal with a touch, and so on like this, and you've heard many stories of that in Bibles and so on. And I can tell you for true - that DID happen, that IS possible, you know? I'm not saying ALL these stories were true, but they CAN be true and it probably DID happen in lots of cases, that people could heal by putting their hands, or prayers - or not prayers too much, but hands - and touching and intending whatever it was in that area of sickness to be well again and to help...

< Right! >

...help in a GOOD sense. So this ability IS possible and you find out how it was done and why it was done and how it can be done. On the OT-levels you do find this out . It can be done.

< Good! >

But it requires...what it requires, is somebody to be at a high state of awareness regarding LIFE. They have to understand, that everything that exists, was created by thetans and it has something to do with them and has something to do with life and so on. And you have to also be WILLING to have it audited, in a way. They wouldn't know...the healers WOULD know only that they, as a being, were powerful enough to influence THAT particular life to being, were powerful enough to influence THAT particular life to come back to a normal state. Because they WANTED it to and they got it COOPERATING with them. Now we're working on a different basis here - that the person HIMSELF will do this with his own body at this level here - the C/O Cycle Rundown. The problem is: how do we do it at a lower level?

< Right. >

You see, a person CAN do it himself by getting up to that level and do it with his own body and he could probably do it with another's body. BUT they key-point is: Does the person have any counter-intentions to being healed?

All the stories I've ever read about great healers of the past - people who could heal by intention or by laying the hand on - always when the person came to them. they always ask first: "Do you want to be healed? Do you believe?" Now if the guy did that, he was in agreement. The thetan, who was running that body, was in agreement with the guy, who was doing the healing, so they could almost do a session there, you know? They were both on the same vector, the same intention.

< No counter-intention. >

No counter-intention. Now the point is though - as the doctors will tell you - the problem is that EVERY level of case - of course - have some points of counter-intentions, that are unknown to the person in there. And if a CASE is influencing the PROLONGATION of a disease, or the actual BEINGNESS of the disease, then you have a VERY hard time getting the person to handle the other-determinism, that's coming on to this disease. And a lot of doctors will find the patient will get better, as long as THEY are totally with the patient. And they're doing this sort of "bypass" of the thetan, who's running the body and sort of get him - you know - in their space and they handle this and that and that and that and the guy says: "Ja, ja, it's better, it's better." Then he walks out the door away from the doctor, who - remember - is another thetan, who wants to help that person get cured, right? But now the person goes out of his space and the old other-determinism comes in again, right? From his case, right? And so he goes out the door and he starts feeling bad again. So he has to come back to the doctor and feel good again and so on it goes like this. Now if a doctor really wants to heal someone and not just make money on the guy keeping coming back, you see - he WOULD be interested in going up the Bridge and learning how to apply this data at that level of "a person not having had auditing". Now, we haven't worked out exactly how that can be done, but there are two doctors going up the Bridge now, that will be able to do that. So I hope in the future, we will have some technique to be able to handle - both physically AND spiritually - an illness on a person, who has had no auditing.

< I will be a doctor then. >

You will be a doctor. OK. Maybe it will take two doctors, you know, maybe a Gang-Sec-Check or something (laugh). No, it CAN be done. It just needs to be worked out exactly how to do this at a

lower level of the Bridge on somebody, yes? Combining the basics of Scientology and the basics of medicine...what's all these other-determinism points on the case, that could keep the thing going, you know? Alright?

< Another thing we have seen. There's a lot of money spent on this "Cancer", and they didn't get a result of the ability to heal this kind of thing. >

No!

< So can we help people in the future? >

Again, the doctors believe, that we CAN possibly do that, when we have all of this - both the spiritual and the physical resources necessary. It CAN be done. I mean, one thing that bears some investigation, as we know on the normal Basic Scientology, is, if you try to handle an ARC-break, that has an earlier similar, it won't resolve, until you get to the earlier similar, you see? Or a chain of Engrams will not erase, until you get to the basic on the chain. I think, with these "unsolvable" diseases, they just never got to the basic on the chain. The disease ITSELF may be OUT OF PRESENT TIME. The life-units, that are taking part in "being diseased", may be THEMSELVES out of present time. And they (doctors) just don't know how to get them into present time, so they can be cured, you see? I tell you one thing: Now you are certainly not going to get them into present time by radiating them, you might move them to a different part of the time-track, and they appear to get better, but they are really worse. So, you know most people, that have radiation treatment, they lose their hair and everything like that. Well, it did move their body to a different part of the time-track and now they're in a part of it, where they're losing their hair and they go anemic and other strange things happen, so they can't...it may have moved SOME of the cancer to that part of the time-track too, so it looks like the cancer is being handled, but they did just move it into another incident. So a lot of medicine is determined on the basis of: Which would be worse for the patient - to die from this, or this? Right? They do that. They have to find something that WON'T kill the patient, but WILL kill the disease. So if this SEVERELY affects the patient, but KILLS the disease, they go: "Ok, we'll try that." You see? The ideal scene in medicine, is to find something, that doesn't affect the patient at all, but handles the disease. But that's the IDEAL SCENE, it's an absolute. It's almost hardly obtainable. You have to have these things, that they call under the term "side-effects". Now the side-effects are these other - shall we say - not-optimum states, that come from the administering of the cure for this other thing, that you're trying to handle. So these side-effects in some cases, can be a lot worse than the thing, that you're trying to handle, you see? It's just a question of decision. But knowing that this happens, then they don't have the FULL handling, you see? A full handling would be to do it WITHOUT side-effects. With the addition of Tech into medicine, you may be able to find the ideal scene in all cases by analyzing it spiritually AND medically. Then you have an ideal scene combination, where you can have...it gets handled WITHOUT side-effects, you see?

< So all the doctors should be auditors in Excalibur. All the doctors should do Excalibur. >

Well, they should do the WHOLE BRIDGE.

< The whole Bridge, yes. >

So, yes, they should do the whole thing. That would make them very able. The thing is, that just healing by spiritual means alone leaves the dependency there. The guy didn't know how he did it, so he is going to say: "Hey yeah, you must be...

< Allah!" >

...Allah!" (Laugh) or "...something holy!", you know? Wait a minute: that's just creating MORE other-determinism here! It may be a BETTER other-determinism, but again that's a side-effect, you see? From a miracle-cure you also have a side-effect. The side-effect is: now the guy is going to go into another determinism or another practice. So that is also a side-effect. You see, the games are much bigger and much longer and much more remote, than these small games, that they're playing on this planet.

So these side-effects are like moving the thinkingness of a person from thinking about his disease, you know, to now thinking about all the things he has to do to keep up with his cult or whatever or religion or whatever he has now joined, because that handled his disease. Now which is worse on the case? Well, you have to decide again. You know? Again and that's a "side-effect". So you exchange one part of the track for another. Is the guy more interested in his spiritual freedom or his physical feeling? The Bridge takes into account BOTH of those all the way from Dianetics. Up the Bridge you have to take into account both sides - the physical and the spiritual. Now to combine that with medicine, we CAN do it properly, and we CAN find out, exactly how to do it without side-effects. A side-effect can only come, when the guy has a time-track or a games-track and it can only come, when he has a case. If he doesn't have a case, he ain't going to have any side-effects. But the problem, you proposed, was not that. The problem, you proposed, was, how do you handle a guy down the Bridge.

< Now we never before saw it all like that. >

Yes. That is the problem. So that is why the doctors are going up the Bridge to understand that. They've already researched in all areas of electro-psychometric medicine, naturopathic healing, all different normal medical techniques, and all of those other things, right? And they still have a certain percentage, that will not respond properly. So we now want to get to a standard in

medicine, that will also be able to handle ANY case - resistive or not.

< Is that Dr. Prinz ? >

He's one of them, yes, he's one. He's on Solo now - Solo-Excalibur. Ok? Any other questions? The tape is about to be over.

< I think it could be interesting for other people to know, how many is on the Bridge now on the upper levels. >

Oh, thank you. That's very good. Yes. There's over a hundred people on Excalibur now at this date and there must be a dozen or twenty people, that have finished Excalibur and are onto OT 9 to 11. There must be at least twenty on that and then maybe ten, that are onto 12 or 13 or above and there are at this moment, there are about three people, that have finished the whole Bridge and there are several others - about four more - that are right behind on the top-levels, right, almost finished the whole Bridge. So it's been going now for about a year, since we started off the call for people to come in and get trained on Excalibur. But I've finished for myself last June and then we really started getting cooking on it. We knew we COULD get out of the whole thing and then we got cooking on getting people trained to do it. OK?

So I thank you all for being here and taking part in this and I hope that anybody, that hears this tape, will also get the purpose, that we CAN do something about the games and the planet and any condition, that is non-optimum and have a lot more fun in the future. And so I want to thank everybody, that enabled this to happen, including LRH.

And of course, as a thetan, we call him Elron Elray, because that is the name he prefers - and I thank him and I thank all the people, that helped all around here and supported us going up the Bridge: the people, the auditors, the C/Ses, the public, that came in and did it, and the translators, and the people, who did projects and everything, and from all the countries of Europe and from other countries too: New Zealand, America, and so on, and other planets. Yes, don't forget that. And other Sectors - we have a few guys here from other Sectors. So, if there's no other questions?...

That's the end of Administration Briefing No. 1

25th January 1987, Teegeeack Time.

at Ron's Org

Thank You Very Much

c.Sector Operations Bulletin No. 22

11 MAY 86

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11 MAY AD 36

Plans for Teegeeack

This is going to be the most important planet in the Universe.

It will be the EXIT POINT, the training center for Auditors for the rest of the physical universe.

It will be a center of culture - of art, music, and knowledge.

Sector 9 will be a buzzing beehive of industry and activity again. The "game of games" will bring prosperity and a new future to this area.

I wish to thank all my friends in the Free-Zone and especially Capt. Bill, who carried on, in spite of great odds, on my behalf.

The tech is all in his hands and is ready for you now. I wish you all success with it.

When enough are ready for OT 17 and OT 18, I will return.

Until then, I'll keep the show on the road here, in this galaxy and others, to direct the attention and interest of all thetans toward what you - my friends - are doing there on dear old Teegeeack.

It was my home and it shall be again. Keep it beautiful and give it a New Civilization we can all be proud of.

By the way, you all can still communicate with me - haven't you ever heard of telepathy? (Joke).

Seriously though, I don't think you will ever be fooled again after you do the "Excalibur" level. That is the final barrier to your self-determinism, although some may want or need the OT Life Repair Capt. Bill worked out to fully appreciate your gains.

We all have a lot of work to do to prepare the way, so I bid you "Adieu", "Hasta Luego", "Auf Wiedersehen", and "Goodby" ... for now.

The future is ours, is theta's, is static's - forever.

Love,

Ron, Elron Elray

AAV SERIES 1

THE HISTORY AND THEORY

OF

THE FIRST STEPS OF ADVANCED ABILITY V

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This is the history and a description of how Advanced Ability V came about.

In 1978 Ron was being audited on NED and he got ill. The more they tried to repair and handle with NED, the worse the condition became. The bank got beefed up, reads became smaller and smaller, then things stopped reading on the meter that should have read, his TA got high and stuck, somatics increased and the illness became severe. Sensitivity by can squeeze was very high and metabolism low. That was the result of trying to run engrams and engram chains with NED on someone whose case level was above clear.

I was urgently called out to where he was as it was considered that his life was in danger and when I arrived there was a doctor in 24 hour attendance.

The first thing I did was to look at the folders to see what had been happening in the recent sessions to try to figure out what the main BPC could be. I did a little assessment, found what read and indicated it as by-passed charge. This produced a small F/N and some immediate relief. That was the first assist. From the assessment and from folder study it became apparent that the main error was that an OT was trying to run engrams as his own when, if a person was clear then he would not have any engrams to run. It also became apparent from the way the engram chains had been running that there were indicators of jumped chains and the content of the incidents showed that these incidents belonged to different people or a different BT from one incident to another. One of the early sources of BPC that I checked on a meter was whether the incidents that he had been trying to run were misowned by him as his charge when they really belonged to

BT/Cs. That read and indicated and started to bring the TA down and produced an F/N. That's one of the basic principles of AAV, the idea that a person who is clear or above, when asked to run something, especially a secondary or engram, will apparently find incidents and will often get mental image pictures or facsimiles to run. Thus you get the apparency that you can run Dianetics on a clear or above. If they are not his own incidents, they are misowned incidents. So, one of the early steps of the rundown is the location of incidents, especially engrams, which the person has tried to run as his own when they weren't. Early on the rundown it's not as important to locate whose incident (i.e., which BT it belonged to), as it is to locate the fact and have the PreOT recognize that he tried to own it as his own when it wasn't his and tried to run it as his own when it wasn't his.

This goes back to the axiom about ownership and persistence; assigning other authorship to a picture or saying that one created it when he didn't, causes a persistence (and it causes an increase in mass and solidity). If it is somebody else's picture and the PreOT tries to run it as if it is his own, that will add mass to it and the more he tries to run and erase it, the more mass is added to itbecause it is furthering the lie that it is his picture or that he created that picture when he didn't.

Early in the sessions it became apparent that an early action that should be done on AAV is to date/locate the point when the PreOT went clear. That in itself tends to blow off a lot of charge from the engram running after clear. After having date/located the point when the person went clear, you then ask the PreOT if he tried to run incidents after that point as if they were his own (when they weren't). The PreOT will usually scan up through his auditing track and blow off locks from his auditing track and will have cognitions about considerations he made in auditing and about why he had difficulty when he did and so on. It also clears up a mystery for him as to how come he "still had pictures after he was clear." Very often you have to clean the button "invalidation of clear" because the PreOT having gone clear at a certain point and then later, encountering BT/C's pictures or masses, will have decided he wasn't or couldn't have been clear after all. So there is often an invalidation or invalidations of his/her clear state that need to be cleaned off. Sometimes there is also invalidation by others. Usually, almost routinely, there are invalidations by the PreOT.

Doing the above brings about a resurgence, a rehabilitation of the state of clear, or similar. That's the essence of the first steps of the rundown.

One of the reasons why people who have completed III can get into trouble running engrams is because they thought that, having completed III, they must not have any more BTs/Cs. What a person achieves on III is not getting rid of all BTs/Cs. What they do achieve on III is that they get rid of those BTs/Cs who were:

a) hung up in incident II or I (which is not true of all BTs/Cs), b) sufficiently aware and awake that the PreOT could communicate with them readily and they could communicate in turn with the

PreOT.

On III, PreOTs usually clean up the BTs/Cs that: are readily available and can readily go into communication and who have incidents II and I.

An early discovery on this level was that there's an earlier incident I; there's an earlier incident I that most PreOT don't run on III simply because it would never occur to them that there was an earlier one and incident I is labeled as "Start of track" in the materials. There's an incident I which occurred in an earlier universe than this one. On the subject of earlier universes, this is the fifth or sixth universe and incident I is at the "start of track" in this universe, so it isn't by any means basic on the chain.

The PreOT on III actually only skims the fat off and leaves all the others. It's not that the PreOT didn't try hard enough, he just wasn't aware of them and there's no way he would have been aware of them. An error that has often occurred in the AOs is that of forcing a person to go on trying to find and run more III. That can cause a pretty heavy mess up because it results in restimulation of BTs/Cs that ARE NOT AVAILABLE TO BE RUN ON III. When that has occurred one must repair the BPC of having been forced to go on and other out rud type BPC and rehab their completion of III.

Another phenomenon relating to BTs is that they are very suggestible. If you ask a BT for something the BT will try to produce it. They are not aware of being so suggestible. You ask or demand and the BT will try to produce what you asked for. So, even if the BT didn't have an incident II, if the PreOT demanded that the BT find it, the BT would produce something and even try to run it. It wouldn't be incident II, it would be whatever the BT thought he should come up with. If you asked a BT for "jello" with some intention and impingement, the BT would produce a picture - it wouldn't necessarily be a picture of what you or anyone else would think was jello, it would be whatever the BT came up with as "jello" although the BT didn't have a clue what jello was. Thus whatever a BT produces in response to a demand is not necessarily what one would expect, it is simply whatever occurred to the BT on your suggestion. Obviously if you demanded of a BT an engram regarding a "broken leg" the BT would produce a picture or an incident. It may not have anything to do with a broken leg. It may not have anything to do with any incident that has ever happened. It is just whatever the BT happened to think of when you asked for it. Thus demanding incidents of BTs when trying to run engrams can result in false incidents, dub-in and the weird nonsensical pictures that pcs get when being run on uncharged chains, overrun or forced to run something that is not available to be run. These symptoms have often occurred on PreOTs trying to run Dianetics or engrams after they went clear. The same symptoms can have other causes too; any of the usual Dianetic errors can produce the same symptoms. The PreOT might have a pain in his arm; an attempt is made to run "pain in the arm." The auditor asks for an incident that could have caused "pain in the arm" and weird pictures, strange shapes, masses and pressures turn on and the "pictures" shift and change around. Sometimes it can make some kind of sense in a weird manner or it can make no sense whatever. But there are no runnable incidents and there is no resolution of the somatic that they were trying to run out - and there is usually an increase of somatics, at least temporarily. Those are the indications of a PreOT trying to run engrams when he has none and BTs are being restimulated (who also do not have those incidents). It is also the

result of BTs mocking things up because they are so highly suggestible. They are highly suggestible because they are in such a low state of awareness. As a person goes lower and lower in awareness he becomes groggy or dopey, below that there is a sleep-like state and lower there are various hypnotic or trance states in which the being is very suggestible - and there are much lower states of awareness, too. The point is that the lower the awareness, the more suggestible the person is. Suggestibility and other-determinism go hand in hand, also. The less aware a being is of what is going on, the more he responds to suggestion or command. In the "jello" example the BT is not aware that you said "jello" to him and that he mocked up "jello," that sequence just happens and the BT is not aware of it - except possibly in some very dim, distant, remote dream-like state. The mocking up of "jello" just happens automatically because the BT is way below awareness of what is going on. In summary, a BT will produce something (usually dub-in) when it is demanded that he do so. That is largely due to BTs being so suggestible and partly due to another factor.

The PreOT and the BTs are in contact with each other on a physical (body) telepathic basis. Telepathic communication occurs much more readily via a body than it does otherwise. In other words two people might not have enough power to be able to communicate telepathically but a PreOT can very easily communicate telepathically with a part of his body or with a BT in his body or connected to it. For some reason it puts them into direct contact via the body. Thus when aPreOT thinks a question such as asking for an incident, the BTs in or on his body will readily respond to the PreOT's think - they are in direct physical telepathic communication with the PreOT. This also makes it hard for the PreOT to sort out what thoughts are his and what aren't and causes other problems of confusion of identity.

When a clear is audited on engrams there is another phenomenon that can occur. Sometimes the engram or incident being asked for just happens to exist on some BT's time track; it goes into restimulation and the picture/incident turns on. It apparently runs. But if the PreOT makes the mistake of thinking that it is his incident (very easy to do), there is a misidentification of the PreOT and the BT and misownership of the incident occurs. Furthermore, other BTs tend to copy the picture/incident/engram and misown it as there own, resulting in persisting pictures or masses - normally they fade out in from 3 10 days, but it can be pretty confusing.

The points covered in the above paragraphs explain why, when a clear is audited on engrams, even though the clear doesn't have incidents in engram form, the clear readily "finds" incidents and pictures to run (even though these pictures usually don't make sense). The mere fact of the auditor asking for an engram to run, let alone

insisting or demanding that one be found, might be sufficient for the PreOT to think there should be one and the BTs (in direct telepathic contact with the PreOT) obligingly produce their pictures or dub-in.

When you are auditing a case on AAV that has had engram running after clear those are the symptoms and phenomena that need to be cleaned up. There is usually considerable relief in doing so - much mystery is resolved and there is usually a considerable lightening up of pressures and somatics and masses.

So far we have covered: date/locating the PreOT's clear state and cleaning up any invalidation of it, cleaning up and repairing any misownership of incidents by the PreOT during Dianetic auditing subsequent to clear and we looked at some of the theory and manifestations.

After the actions covered above, the next part of the program consists of getting into a more detailed repair of past auditing. Specific sessions or auditing by a specific auditor are taken up and repaired with the appropriate correction/repair/BPC list.

For repair of a Dianetic session or chain or a period of Dianetic auditing, the Dianetic repair (L3) list is used. For L & N, its repair list (L4) is used - and so on. The repair list is assessed and handled by indication - on a Dianetic repair, for example, no further engram running is done or attempted even if the BPC found is "incident left unflat." That is INDICATED, NOT RUN. But at this point the PreOT is aware of the mechanism of misownership and is able to differentiate between himself and BTs. He therefore won't misown these again. At this point of the rundown you aren't trying particularly to blow BTs, though many of them do blow during this repair. You are trying to repair the BPC of them having been messed up on running (or trying to run) false chains or false incidents, wrong items, uncharged items and earlier similars demanded when there was no earlier similar. That produces a considerable amount of relief and usually gets rid of a lot of somatics - especially the vague, changing massy variety commonly resulting from rough auditing.

How one should go about doing this repair could be made very complicated; it's usually very easy and simple. Often all one has to do is to bring the subject up and the PreOT will start talking about a rough session or sessions or a chain or engram that never resolved in auditing. This past auditing repair is NOT just repair of engram running after clear; it includes any past auditing, whether it occurred before or after clear, that is charged.

The usual procedure is to locate a rough session or chain and using the appropriate repair list, assess and indicate the first reading line, then have the PreOT locate the BT or cluster that has that BPC and indicate it to the BT/C. That will normally produce an F/N. There may be more than one BT so affected and other BTs may need to be located that have the same BPC and indicate it to them, too. Continue assessing the list and handling it as above until that session or chain is handled or the PreOT is no longer interested in.

This repair step could be overdone in that it could be done past the point where the PreOT is no longer interested in the action. PreOT interest is the major indicator and must be present. One always consults the PreOT's interest before and during this step.

Very often during this step of locating and indicating BPC BTs will blow off simply on the correct indication of BPC. Although you can blow a lot of BTs, the main purpose of this repair action is to untangle the BPC due to auditing errors compounded by_ misownership. It's something like straightening out a tangled can of worms. Until the BPC on past auditing is handled there is a liability in proceeding on with other major actions on AAV. Auditing itself can be viewed as a time track and until earlier charge is handled, later charge will hang up and not blow. On AAV if there is BPC left on earlier auditing and one proceeds on with another or other major actions and then makes an error, the BPC can be pretty explosive or it can block progress. Thus there is a rule:

ALWAYS FULLY REPAIR PAST AUDITING BEFORE PROCEEDING ON WITH OTHER MAJOR ACTIONS ON THE PROGRAM.

That rule is modified by not continuing to repair past the point of PreOT interest - which prevents one from overrunning the repair actions.

Should any later action or session bog, the first thing to suspect is that there is an error in the session and the next thing to suspect is that there is some unhandled BPC from earlier auditing that wasn't repaired and locate and repair it. Next to an error in the current session, an error in an earlier session is the most frequent cause of a bog or upset during AAV auditing. This is VERY useful for the auditor to know and will enable one to quickly and effectively recover from a bog.

Most of the somatics that come up were not charged in the first place (i.e. not charged as Dianetic chains), weren't reading, often register as wrong items. Part of the reason for this is that the PreOT was trying to handle somatics that had other causes than Dianetic engrams. They're often pressures or masses that were caused by BT/cluster restimulation. A pressure in the head, for example, is probably due to the restimulation of BTs/clusters in the head and not due to a chain of engrams relating to the head. Although the restimulated BTs are in the head and the PreOT's head is hurting,what is wrong with those BTs is not necessarily anything to do with a head or heads. Thus trying to run anything to do with "a head" or "pressure in the head" would be a wrong item/wrong chain. If they tried to find incidents on their tracks to do with heads, that isn't going to run or resolve the PT pressure and would only complicate the BPC. One of those BTs in the head might have "pain in the foot" or something else, completely, wrong with it. So there can be quite a tangle on PreOTs that have had a lot of Dianetic auditing after clear. What you are trying to do at this stage of the rundown is to untangle the tangle.

A frequent source of BPC on PreOTs is when they were asked for an earlier similar when there was none or when it wasn't charged. Don't repeat this error during AAV. Questions usually F/N rather quickly and often without having to go earlier similar. Most things blow on clears and above by recognition or some brief discussion. Overrunning F/Ns, especially on ruds on a clear or above, can result in the feeling that he/she can't blow anything/can't get rid of anything. Also asking for an earlier similar when none exists if pushed, can only result in a jumped chain.

Thus clears and PreOTs frequently have considerable BPC on being asked for earlier similars. Usually it's just the PT occurrence that's charged. Asking for or demanding an earlier similar that doesn't exist is a frequently reading line and a frequent source of BPC that's encountered when repairing past auditing. And when you are doing a repair on past auditing and found a reading line, if it doesn't F/N on indication, there might be an earlier similar in an auditing session but it is unlikely that there would be anything earlier than auditing sessions that was similar. So if the PreOT goes BIs when you are asking for an earlier similar, be alert for and ask whether you are "asking for an earlier similar when there isn't any earlier similar?"! It will clean up and F/N on indication.

The most thorough way to clean up past auditing is to make a list of all the pc's past auditors (by name), noting the read on each as the PreOT names the auditor (or by assessing the list for reads). Include on the list "solo auditing," "self-auditing" and "ethics actions" - these often being heavily charged.

Start with the biggest reading name and repair that auditor's auditing, then take the next biggest reading and so on. This list could be made up from the PreOT's folders if these were available but that is factually not as effective as simply having the PreOT recall and tell you the names of his past auditors (which also gives the read on each as he recalls them).

You start with a reading/charged auditor, find out what auditing that auditor did and use the appropriate correction list or lists to repair that auditing. You might also need to additionally use an LIC if it was rough auditing.

There are two main indicators that you use during this action a) what the meter reads on and b) what the PreOT is interested in.

Using "Full Flow Tables" and FESes are mostly a waste of time and although that has been done earlier, it is not as effective as asking the PreOT and usually gets into a lot of unnecessary, uncharged and uninteresting actions - thus it tends to create BPC, rather than get rid of BPC.

As a note, when you repair a listing or L & N action there frequently is no right item to be found because each BT would have had a different item for the list or no item for the list, or, any item found could be right for one BT but wrong for everyone else. So repairing past L & N usually consists of getting rid of wrong items/wrong indications, rather than finding new items.

When "self-auditing" or "solo auditing" read, simply repair them as above using the appropriate (or most appropriate) repair list or ask the PreOT what the BPC or error was.

Repair lists can be too heavily depended upon. Much of the time the PreOT can spot what the error was or what the BPC was. Always accept and go by the PreOT's data and consult the PreOT.

A special note regarding solo on III. Aside from the usual errors or sources of BPC one would expect on III, there are also sources of BPC that one could expect in view of the AAV data so far, e.g., trying to run a BT/cluster on Incident II or Incident I when it didn't have them, when it was hung up in some other incident entirely, or when it had an earlier Incident I or when it only ran copies of other BTs' Incident II or Incident I. Sometimes a BT has read on " trying to run incident II (or I) when it wasn't reading?" and there is the additional question that came from original AAV research of "an earlier universe?" It turned out that some BTs were hung up in an earlier universe, not in this universe.

Mostly these BTs blow simply on Indication of the right BPC without any further action being required. The reason for that is that the BTs that you are encountering at this stage of the rundown, although they are low in awareness, are sufficiently high in awareness that they could almost run whatever was taken up in the past auditing that you are now repairing. Or they were aware enough that they could at least respond to it in a kind of a way, even though they couldn't run it. So they're almost ready to blow and usually, for example, it's sufficient for the BT to realize he was trying to run one thing when he was actually hung up in something earlier or that he was out of PT and he wakes up and takes off!

Whether you have completed all the steps/actions of repairing past auditing or not, do not continue this step if the PreOT loses interest in it. That is an indication either that this step is complete or that you have made an error that you need to repair before continuing. When successfully completed this step of repairing past auditing usually results in a pronounced resurgence for the case!

A later addition to the beginning steps of the AAV program is the assessment and handling of a 53 as the first action and review and clearing up of any misunderstoods on III as the next action followed by repairing any BPC on III before actually getting into AAV.

That completes the theory and description of the first major part of the rundown. Doing these steps thoroughly and well makes it possible to go on to successfully do the following steps of

AAV. Conversely any trouble later in the rundown will often trace back to another BT or cluster who was hung up in some BPC in past auditing.

With the advent of tremendous amounts of sec checking and heavy ethics actions over recent times, it can be predicted that there will be much to clean up on PreOTs who have experienced these actions. The amount of BPC that could result from a lot of accusative sec checking and the tremendous amount of misownership of overts, cleaned cleans, asking for earlier similars when there was none, degradation, wrong items/wrong indications, etc., could be enormous. Enough to roboticize many PreOTs. But it could be handled using these same past auditing repair steps and would result in a spectacular resurgence.

David Mayo

AAV SERIES 2

VALENCES

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The next thing that we need to cover is the subject of valences. Last time we went over the fact that a lot of these BTs and clusters are not up to running incidents I or II or they don't have any incident I or II to run and that there were other things wrong with them. One of the most common things that's wrong with this type of BT is that they are OUT OF VALENCE and don't respond to normal auditing techniques.

It's already been covered in a lot of tech materials that the pc who is out of valence doesn't respond to auditing procedures which don't shift his valence and get him back into valence and that processing directed at the pc who is out of valence is really directed at the valence rather than at the pc. So, it's necessary to shift an out of valence pc back into valence in order to audit him or in order to do him any good. And the majority of these AAV type BTs or clusters are out of valence and have been for a very long time. So, that's the most common thing that needs to be handled on AAV: their out of valence-ness.

Now, a BT or cluster can be in the valence of anything, absolutely anything. He can be in the valence of a person, a group, a name, a body part, in the valence of any material object of any kind, he can be in the valence of anything to do with matter or energy or space or time. In other words a BT can be being anything. Or, they can be in the valence of nothing. And a lot of them are, because they considered at some point that they didn't exist and they were nothing. So, they can be in the valence of anything or in the valence of some kind of a nothing or they can be in the valence of a significance. A BT could be being, for example, happiness or sadness or they could be in the valence of a word or a phrase or a cliche or anything.

Actual examples of valences BTs were found to be in were things like "a man of steel," or "a man of his word." Another example is a BT who was in the valence of "nobody" and the thought he was nobody. A BT was in the valence of "a busybody." And you also get a dramatization by the BT of the valence that he's in and all the homonymic dramatizations that are possible upon that, plus any kind of alter-is of that dramatization due to the BT not understanding the word or phrase that he's dramatizing, and, but especially literal interpretations. BTs tend to be very literal in their interpretations.

So, a BT that's in the valence of "a man of steel" would not necessarily be a strong character. He would be being something like steel. He would think he was a steel man. BTs can be in the valence of body parts or organs such as skin or a foot or a leg or a hand or a heart. One BT was being a broken heart. Another one was being a weak stomach. A BT can be a condition, like a stomach ache or a sore gut or anything. The whole point on the subject of valences is that one has to realize that a BT can be in the valence of anything in the broadest possible sense and that includes not only things but significances and nothingnesses and so on.

Now, when it was discovered that what was wrong with the majority of these BTs is that they were out of valence, this actually was quite a breakthrough that opened the door to handling them. The handling for BTs out of valence is simply to have the PreOT first of all locate a BT by whatever means and to fix his attention on that BT, including right down to naming the area of the body where it is, so you have the PreOT not only get in comm with or get in touch with the BT but also just to pinpoint down were it is, to sort of focus his attention on it and then the next action is to ask that BT a listing question, which is, "What are you?" and very often the first answer is the item. In fact, when you first start running this particular technique on AAV, it's almost always the first item on the list, the first answer to the "What are you?" question.

The question reads and when the PreOT states the answer it will read and it will usually give a small FN. Sometimes it's necessary for the PreOT to acknowledge the BT's answer in order to get an FN.

So, the steps are to ask to have the PreOT locate it, pinpoint where it is, put his attention on it and then ask it, "What are you?" The BT answers, the PreOT tells the auditor the answer or answers and then the auditor has the PreOT acknowledge the BT's answer or item. This item will read. It won't necessarily BD and very often doesn't BD. Usually it gives a fall and if there's no FN, the acknowledgement will usually produce an FN.

Now, at this point, the BT shifts back into valence or comes out of the valence that he was stuck in. Very often the BT will blow at this point. For example, say you ask "What are you?" and he says, "leather boots" (the statement of the valence that he's in), then the BT very often realizes, "But I'M NOT LEATHER BOOTS," or some version of that. It's a type of cog. He says what he is being and at the same time or right after, realizes he's not that after all and very often he will blow at that point . If the BT doesn't blow at that point, the next question is "Who are you?"

The theory of this is that you've now shifted the BT out of the valence he was stuck in by finding it and now you ask him "Who are you?" and the BT, in answering the question, cognites "I'm me!" When he cognites, "me" meaning "me" for the BT, he goes Clear and blows. That's another discovery on AAV, that you're actually clearing BTs, they go clear and they blow. And this particular procedure of asking "What are you?" and "Who are you?" in AAV is called the valence technique.

Sometimes you ask the BT, "Who are you?" and he comes up with some answer other than "me" or "myself" - he might says he's a great warrior or John Jones or something like that and what he's doing is simply answering you with a valence or entity off his track. One acknowledges it and then asks him "Who are you?" Sometimes they come up with "me" or "myself" very quickly and sometimes they'll give other answers, which you acknowledge and you ask the question and they answer and you acknowledge and you ask the question and acknowledge and at some point they'll either blow or they'll come up with the answer "me" and blow. It's not so much an answer as it is a cognition. The BT cognites. He either cognites that he's not what he was being or he cognites he is himself. Either of those cognitions will produce a blow. Sometimes the BT will go as far as cogniting that he is himself but may need to have that acknowledged by the PreOT in order to get an FN and a blow. On rare occasions, it's possible for the BT to be asked "Who are you?" andanswer "Me" without blowing. The PreOT acknowledges the answer and the BT might still not blow because he hasn't quite fully cognited on it. And the handling for that is for the PreOT to ack him encouragingly when he says "Me," and then to say something like "Your answer was fine, but I want to repeat the question again and when I do you can give the same answer again." Ask "Who are you and the BT says, "I am me," and then comes to realize, "Oh! I really am me," and will either blow then or blow when the PreOT acknowledges it. And that's the extent of the valence technique and it's the most commonly used technique in AAV. It's not necessarily engaged in at the beginning of the rundown. In the actual development of this level, the valence technique was developed after all the past auditing repair steps were done. The way that AAV is currently being run at Flag and in the AOs is the auditors tend to jump in and run the valence technique right from the start on anything and everything that they lay their hands on. That's actually a departure from the research and development of AAV and in my experience, it's not as successful. It's better to handle the repair of past auditing purely as what it is. By then you've handled all the BPC on the cases and now you're starting in on new BTs and clusters that haven't been audited before or messed up and you handle them with the valence technique.

Q: Does it sometimes happen that a BT who has been contacted on the repair of past auditing but who doesn't blow causes trouble?

No, I've never seen that happen. The only time I've seen any trouble occur is when you haven't cleaned up the by-passed charge on a BT. You may have only found some of his BPC, but not the rest of it, such as having repaired a list error on a BT or an engram running error on the BT but he also had out ruds in the session or some other charge on the L4 or the L3 or whatever.

Now there's a danger in the valence technique or in all of AAV there's a danger and that is that the PreOT has to limit his attention to one BT at a time and run one at a time. If, for example, he had his attention spread over two or more BTs at the same time and they all got the question "What are you?" you could get a multiplicity of answers, each of which is right for one individual but not right for the others. So, it's essential that the PreOT be able to limit his attention to one BT and run one at a time. And I think that one of the things that's going on in the sort of squirrel version of AAV in the field is that they're running them sort of wholesale and en masse, willy nill. They're just telling pcs, because one of the things they've found out from debriefing PreOTs is that you ask them "What are you?" and "Who are you?" and all that. What it can do is it can stir up a whole lot of them at once and not handle--or maybe handle one and not the rest or whatever.

So, it's a liability. The PreOT has to be able to limit his attention to one at a time and audit it to a blow before taking up another one. If the PreOT is weak on this, the most easy and simple handling is for the auditor to give him an R-factor to limit his attention to one BT and repeat this from time to time, as necessary just to ensure that the PreOT is limiting his attention to one at a time. Most people can do that if they know that's what they're supposed to do. If the PreOT is weak on it, there's a remedy which is to do the TR8Q drill from the assessment drills bulletin. It's actually a modification of the TR8Q drill from that bulletin. It's simply a matter of drilling the PreOT to put his attention on one spot at a time. The drill basically is a matter of a coach placing his finger somewhere near the PreOT's body and asking him to put his attention on his finger, andacknowledging it and moving the finger and having the guy put his attention on the finger. It's simply an attention drill. After drilling the guy on locating his attention in one spot for a while, his ability to do it improves and this boosts his ability to run AAV.

That's not routinely done in audited AAV, but is a possible remedy.

Clusters can also be handled with the valence technique very often. In other words, often a cluster is stuck in a valence and will respond to the "What are you?" question. Sometimes it's necessary for the PreOT to concentrate his attention down to one part of the cluster and ask it the "What?"

and "Who?" questions of the valence technique to blow it and sometimes he has to blow the cluster bit by bit. Sometimes the cluster will be stuck in one valence which is common to them all, come out of that and then when he starts to ask "Who are you?" it starts breaking up and he has to ask the individuals "Who are you?"

With a cluster you sometimes get what's called a partial blow, which is part of it will blow, some will partly blow and some will not. It's just a matter of picking up the individuals and handling them one at a time with the "Who are you?" question. Sometimes a cluster will blow part way out from the body on the "What are you?" question and the PreOT has to reach out from his body to where the cluster now is and ask it, "Who are you?" in order to get a further blow. Another phenomenon that can occur with a cluster is that on the "What are you?" question or on the "Who are you?" question, the cluster will start moving out from the body and then will just sort of suddenly blow explosively and the whole thing will just sort of explode apart and break up and the individuals will start flying off in all directions and the thing just sort of blows up and it's kind of described as an explosive blow. That'll usually be accompanied by a big BD on the TA or a series of BDs of the TA and shouldn't be interrupted.

A similar phenomena is what's called an automatic blow. There are times on AAV when you get an automatic blow. It's a cyclic phenomenon that occurs as you're doing audited AAV and you start running something, it's often slow or sticky on a one-at-a-time basis and you handle one and you get a blow and it may go on like that for a session or for several sessions. Then it'll suddenly start going easier and faster and easier and faster and this will often culminate in what's called an automatic blow when you just suddenly start getting BTs and clusters blowing off all over the place. You get this kind of automatic blow phenomena and it can go on for a very brief period of time or it can go on for a long period of time. The reason it's important is because once an automatic blow starts, the auditor should do nothing. He should just sit there and let it occur. On the meter, it's very obvious when it's occurring because the needle will start surging. You may get a series of falls or long falls, but the needle will start surging downward across the dial, time after time and the TA, if it's high, will usually start pumping down. It will BD and BD. Sometimes the TA goes into a sort of pumping action. It will BD down and move up and BD down and move up and BD. You'll see the TA doing a sort of pumping action. So you have the meter firing off and the TA moving and the PreOT talking about things blowing and so on. All the auditor should do, if anything, is to encouragingly half ack, very lightly and just let it go on. You don't do anything because you don't want to interrupt an automatic blow. When you get an automatic blow, you wait until it's ended and when it's ended, you simply end off the session. You DON'T DO ANOTHER SINGLE THING. And you usually end either on a dial wide FN or a floating TA after such anoccurrence.

Now, it's also true that after an automatic blow very often in the next session or sessions, you'll start out again having to handle individual BTs and clusters and it may proceed pretty slowly to start with and then the momentum will build up and you'll get another series of blows or an automatic blow.

Q: What causes that?

Basically it's because BTs and clusters tend to come in layers like an onion, is one reason and having taken a certain amount off, then the rest of that layer starts disintegrating and blowing. Another factor that influences it is that the mass of the banks of the BTs and clusters tends to hold BTs and clusters together and as you reduce that mass, then there's less to hold them because they have their banks in common and mass tends to stick to mass. Another thing that can influence it is that there is a certain type or category of BT or cluster, which, by its nature tends to actually hold on to others. Sometimes they even prevent others from blowing. An example of that could be a BT or cluster in the valence of a magnet and when you blow the BT or cluster being the magnet, then the others tend to fly off because there's nothing holding them. Another example would be a BT or cluster being a vacuum and other BTs and clusters being sucked into the vacuum, or for example, you might have a BT or cluster being sticky paper and others sticking to it and so on. And then there's a whole category of things on the whole track, usually connected up with implant stations, such as pole traps and other gadgets that were used to trap thetans or to make thetans stick them, such as electronic ribbons, pole traps and so on. If a BT or cluster is being a pole trap or is mocking up a pole trap, very often other BTs and clusters who have some incident regarding having stuck to a pole trap at some time will see this picture of a pole trap and will automatically go and stick themselves to it. Those aren't by any means the full extent of the categories of BTs and clusters that tend to hold onto others. There are many types of things a BT or cluster could be being that by its nature tends to hold on to others. If you blow the BT or cluster that's holding the others stuck together, then the others tend to fly off.

Also, as a tip for the auditor: If he's having undue difficulty blowing BTs and clusters, he can suspect that there might be a BT or cluster that's holding the others or sticking them or preventing them from blowing. You can ask the PreOT if there is such a BT or cluster and if there is, audit that one and blow it. Either you'll get an automatic blow or the others will now run much more easily.

Now that covers the automatic blow phenomenon, and we've largely covered the valence technique. There are a few other little oddities that go along with it. One of these is when the BT says, "I'm me," sometimes he's operating on an MU on the word "me." He says, "I'm me," meaning the PreOT and he doesn't really mean himself. Sometimes you might have to get him to repeat the answer to the question again.

That brings up the subject of a misidentification. The word misidentification is pretty common in AAV. The concept of it is going back to the theory of the valence technique, when a person is outof valence, he's misidentifying himself with an identity other than himself. If the person thinks he's a cook, then that's actually a lie. He's not a cook. He's a being, basically. He can be a cook and if he's doing it knowingly, that's fine. That's usually considered to be his beingness. When he's doing it unknowingly, it's a valence and is aberrative. That's a misidentification of himself with a valence. A BT or cluster--or any thetan for that matter, can misidentify himself with anything under the sun. That's a mistake and needs to be cleared up. Clearing it up usually brings a big resurgence in any person or being or thetan. Likewise we covered the fact that earlier in the AAV

theory the point that a person who's Clear, when audited on engrams, tends to misown the charge or the engrams as his own. That's a type of misownership of charge or picture or incident. Now we're talking about misidentification which is identifying oneself with something which one is not and that's another basic error a thetan can make and it will hang him up. It's what's hanging him up, undoing it sets him free.

These two things of misownership and misidentification are actually two aspects of a more general term, which is called MISCONCEPTION or misconceptions.

There are several basic misconceptions a thetan can make. These are primarily a misconception of matter, energy, space, time, form, event, location or identity. All misconceptions could be classed under one of those with a possibility that you could add a misconception of thought or significance as well. Examples of misconceptions that we've already covered are the misconception of misowning an incident as one's own, when it actually belongs to a different being. Another example: the BT or thetan thinks "I am Mamie Glutz" and he is not Mamie Glutz and never was Mamie Glutz. Mamie Glutz is the identity or valence of some other person and that will hang him up. Hence, the importance and workability of the valence technique, because it separates out false identities or false valences and returns the person to his own identity.

This goes so far that a BT, being very, very suggestible, can form a tremendous number of misconceptions. An example is that a thetan or BT could run into another thetan who received an implant and on simply perceiving that this other person had received this implant, could assume that he'd received that implant and would try to run it as his own if he's audited on it or if he's asked for one in auditing. This also explains why the running of uncharged items in auditing causes so much BPC because it actually makes thetans or BTs form misconceptions about their own past. The auditor will often encounter this when he's trying to handle a BT on AAV. He may also run into it on the valence technique or anywhere else and when something isn't running or it's getting more solid or he runs into difficulty, the first thing that one should suspect is that he's running into a misconception. that he's trying to handle isn't what it appears to be.

There are other things that hang up BTs also. There are overts, there are motivators, there are engrams, etc., all the things that are common to a bank can hang up a BT and be the things that are wrong with a BT. In other words, anything that can be wrong with a preclear's case can be wrong with a BT, because, after all, a BT is a pc with a case. When it doesn't resolve, you have to assume that it isn't what it says it is or looks like it is.

If a BT is running a motivator and it doesn't resolve, you'd immediately suspect either a) that he didn't have that motivator and it could be somebody else's motivator or a totally dreamed upmotivator and that what he really should be running is an overt, or, conversely, you could be trying to run an overt and it doesn't resolve and gets more solid and that's not what's wrong with the guy. It's a misconception and you should actually be running the motivator. That can have any number of variations. Anything that a person could think up could be what you run into, because

after all, you are dealing with anything they could think up in the past.

So, those are the misconceptions. The sub;ject of misconceptions is actually the very basic principle of AAV; it's even more fundamental than the valence technique.

The most fundamental thing that you're doing in AAV actually is you're straightening out misconceptions.They're usually misconceptions of time, place, form and event; more broadly, matter, energy, space and time and identity.

That's useful to know as theory because then no matter what the auditor runs into, he can straighten it out if he knows he's trying to straighten out misconceptions. Also BTs have false data, which is simply another misconception and they can have anything else wrong with them for that matter. But I mention false data because the discovery of false data and the handling of false data actually originated in AAV. It was something like trying to handle a BT and the BT thought that blah blah blah and it had this as a sort of fixed idea and it was necessary to find out,"Well, when did you get this idea?" or "When did you start believing that?" or "Where did you get that idea from?" at which point the BT would kind of get some sort of recollection of how he came by that idea and would shift off of being so stuck on the idea that it would then be possible for auditing to occur or to continue.

They might blow on cleaning up their false data but usually cleaning up their false data makes it possible to do something else with them. I could make up an example of how that would be for illustration. The BT had a false datum, "I can't talk," or "communication isn't possible" or "questions can't be answered." Any of these might block the PreOT from asking the BT "What are you?" and getting an answer to the question. Just shifting that false data enough without even necessarily blowing it or doing much about it would make it possible to audit that BT and get him able to answer the question and then to proceed on and blow him. That's another point, with regard to AAV: while a BT can have anything at all wrong with him (all of the things that cases can have wrong with them); the auditor's job is only to shift or unburden what's wrong with that BT's case enough that he can get to do a technique on the BT which will blow it because it's the blowing, the clearing and blowing of the BT that's the real target, not trying to run up hours on the BT. So, that needs to be watched out for.

As a caution on that, auditors shouldn't get so fixated on relying on the simple valence technique of "What are you?" "Who are you?" that they just do that exclusively. If a BT does run into trouble on it, then of course they have to resort to other auditing tools. All the usual things can apply, out ruds or anything else. Most generally speaking, the things that can be wrong with a BT or any other case are all the things that are listed on a 53. One doesn't normally jump to a 53 at the slightest hint of trouble, but if all else fails, you can have the PreOT put his attention on that BT and you can assess a 53 on it, find out what's wrong with it and handle it and then back to your technique and blow it. That's a "when all else fails."

There again, if you're doing a 53 on AAV or any other prepared list on AAV, it is very essential that the PreOT concentrate on having his attention on one BT or cluster, because as is obvious, a 53, having many things on it, could apply to many, many BTs and you don't want to go into stirring too many up at once.

The next subject heading is what's called over-restimulation and cross-restimulation. Over-restimulation is the condition or situation of having stirred up too many BTs. That's all it is. It's too many BTs in restimulation at the same time. When over-restimulation has occurred, it can become impossible to audit. In other words, there are too many in restimulation, there's too much charge in restim, the PreOT's ability to handle and blow things goes down and simply with the numerical factor of too many different things in restim, it's impossible to handle anybody. For that reason, sessions on AAV are generally fairly short and are never carried past a win or a good win and certainly never carried past a big win.

Another thing that will bring over-restimulation about is rough auditing on AAV. If the auditor is out of ARC or choppy or breaks the code, that can bring about over-restimulation very quickly.

About the only handling for over-restimulation, really, is to end the session and let some destimulation occur. It's better not to get into over-restimulation in the first place. A type of remedy that one, can do--and should try if he gets into over-restimulation is to indicate over-restimulation has occurred, and that'll tend to start cooling if off right away. Sometimes it will handle it and keys them out. Often it will just start them keying out. The other thing that you can do is say, "Come up to present time," and that will often bring a bunch of restimulated BTs out of what they're in and up to PT. That will kind of brighten them up a bit. And you should at least, if you've got over-restimulation going, indicate it and that will cool it off and then you can do the "Come up to present time" handling before ending the session.

What will handle it is ending the session and letting them destimulate before trying to audit again. That will usually occur within a matter of hours or a day and maybe as long as three to ten days for it to key out, but I haven't seen it go to actually more than a day.

Q: How common is that?

Well, it depends on the roughness of the auditing. It can happen to any auditor sometimes because often the BTs and clusters are so entangled and so enmeshed that when you start in a handling, no matter how good you are or how well you do it, it just stirs everything that's tangled into that mess together.

You should try to handle but if the TA starts going up and isn't coming down and the needle is packing up and the PreOT is starting to LOOK less sessionable, his indicators are going more out, things aren't blowing or it's getting grindy, you know it's happening and you should never force ona session or try valiantly to pull it off. You should realize that, hey, it's gone into too much restimulation and we'd better get out of this before if gets worse. The only thing you do is to try to cool it off. Sometimes simply two-way comming with the PreOT about what's happened in the session or what's gone wrong in the session or what's occurred, is enough to start keying it out and brightening him up right there and you can end the session off on a much better note. So, that's over-restimulation

I mentioned the word cross-restimulation and that's very much connected with the meaning of over-restimulation and it explains what happens. Cross-restimulation is when a BT goes into restim and another BT copies what that BT is mocking up or is in restim on. Another BT noticing this going on, jumps in, starts copying the first BT and the second BT and another one start copying that. It's called cross-restimulation because the restimulation starts going across, from on BT to another.

Sometimes it's called cross-copying, but it's generally referred to as cross- restimulation. That explains why over-restimulation is rough. You get too many in restim and they all start copying each other's restimulation and their own restimulation and it becomes an accelerating restim, plus, they get so confused that everything that each of them had in restimulation is in restimulation at once. That could be a whole series of pictures, fifteen or fifty thousand different engrams, any number of ARC breaks and ser facs and overts and everything else that is in the bank. These things are all going on at the same time and they're all copying it and they actually become so confused about which is whose or what's theirs that it's impossible to audit any of them. That goes back to the basic misconception (confusion of identity).

So, anyway, we were on what happens in over-restimulation and cross-restimulation and the point that there are obviously a lot of misconceptions flying around about what belongs to who and it's impossible to audit under those circumstances. Now, many of these errors that I've mentioned are the subject matter of the AAV Repair List and when all else fails, the auditor can do this list and it has things on it like "Over-restimulation," "Cross-restimulation," "Copying." Another example of what it has on it is "What was correct for one was incorrect for the rest" and it would be obvious when you look at it that BTs and clusters can easily get wrong items by copying other BTs and clusters' items. If you ask one BT "What are you?" and he says that he is a sword, another BT, if the PreOT has his attention spread too far, might get the item "a sword" and start going into some

sort of protest of, "I'm not a sword," or he may go into the idea of "Oh, that's what I am, a sword." But it doesn't blow anything for him because actually he's in the valence of a rat or a cow or a broken pipe or whatever he happens to be being. So, wrong items, of course, is another source of BPC. Sometimes it registers as "What was correct for one was not correct for another."

If you got into trouble, you would assess this prepared list and then find out whose charge is was. And generally you don't have to do much with it, unless you've got a very heavy restim going on. What you would do in that case is asses the list and get "Cross-copying" and the PreOT says, "Oh, yeah," and then all of a sudden it starts clicking, like "oh, yeah, no wonder. That's why there are a whole bunch of pictures flying up. Oh, yeah. We were doing one in my elbow and my knee started acting up - oh..." and it just starts untangling. The auditor should, throughout the whole of AAV, and especially when handling prepared lists, the auditor should only do what's necessary forhim to do to start something unraveling and keep it unraveling.

The auditor doesn't need to be that active. He can easily be over-active or over-talkative in the session. It's very bad for an auditor in an AAV session to start firing off a whole bunch of questions like "Is it this?" or "Is it that?" and "When was it?" and "Where was it?" and "Tell me about it?" and this and that and the other, because each question he asks could be answered by an awful lot of BTs.That actually could be a cause of over-restim. The handling generally is simply just to indicate the line on the list and let the PreOT spot what's there or whatever. You may have to do a little something like say, "Well, acknowledge the BT's answer" or "Indicate to him that wasn't his item" or "that wasn't his valence" or whatever. If the BT wanted to originate, okay, let him originate and he originates and then acknowledge his origination. And that's generally what handles.

So, to sum up, we've now covered the valence technique, misownership, misidentification and misconceptions (which is the very basic principle on which AAV is based).

Another common error on this level is an error in listing, as the questions "What are you?" "Who are you?" are listing questions. Any question with the word "What" at the beginning of it is a potential listing question. This doesn't mean that it's bad or dangerous or anything else, it just means you have to realize it's a potential listing question. Sometimes it doesn't even act as a list, but it could. What happens then is and how you recognize it is, - the PreOT asks the BT "What are you?" and the BT says "an animal" - no read, then "some kind of nasty animal" - no read, "a skunk" LF. A skunk is the item. Often and usually it is the first item, and there is no problem.

The only time it's a problem would be if the auditor did something sort of forceful, like he prevented the PreOT and the BT from going on answering the question until he got the item. What we call forceful would be an actual thing that the auditor pushed off on the PreOT or on the BT and made him do.

Knowing that these questions can be a list, one can easily spot the indications of an out-list if it

occurs and simply ask "Have we got a wrong item?" and if so indicate it was wrong. You usually ask: "Okay, what was the wrong item?" and you get, "Well, skunk was the wrong item." "Well, okay?" and the handling will very often simply be "What's the right item?" and the guy will say, "Actually it's a polecat" and you now have the item and the F/N.

But there again, when all else fails you use the short L4 as a correction list and it's not very common to have to asses an L4. Sometimes you can get into a sort of listing on the "Who" questions and it's very obvious because you ask "Who are you?" and you get the BT saying something like "a royal person," "someone in a royal family," "a daughter of a royal family","a princess." And that would be a list on the "Who?" question. It's not a great danger, it's just something you have to realize can turn into a list.

Earlier on when discussing misconceptions, an example was given of a BT giving off a motivator when what is really wrong with him is that he has an overt. if the BT is hung up in the motivator, and it isn't resolving or it's making things worse, you would simply ask the PreOT to ask the BT ifthat was somebody else's motivator or not his motivator and that might produce a response and a cog or you can have the PreOT ask the BT if there's really some overt that he's hung up on and it will read on the meter and usually the BT will instantly recognize it and start talking about the overt straight off. If you have to, you'd ask, "What is the overt?" and the BT would say, "Well, I did blah, blah, blah, blah."

There again you don't really need to go into a whole bunch of handlings on it. It's usually, "Oh, well, I was actually responsible for such and such happening," or "I murdered the priest and hid his body in the grove," or something, and boom! There's an FN, and the BT may blow on that alone or you'd go into the valence technique and blow him. So it's just the simple, obvious question that one would ask. It comes back to this idea of simply undoing the misconception. In other words, you're not trying to sec check the BT, you're just trying to un-do the misconception.

The reason these BTs are not available to the PreOT on III is that he just doesn't perceive them. There is a reason for this, which is that incident II, in terms of the BTs' time track, is a pretty recent occurrence. For those that are hung up in it, it's like the last major incident on the track for them. And you have to view it a little bit from the BT's viewpoint, which is that some of these have been BTs for a very long time. In other words, they went down the tubes as thetans way back and they've kind of been out of it, dead and gone and out of it for a long time. They're just sort of existing but not aware and so to them nothing has happened since. So incident II is pretty common and because it was recent in terms of their time track, it gets restim'd when the PreOT starts on III. That's the last, latest big incident for most of them.They are all run on it and everybody that has an incident II will run it and that sort of takes off a layer of fat. It goes back to the telepathic factor. The PreOT has the concept of incident II and III and that picks up all the guys that are available for that. He finishes III because he can't find any other BTs or clusters that respond to those incidents. When he knows the AAV materials then he has his attention on a concept which the remaining BTs will respond to.

The BTs and clusters on this level are dormant. This does not mean that they don't cause the PreOT any trouble. Quite the opposite. The more dormant a BT is, or the more unaware a BT is, the more trouble he causes. This is because the lower his tone level or awareness level, the more he has approached the state of an object and total reactivity and bank. If you look at it in terms of the tone scale, or the chart of attitudes, the further down a being is, the more he approximates all the things along the bottom of the chart of attitudes or the bottom of the tone scale. In actual fact, a BT that's way down scale would be very, very unaware of anything and is very very solid and massy. His bank has gone totally solid maybe. And that impinges on the PreOT's body and causes mass, pressure, somatics, etc , plus, because he has become a solid bank or solid cases or whatever you want to call it, he is very much stimulus-response. The degree of stimulus-response of a being is proportional to how far down he is. The more aware a person is, the less likely they are to act on a stimulus-response basis; and the less aware they are, the more likely they are to. For example, maybe it's a hot day, it just happens to be hot weather and that might restimulate heat and a fire and for a BT very down on the scale, that just automatically turns on all the times when he was burned, or fires, and it's an A=A thing. You know if a hot day equals being burned, equals a fire, equals the time his house burned down, equals when he got too close to a hot sun, equals a hot poker, equals everything else in his bank and they just automatically go into restim. So for the PreOT, it'sa hot day and he turns on a rash and his skin starts itching and then he feels burny and then he feels like he's been branded by a hot poker and just goes on and on and on. The worse off they (BTs) are, the more trouble they cause for the PreOT. That's part of the reason why you get a lot of gains on AAV; as you get rid of these things, the PreOT is much less subject to the kind of trouble that they can cause and do cause routinely.

There are a lot of different sort of levels within the whole scope of AAV and sometimes you'll handle a whole level or band of BTs that affect the PreOT's personality or personality characteristics, and when you have done that, you may suddenly encounter a whole band of things that affect his body and somatics and that sort of thing. Then you may run into a whole band of them that affect his intelligence or his stupidity level. Another band may affect memory. In other words they come in different layers, or bands, or levels, that affect different aspects of the case.

David Mayo

AAV SERIES 3

THEORY OF AAV

JANUARY 1990

AAV was developed to handle PreOTs who were audited on Dianetics after they had gone clear.

The end phenomena of AAV is cause over life.

This level deals with BTs and clusters who are below the level of being able to run incident II and I. These beings are dormant. They are dead, really dead, like pebbles on a beach. When you encounter a dormant BT you actually have to put some life into it to bring it alive.

The phenomena one encounters on this level may not be one's own but may be the difficulties of a BT or cluster.

The difficulties they have are in running their own life, or in trying to run yours. We ran into this in the 50's, running "not-there," "doesn't exist" type chains. It was a dormant something, a dormant channel that was better left alone at that time.

When a PreOT tries to run out a somatic using Dianetics, it is the somatic of a BT or cluster that he is trying to handle. For example, if a PreOT has a somatic in the forehead he may occasionally get a blow of the somatic by running it out on the forehead. But it may be a BT or cluster in another part of the body putting the somatic there on the forehead. There is another situation where the PreOT is mocking up the somatic, but that is something different.

Beings are handled on this level by telepathy, a mental transmission from the PreOT to the BT or cluster. The BT or cluster is impinging on the PreOT or the body and the PreOT can get impressions, communications and can blow BTs and clusters.

Another principle is what is called the "can of beans theory." BTs and clusters respond willy-nilly to a PreOT's intention. If the PreOT thinks "can of beans" into his body, BTs and clusters will mock up a can of beans. This can get quite confusing to a PreOT if he doesn't know about this mechanism.

The only situation where a PreOT is seemingly viewing pictures through his own viewpoint is where he's looking at the pictures of a shell BT. A shell BT is a BT which surrounds the PreOT's body. The PreOT misidentifies with the shell BT and thinks its thoughts are his own. Hence there can be confusion of viewpoint and an invalidation of the PreOT's clear state. This is possibly what mystics were referring to when they talked of an aura, a collection of BT's and clusters and their pictures and incidents surrounding the person's body.

A PreOT may think he was in the Spanish Inquisition and he will get a picture of it, only this won't be his own picture. It will be the picture of a BT or cluster. Now it may be true that he was in the Spanish Inquisition, but these aren't his pictures. This is a way a PreOT can invalidate himself after he goes clear. He goes clear and erases his pictures. Then he starts getting other pictures later on. He misowns these as his own and this invalidates his clear state. The difference is that the pictures he now gets are much smaller than his own were.

You are not likely to encounter beings like the ones you'll find on AAV in life, except for catatonics. They are not really dead, they only wish they were. They are in states of existence below death. The main point is that you are dealing with beings that hope and believe they are dead. They are revivified in a past time and place.

They try to be helpful by mocking up what the PreOT thinks. They are mostly benign. They can, though, create bad effects on a PreOT's body and can cause somatics which make it impossible for a PreOT to go fully upscale until they are handled.

A reach out by the PreOT or an attempt to become causative can cause BTs and clusters to react and to mock up virtually anything.

They can be handled on AAV.

D. Mayo

AAV SERIES 4

DEFINITIONS SHEET

JANUARY 1984

1. Thetan-1. the individual, himself or herself, who exists as nonmaterial, yet operates and handles a body in the material universe. 2. the person, oneself - not one's body, not one's name, not the mind, not the physical universe. 3. the individual who is aware of being aware. (A Thetan is not a thing, rather a creator of things.) Note: The phrase "I have a Thetan" or" my Thetan" is incorrect since the person is a Thetan. The correct usage would be "I am a Thetan" or "myself as a Thetan."

2. BT-a thetan who is stuck to another thetan or other thetans or a body but who is not in control. (BTs stick to pictures, other BTs and clusters. A BT can go into a valence of anything - BTs can be being anything at all.)

3. Cluster-a group of body thetans crushed or held together by some mutual bad experience; a group of body thetans believing they are one. (The mutual incident is an engram which happened to all the Beings in the cluster and is the exact point in time and space where they "became one.")

4. Cumulative cluster-a cluster within a cluster. (A cumulative cluster is made up of other earlier clusters. It is a cluster to which other BTs and clusters have been added by later mutual incidents, all stuck together.)

5. picture-see mental image picture

6. mental image picture-TD

7. revivication-TD

8. dormant BT-a being that is revivified in a past incident. It is stuck in a past time and location. It is generally asleep, in a hypnotic state. When awakened or restimulated, it may copy some portion of the current environment (PT), although it "operates" from its past location. (Issues on drugs give examples of how someone in this condition thinks.)

9. copy-III pack

10. cross-copying-one BT copies another BT, an incident, etc., then another BT or cluster copies that copy and on and on. Copies of copies.

11. cross-restimulation-an incident in the present-time environment or a session error can restimulate BTs and clusters, who then wake up and restimulate other BTs and clusters, and on and on.

12. over-restimulation-TD

13. misconception-standard dictionary. Also, an incorrect idea about time, space, matter, energy, form, location, event or identity that hangs up a thetan.

14. shell BT-a being that surrounds the PreOT's body. Due to the similarity in position of viewpoint, the PreOT can misown a shell BT's pictures as his own.

15. misownership-Axiom 29 "In order to cause an As-is-ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it would cause its vanishment." This axiom is especially relevant to auditing at the level of AA III and above because at this level the PreOT is handling other beings than himself (BTs and clusters). It is necessary to establish correct ownership of charge in order to get an as-is-ness. Furthermore, incorrectly assigning charge to the wrong being can cause by-passed charge (BPC) as it is now misowned. Hence the instruction in the III materials that one must use a narrow attention span so as to handle one BT or cluster at a time and so as not to retimulate or confuse other BTs with the one being audited.

16. mis-identification-TD

17. mass-TD

18. ridge-TD

19. composite mass-a mass that is made up of several BTs, clusters, masses or ridges. The auditor has the PreOT separate out and handle one piece of the composite at one time.

20. layered cluster-just that. One cluster on top of another cluster. This is not a cumulative cluster. Each layer needs to be separated out by the PreOT and handled separately.

ATTACHMENT

1. zero attitude-This is the attitude the PreOT should have when handling AAV. This means a no-attitude. The less chatter that the PreOT gets into with this material the better.

2. Exteriorization only occurs fully when a PreOT has handled all BTs and clusters on this level. There is exterior visio which is caused by a BT or cluster who is only partially blown and who is looking at the environment from an exterior position. Actual Exteriorization occurs stably when all BTs and clusters are handled.

3. The body acts as a magnifier of the PreOT's perception.

D. Mayo

HCOB 26.9.78 I

Confidential

Attachment #1

\DEFINITIONS\

ATTENTION: TECH DICTIONARY

ATTENTION UNIT: TECH DICTIONARY

THETAN (0n): TECH DICTIONARY

BODY THETAN (BT): By BT is meant a thetan who
is stuck to another thetan or
body but is not in control
(HCOB 5.2.70, Iss. II.) BTs
stick to pictures, other BTs
and clusters. A BT can go into
a valence of anything - BTs can
be being anything at all.

CLUSTER;

MUTUAL INCIDENT: A severe engram which happened to
a number of thetans, the picture

(which they have in common), keeps
them stuck together in that incident.
It has a precise date down to the
second and fractions of a second and
a precise location in space.

CUMULATIVE CLUSTER:
COMPOSITE (MASS): (See English Dictionary.) Used on
this RD to describe masses or heavy
somatics made up of a number of BTs,
clusters, pictures, ridges.

LAYERED CLUSTER: Several clusters (and/or BTs) in
layers, as one layer comes off another
layer comes to view.

SHELL BT: A BT or cluster that surrounds the
Pre-OT's body like a shell. A Clear
can go into the valence of, and see
the pictures of, this BT or cluster
and mistake these as his own, as he
seems to be in valence in the picture.

DORMANT BT: A BT or cluster in a totally dormant
condition, they're really dead, in
states of exitence below uncon-
sciousness. They are out of PT
(stuck on the track) and are stuck

in the past location. They are in
a perpetual reviv in that time and
that location. They can be activated
or awoken by the Pre-OT.

COPY: Thetans in the body (BTs) may
obsessively copy the pictures of
other thetans. Therefore you can
find it seems that the thetan who
just left is still there because
there is a picture left. Spot the
fact that someone else copied it and
it usually goes. (Add. sheet, Sect.
III OT.)

CROSS-COPYING: When a number of BTs and clusters
are restimulated or awoken, each
can start making copies of each
other's pictures and copies of the
copies - called cross-copying.

CROSS-RESTIMULATION: One BT or cluster restimulating
another BT or cluster, who then
restimulates another BT or cluster.

MISCONCEPTION: (See English Dictionary) and
Axiom 38. The basic miscon-
ceptions are of identity, time,

place, form and event; e.g. a
misconception of place would
be a thetan thinking something
that happened in one place,
happened in another place.

A misconception of event would
be a thetan thinking something
happened to him, which didn't
happen to him or happened to
someone else (Flow 2 or 3).

MISOWNERSHIP: A basic misconception of one
thetan making the mistake of
thinking another thetan's
picture or incident or mock-up
is his own.

MISIDENTIFICATION: A basic misconception of one
thetan thinking he is another
thetan. It's a mistake in
identity. Thetan "A" thinks
it is thetan "B". Or one thetan
thinks he is more than one thetan,
etc.

VALENCE: TECH DICTIONARY

BEINGNESS: TECH DICTIONARY

IDENTITY: See English Dictionary and Tech
Dictionary under "valence" and
"beingness". It is that by which
a thetan identifies himself.

OUT OF VALENCE: TECH DICTIONARY

BLOW: See Tech Dictionary. In this RD
it is used in the sense of a BT
or cluster departing after being
unstuck from other BTs and clusters.

PARTIAL BLOW: A BT or cluster not fully blown.
Sometimes one will leave from
inside the body and stick or hang
up on the outer surface of the body.
Or one will go as far as the wall or
to some distance and hang around.

BLOWING BY INSPECTION: You don't have to do anything, you
just look and it blows.

PICTURE: See Tech Dictionary under "Mental
Image Picture".

MOCK UP: TECH DICTIONARY

SOMATIC: TECH DICTIONARY

RIDGE: TECH DICTIONARY

TIME TRACK: TECH DICTIONARY

REVIV (REVIVIFICATION): The bringing back to life of an engram in which a pc is stuck. The engram or some portion thereof is being acted out in present time by the preclear. It is called a revivification because the engram is suddenly more real to the preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it. (HCOB 11.5.65) During research on NED for OTs I discovered that Dormant BTs are stuck in a reviv, i.e. they are stuck down the track in an incident which is present time to that BT. I also discovered that these BTs are reviv'd in a location,

meaning that they are stuck in a past
location. They are chronically stuck
in a past time\and\place, which for
them is still going on. It is
"PT" and is where they are, as far
as they are concerned.

INSECT: ON OT III "insect" means a thetan
who is an insect, without a body.
These stick to other BTs and
clusters. Sometimes you can run
into a whole swarm of them.

BIRD: Similar to above - a thetan who
is a bird, without a body, and
sticking to other BTs and clusters.

ANIMAL: Similar to above - a thetan who
is an animal, without a body,
sticking to other BTs and clusters.

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ADVANCED ENTITY CLEARING

DEFINITIONS

26 NOVEMBER 1988

IDENTITY: 1. who a person is; what a thing is; individuality. 2. the collective aspect of the set of characteristics by which a thing or person is definitively recognizable or known.

ENTITY: 1. something that has a real and separate existence either actually or in the mind. [derived from Late Latin "entitas" derived from Latin "ens" derived from "esse" which means "be"] 2. a Being who has a separate existence and identity.

ENTITY BEING (EB):

MUTUAL INCIDENT: 1. a bad experience shared by several or many Entity Beings and/or groups of Entity Beings at the same time and place. 2. a severe engram which happened to a number of Beings. (The picture, which they have in common, keeps them stuck together in that incident. It has a precise date down to the second and fractions of a second and a precise location in space.)

CLUSTER-FORMING INCIDENT: 1. a mutual bad experience shared by a bunch of Entity Beings and sometimes already formed clusters. (It jams them together because they all shared it at exactly the same time and place; they all are stuck in the same picture and therefore they think they are "one." Being A is stuck in an explosion, Being B is stuck in exactly the same explosion and so Being A reactively feels he is the same as Being B, and Being B reactively feels he is Being A and so on with the other Beings who had the incident because they all have exactly the same picture. So these Beings misidentify themselves as all one and the same thing. It is not an analytically thought out conclusion, it is reactive identification.)

CUMULATIVE CLUSTER: 1. a cluster which is made up of other earlier clusters, each with their own cluster-forming incident. (It is a cluster to which other EBs and clusters have been added by later mutual incidents, all stuck together.)

VALENCE: 1. someone else's identity assumed by a person unknowingly. (A valence is a substitute self taken on after the fact of lost confidence in self or a failed valence or as a solution to a problem.)

MISCONCEPTION: 1. a mistaken idea or notion; wrong conception. (The basic misconceptions are of identity, time, place, form and event. A misconception of place would be a Being thinking something that happened in one place, happened in another place. A misconception of event would be a Being thinking something happened to him, which didn't happen to him or happened to someone else.)

MISOWNERSHIP: 1. mistaken ownership; a wrong ownership. (One Being thinking the charge is his when it belongs to someone else, or thinking it belongs to someone else when it is his own.)

MISIDENTIFICATION: 1. a basic misconception of one Being thinking he is another Being. (It's a mistake in identity. Being "A" thinks it is Being "B." Or one Being thinks he is more than one Being, etc.

FACSIMILE: 1. a mental image picture.

CROSS-REACTIVATION: 1. the condition wherein Entity Beings or clusters copy the reactivation of another or other Entity Beings and clusters and misown the charge as their own and intensify the amount of reactivation present. (Entity Beings or clusters mock-up pictures and reactivate each other. It takes three to ten days for this manifestation to dissipate.)

COPY: An Entity Being makes a copy of what was just run on another Entity Being, thus making it seem to the Clear that what just blew is still there. Get the individual to spot the copy or copies; this causes the copies to blow without further handling. (In the body, EBs may obsessively copy the pictures of other Beings. Therefore you can find it seems that the Being who just left is still there because there is a picture left. Spot the fact that someone else copied it and it usually goes.)

CROSS COPYING: 1. the condition wherein several or many Entity Beings or clusters automatically copy another or other Entity Beings' and clusters' pictures, valences, charge or whatever, thus further misidentifying themselves and misowning charge. (When a number of EBs and clusters are restimulated or awoken, each can start making copies of each other's pictures and copies of the copies - called cross-copying.)

COMPOSITE MASS: 1. a mass composed of a number of Entity Beings, or Entity Beings and clusters packed together closely. (Used on Advanced Entity Clearing to describe masses or heavy somatics made up of a number of EBs, clusters, pictures, ridges, etc.)

BLOW (noun): 1. the sudden dissipation of mass in the mind with an accompanying feeling of relief.

BLOW (verb): 1. to leave, get out, rush away, cease to be where one was.

PARTIAL BLOW: 1. an EB or cluster not fully blown. Sometimes one will leave from inside the body and stick or hang up on the outer surface of the body. Or one will go as far as the wall or to some distance and hang around.

BLOWING BY INSPECTION: 1. having something blow by just looking at it.

REVIVIFICATION (REVIV): 1. an Entity Being or cluster reliving some past identity or incident in which he/it is stuck. (He/it is down the time stream and cannot be found in present time.) 2. the bringing back to life of an engram in which a Pc is stuck. (The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it. During research on Advanced Entity Clearing it was discovered that Dormant EBs are stuck in a reviv, i.e. they are stuck down the track in an incident which is present time to that EB. These EBs are reviv'd in a location, meaning that they are stuck in a past location. They are chronically stuck in a past time and place, which for them is still going on. It is "PT" and is where they are, as far as they are concerned.)

SOMATIC: 1. a pain or sensation in the body. (A somatic is caused by more than one Entity Being

or cluster pressing against one another and/or the body.)

LAYERED CLUSTER: 1. several clusters (and/or EBs) in layers, as one layer comes off another layer comes to view.

SHELL EB: 1. an EB or cluster that surrounds the Clear's body like a shell. (A Clear can go into the valence of, and see the pictures of, this EB or cluster and mistake these as his own, as he seems to be in valence in the picture.)

DORMANT EB: 1. an EB or cluster in a totally dormant condition. (Dormant EBs are really dead and in states of existence below unconsciousness. They are out of PT (stuck on the track) and are stuck in the past location. They are in a perpetual reviv in that time and that location. They can be activated or awoken by the Clear.)

MOCK UP: 1.to get an imaginary picture of. 2. to create.

RIDGE: 1. a solidified accumulation of reactive energy created by two opposing flows.

TIME TRACK: 1. the consecutive, exactly dated, record of mental image pictures which accumulate through the Preclear's life or lives.

INSECT: 1. a Being who is an insect, without a body. (These stick to other EBs and clusters. Sometimes you can run into a whole swarm of them.)

BIRD: 1. a Being who is a bird, without a body, and sticking to other EBs and clusters.

ANIMAL: 1. a Being who is an animal, without a body, sticking to other EBs and clusters.

* * *

AAV SERIES 5

DIANETICS AFTER CLEAR

JANUARY 1984

Running Dianetics on a clear can worsen the case. As the person is clear he doesn't have any pictures of his own to run, so, if he is run on dianetics it is not his pictures that are being run, but the pictures of BTs and clusters.

Running chains past erasure will cause BTs and clusters to dub in further incidents giving them false incidents. BTs can actually create a whole synthetic track which will need repairing with a Dianetic repair list.

Mis-assessments and running unreading items will give BTs and clusters wrong items and these will need to be repaired on AAV.

The PreOT can misown and misidentify these pictures and incidents as his own when they are the pictures and incidents of BTs and clusters.

David Mayo

AAV SERIES 2

VALENCES

JANUARY 1984

The next thing that we need to cover is the subject of valences. Last time we went over the fact that a lot of these BTs and clusters are not up to running incidents I or II or they don't have any incident I or II to run and that there were other things wrong with them. One of the most common things that's wrong with this type of BT is that they are OUT OF VALENCE and don't respond to normal auditing techniques.

It's already been covered in a lot of tech materials that the pc who is out of valence doesn't respond to auditing procedures which don't shift his valence and get him back into valence and that processing directed at the pc who is out of valence is really directed at the valence rather than at the pc. So, it's necessary to shift an out of valence pc back into valence in order to audit him or in order to do him any good. And the majority of these AAV type BTs or clusters are out of valence and have been for a very long time. So, that's the most common thing that needs to be handled on AAV: their out of valence-ness.

Now, a BT or cluster can be in the valence of anything, absolutely anything. He can be in the valence of a person, a group, a name, a body part, in the valence of any material object of any kind, he can be in the valence of anything to do with matter or energy or space or time. In other words a BT can be being anything. Or, they can be in the valence of nothing. And a lot of them are, because they considered at some point that they didn't exist and they were nothing. So, they can be in the valence of anything or in the valence of some kind of a nothing or they can be in the valence of a significance. A BT could be being, for example, happiness or sadness or they could be in the valence of a word or a phrase or a cliche or anything.

Actual examples of valences BTs were found to be in were things like "a man of steel," or "a man of his word." Another example is a BT who was in the valence of "nobody" and the thought he was nobody. A BT was in the valence of "a busybody." And you also get a dramatization by the BT of the valence that he's in and all the homonymic dramatizations that are possible upon that, plus any kind of alter-is of that dramatization due to the BT not understanding the word or phrase that he's dramatizing, and, but especially literal interpretations. BTs tend to be very literal in their interpretations.

So, a BT that's in the valence of "a man of steel" would not necessarily be a strong character. He would be being something like steel. He would think he was a steel man. BTs can be in the valence of body parts or organs such as skin or a foot or a leg or a hand or a heart. One BT was being a broken heart. Another one was being a weak stomach. A BT can be a condition, like a stomach ache or a sore gut or anything. The whole point on the subject of valences is that one has to realize that a BT can be in the valence of anything in the broadest possible sense and that includes not only things but significances and nothingnesses and so on.

Now, when it was discovered that what was wrong with the majority of these BTs is that they were out of valence, this actually was quite a breakthrough that opened the door to handling them. The handling for BTs out of valence is simply to have the PreOT first of all locate a BT by whatever means and to fix his attention on that BT, including right down to naming the area of the body where it is, so you have the PreOT not only get in comm with or get in touch with the BT but also just to pinpoint down were it is, to sort of focus his attention on it and then the next action is to ask that BT a listing question, which is, "What are you?" and very often the first answer is the item. In fact, when you first start running this particular technique on AAV, it's almost always the first item on the list, the first answer to the "What are you?" question.

The question reads and when the PreOT states the answer it will read and it will usually give a small FN. Sometimes it's necessary for the PreOT to acknowledge the BT's answer in order to get an FN.

So, the steps are to ask to have the PreOT locate it, pinpoint where it is, put his attention on it and then ask it, "What are you?" The BT answers, the PreOT tells the auditor the answer or answers and then the auditor has the PreOT acknowledge the BT's answer or item. This item will read. It won't necessarily BD and very often doesn't BD. Usually it gives a fall and if there's no FN, the acknowledgement will usually produce an FN.

Now, at this point, the BT shifts back into valence or comes out of the valence that he was stuck in. Very often the BT will blow at this point. For example, say you ask "What are you?" and he says, "leather boots" (the statement of the valence that he's in), then the BT very often realizes, "But I'M NOT LEATHER BOOTS," or some version of that. It's a type of cog. He says what he is being and at the same time or right after, realizes he's not that after all and very often he will blow at that point . If the BT doesn't blow at that point, the next question is "Who are you?"

The theory of this is that you've now shifted the BT out of the valence he was stuck in by finding it and now you ask him "Who are you?" and the BT, in answering the question, cognites "I'm me!" When he cognites, "me" meaning "me" for the BT, he goes Clear and blows. That's another discovery on AAV, that you're actually clearing BTs, they go clear and they blow. And this particular procedure of asking "What are you?" and "Who are you?" in AAV is called the valence

technique.

Sometimes you ask the BT, "Who are you?" and he comes up with some answer other than "me" or "myself" - he might says he's a great warrior or John Jones or something like that and what he's doing is simply answering you with a valence or entity off his track. One acknowledges it and then asks him "Who are you?" Sometimes they come up with "me" or "myself" very quickly and sometimes they'll give other answers, which you acknowledge and you ask the question and they answer and you acknowledge and you ask the question and acknowledge and at some point they'll either blow or they'll come up with the answer "me" and blow. It's not so much an answer as it is a cognition. The BT cognites. He either cognites that he's not what he was being or he cognites he is himself. Either of those cognitions will produce a blow. Sometimes the BT will go as far as cogniting that he is himself but may need to have that acknowledged by the PreOT in order to get an FN and a blow. On rare occasions, it's possible for the BT to be asked "Who are you?" andanswer "Me" without blowing. The PreOT acknowledges the answer and the BT might still not blow because he hasn't quite fully cognited on it. And the handling for that is for the PreOT to ack him encouragingly when he says "Me," and then to say something like "Your answer was fine, but I want to repeat the question again and when I do you can give the same answer again." Ask "Who are you and the BT says, "I am me," and then comes to realize, "Oh! I really am me," and will either blow then or blow when the PreOT acknowledges it. And that's the extent of the valence technique and it's the most commonly used technique in AAV. It's not necessarily engaged in at the beginning of the rundown. In the actual development of this level, the valence technique was developed after all the past auditing repair steps were done. The way that AAV is currently being run at Flag and in the AOs is the auditors tend to jump in and run the valence technique right from the start on anything and everything that they lay their hands on. That's actually a departure from the research and development of AAV and in my experience, it's not as successful. It's better to handle the repair of past auditing purely as what it is. By then you've handled all the BPC on the cases and now you're starting in on new BTs and clusters that haven't been audited before or messed up and you handle them with the valence technique.

Q: Does it sometimes happen that a BT who has been contacted on the repair of past auditing but who doesn't blow causes trouble?

No, I've never seen that happen. The only time I've seen any trouble occur is when you haven't cleaned up the by-passed charge on a BT. You may have only found some of his BPC, but not the rest of it, such as having repaired a list error on a BT or an engram running error on the BT but he also had out ruds in the session or some other charge on the L4 or the L3 or whatever.

Now there's a danger in the valence technique or in all of AAV there's a danger and that is that the PreOT has to limit his attention to one BT at a time and run one at a time. If, for example, he had his attention spread over two or more BTs at the same time and they all got the question "What are you?" you could get a multiplicity of answers, each of which is right for one individual but not right for the others. So, it's essential that the PreOT be able to limit his attention to one BT and run one at a time. And I think that one of the things that's going on in the sort of squirrel version of

AAV in the field is that they're running them sort of wholesale and en masse, willy nill. They're just telling pcs, because one of the things they've found out from debriefing PreOTs is that you ask them "What are you?" and "Who are you?" and all that. What it can do is it can stir up a whole lot of them at once and not handle--or maybe handle one and not the rest or whatever.

So, it's a liability. The PreOT has to be able to limit his attention to one at a time and audit it to a blow before taking up another one. If the PreOT is weak on this, the most easy and simple handling is for the auditor to give him an R-factor to limit his attention to one BT and repeat this from time to time, as necessary just to ensure that the PreOT is limiting his attention to one at a time. Most people can do that if they know that's what they're supposed to do. If the PreOT is weak on it, there's a remedy which is to do the TR8Q drill from the assessment drills bulletin. It's actually a modification of the TR8Q drill from that bulletin. It's simply a matter of drilling the PreOT to put his attention on one spot at a time. The drill basically is a matter of a coach placing his finger somewhere near the PreOT's body and asking him to put his attention on his finger, andacknowledging it and moving the finger and having the guy put his attention on the finger. It's simply an attention drill. After drilling the guy on locating his attention in one spot for a while, his ability to do it improves and this boosts his ability to run AAV.

That's not routinely done in audited AAV, but is a possible remedy.

Clusters can also be handled with the valence technique very often. In other words, often a cluster is stuck in a valence and will respond to the "What are you?" question. Sometimes it's necessary for the PreOT to concentrate his attention down to one part of the cluster and ask it the "What?" and "Who?" questions of the valence technique to blow it and sometimes he has to blow the cluster bit by bit. Sometimes the cluster will be stuck in one valence which is common to them all, come out of that and then when he starts to ask "Who are you?" it starts breaking up and he has to ask the individuals "Who are you?"

With a cluster you sometimes get what's called a partial blow, which is part of it will blow, some will partly blow and some will not. It's just a matter of picking up the individuals and handling them one at a time with the "Who are you?" question. Sometimes a cluster will blow part way out from the body on the "What are you?" question and the PreOT has to reach out from his body to where the cluster now is and ask it, "Who are you?" in order to get a further blow. Another phenomenon that can occur with a cluster is that on the "What are you?" question or on the "Who are you?" question, the cluster will start moving out from the body and then will just sort of suddenly blow explosively and the whole thing will just sort of explode apart and break up and the individuals will start flying off in all directions and the thing just sort of blows up and it's kind of described as an explosive blow. That'll usually be accompanied by a big BD on the TA or a series of BDs of the TA and shouldn't be interrupted.

A similar phenomena is what's called an automatic blow. There are times on AAV when you get an automatic blow. It's a cyclic phenomenon that occurs as you're doing audited AAV and you start running something, it's often slow or sticky on a one-at-a-time basis and you handle one and

you get a blow and it may go on like that for a session or for several sessions. Then it'll suddenly start going easier and faster and easier and faster and this will often culminate in what's called an automatic blow when you just suddenly start getting BTs and clusters blowing off all over the place. You get this kind of automatic blow phenomena and it can go on for a very brief period of time or it can go on for a long period of time. The reason it's important is because once an automatic blow starts, the auditor should do nothing. He should just sit there and let it occur. On the meter, it's very obvious when it's occurring because the needle will start surging. You may get a series of falls or long falls, but the needle will start surging downward across the dial, time after time and the TA, if it's high, will usually start pumping down. It will BD and BD. Sometimes the TA goes into a sort of pumping action. It will BD down and move up and BD down and move up and BD. You'll see the TA doing a sort of pumping action. So you have the meter firing off and the TA moving and the PreOT talking about things blowing and so on. All the auditor should do, if anything, is to encouragingly half ack, very lightly and just let it go on. You don't do anything because you don't want to interrupt an automatic blow. When you get an automatic blow, you wait until it's ended and when it's ended, you simply end off the session. You DON'T DO ANOTHER SINGLE THING. And you usually end either on a dial wide FN or a floating TA after such anoccurrence.

Now, it's also true that after an automatic blow very often in the next session or sessions, you'll start out again having to handle individual BTs and clusters and it may proceed pretty slowly to start with and then the momentum will build up and you'll get another series of blows or an automatic blow.

Q: What causes that?

Basically it's because BTs and clusters tend to come in layers like an onion, is one reason and having taken a certain amount off, then the rest of that layer starts disintegrating and blowing. Another factor that influences it is that the mass of the banks of the BTs and clusters tends to hold BTs and clusters together and as you reduce that mass, then there's less to hold them because they have their banks in common and mass tends to stick to mass. Another thing that can influence it is that there is a certain type or category of BT or cluster, which, by its nature tends to actually hold on to others. Sometimes they even prevent others from blowing. An example of that could be a BT or cluster in the valence of a magnet and when you blow the BT or cluster being the magnet, then the others tend to fly off because there's nothing holding them. Another example would be a BT or cluster being a vacuum and other BTs and clusters being sucked into the vacuum, or for example, you might have a BT or cluster being sticky paper and others sticking to it and so on. And then there's a whole category of things on the whole track, usually connected up with implant stations, such as pole traps and other gadgets that were used to trap thetans or to make thetans stick them, such as electronic ribbons, pole traps and so on. If a BT or cluster is being a pole trap or is mocking up a pole trap, very often other BTs and clusters who have some incident regarding having stuck to a pole trap at some time will see this picture of a pole trap and will automatically go and stick themselves to it. Those aren't by any means the full extent of the categories of BTs and clusters that tend to hold onto others. There are many types of things a BT or cluster could be being that by its nature tends to hold on to others. If you blow the BT or cluster that's holding the others stuck together, then the others tend to fly off.

Also, as a tip for the auditor: If he's having undue difficulty blowing BTs and clusters, he can suspect that there might be a BT or cluster that's holding the others or sticking them or preventing them from blowing. You can ask the PreOT if there is such a BT or cluster and if there is, audit that one and blow it. Either you'll get an automatic blow or the others will now run much more easily.

Now that covers the automatic blow phenomenon, and we've largely covered the valence technique. There are a few other little oddities that go along with it. One of these is when the BT says, "I'm me," sometimes he's operating on an MU on the word "me." He says, "I'm me," meaning the PreOT and he doesn't really mean himself. Sometimes you might have to get him to repeat the answer to the question again.

That brings up the subject of a misidentification. The word misidentification is pretty common in AAV. The concept of it is going back to the theory of the valence technique, when a person is outof valence, he's misidentifying himself with an identity other than himself. If the person thinks he's a cook, then that's actually a lie. He's not a cook. He's a being, basically. He can be a cook and if he's doing it knowingly, that's fine. That's usually considered to be his beingness. When he's doing it unknowingly, it's a valence and is aberrative. That's a misidentification of himself with a valence. A BT or cluster--or any thetan for that matter, can misidentify himself with anything under the sun. That's a mistake and needs to be cleared up. Clearing it up usually brings a big resurgence in any person or being or thetan. Likewise we covered the fact that earlier in the AAV theory the point that a person who's Clear, when audited on engrams, tends to misown the charge or the engrams as his own. That's a type of misownership of charge or picture or incident. Now we're talking about misidentification which is identifying oneself with something which one is not and that's another basic error a thetan can make and it will hang him up. It's what's hanging him up, undoing it sets him free.

These two things of misownership and misidentification are actually two aspects of a more general term, which is called MISCONCEPTION or misconceptions.

There are several basic misconceptions a thetan can make. These are primarily a misconception of matter, energy, space, time, form, event, location or identity. All misconceptions could be classed under one of those with a possibility that you could add a misconception of thought or significance as well. Examples of misconceptions that we've already covered are the misconception of misowning an incident as one's own, when it actually belongs to a different being. Another example: the BT or thetan thinks "I am Mamie Glutz" and he is not Mamie Glutz and never was Mamie Glutz. Mamie Glutz is the identity or valence of some other person and that will hang him up. Hence, the importance and workability of the valence technique, because it separates out false identities or false valences and returns the person to his own identity.

This goes so far that a BT, being very, very suggestible, can form a tremendous number of misconceptions. An example is that a thetan or BT could run into another thetan who received an implant and on simply perceiving that this other person had received this implant, could assume that he'd received that implant and would try to run it as his own if he's audited on it or if he's asked for one in auditing. This also explains why the running of uncharged items in auditing causes so much BPC because it actually makes thetans or BTs form misconceptions about their own past. The auditor will often encounter this when he's trying to handle a BT on AAV. He may also run into it on the valence technique or anywhere else and when something isn't running or it's getting more solid or he runs into difficulty, the first thing that one should suspect is that he's running into a misconception. that he's trying to handle isn't what it appears to be.

There are other things that hang up BTs also. There are overts, there are motivators, there are engrams, etc., all the things that are common to a bank can hang up a BT and be the things that are wrong with a BT. In other words, anything that can be wrong with a preclear's case can be wrong with a BT, because, after all, a BT is a pc with a case. When it doesn't resolve, you have to assume that it isn't what it says it is or looks like it is.

If a BT is running a motivator and it doesn't resolve, you'd immediately suspect either a) that he didn't have that motivator and it could be somebody else's motivator or a totally dreamed upmotivator and that what he really should be running is an overt, or, conversely, you could be trying to run an overt and it doesn't resolve and gets more solid and that's not what's wrong with the guy. It's a misconception and you should actually be running the motivator. That can have any number of variations. Anything that a person could think up could be what you run into, because after all, you are dealing with anything they could think up in the past.

So, those are the misconceptions. The sub;ject of misconceptions is actually the very basic principle of AAV; it's even more fundamental than the valence technique.

The most fundamental thing that you're doing in AAV actually is you're straightening out misconceptions.They're usually misconceptions of time, place, form and event; more broadly, matter, energy, space and time and identity.

That's useful to know as theory because then no matter what the auditor runs into, he can straighten it out if he knows he's trying to straighten out misconceptions. Also BTs have false data, which is simply another misconception and they can have anything else wrong with them for that matter. But I mention false data because the discovery of false data and the handling of false data actually originated in AAV. It was something like trying to handle a BT and the BT thought that blah blah blah and it had this as a sort of fixed idea and it was necessary to find out,"Well, when did you get this idea?" or "When did you start believing that?" or "Where did you get that idea from?" at which point the BT would kind of get some sort of recollection of how he came by that idea and would shift off of being so stuck on the idea that it would then be possible for

auditing to occur or to continue.

They might blow on cleaning up their false data but usually cleaning up their false data makes it possible to do something else with them. I could make up an example of how that would be for illustration. The BT had a false datum, "I can't talk," or "communication isn't possible" or "questions can't be answered." Any of these might block the PreOT from asking the BT "What are you?" and getting an answer to the question. Just shifting that false data enough without even necessarily blowing it or doing much about it would make it possible to audit that BT and get him able to answer the question and then to proceed on and blow him. That's another point, with regard to AAV: while a BT can have anything at all wrong with him (all of the things that cases can have wrong with them); the auditor's job is only to shift or unburden what's wrong with that BT's case enough that he can get to do a technique on the BT which will blow it because it's the blowing, the clearing and blowing of the BT that's the real target, not trying to run up hours on the BT. So, that needs to be watched out for.

As a caution on that, auditors shouldn't get so fixated on relying on the simple valence technique of "What are you?" "Who are you?" that they just do that exclusively. If a BT does run into trouble on it, then of course they have to resort to other auditing tools. All the usual things can apply, out ruds or anything else. Most generally speaking, the things that can be wrong with a BT or any other case are all the things that are listed on a 53. One doesn't normally jump to a 53 at the slightest hint of trouble, but if all else fails, you can have the PreOT put his attention on that BT and you can assess a 53 on it, find out what's wrong with it and handle it and then back to your technique and blow it. That's a "when all else fails."

There again, if you're doing a 53 on AAV or any other prepared list on AAV, it is very essential that the PreOT concentrate on having his attention on one BT or cluster, because as is obvious, a 53, having many things on it, could apply to many, many BTs and you don't want to go into stirring too many up at once.

The next subject heading is what's called over-restimulation and cross-restimulation. Over-restimulation is the condition or situation of having stirred up too many BTs. That's all it is. It's too many BTs in restimulation at the same time. When over-restimulation has occurred, it can become impossible to audit. In other words, there are too many in restimulation, there's too much charge in restim, the PreOT's ability to handle and blow things goes down and simply with the numerical factor of too many different things in restim, it's impossible to handle anybody. For that reason, sessions on AAV are generally fairly short and are never carried past a win or a good win

and certainly never carried past a big win.

Another thing that will bring over-restimulation about is rough auditing on AAV. If the auditor is out of ARC or choppy or breaks the code, that can bring about over-restimulation very quickly.

About the only handling for over-restimulation, really, is to end the session and let some destimulation occur. It's better not to get into over-restimulation in the first place. A type of remedy that one, can do--and should try if he gets into over-restimulation is to indicate over-restimulation has occurred, and that'll tend to start cooling if off right away. Sometimes it will handle it and keys them out. Often it will just start them keying out. The other thing that you can do is say, "Come up to present time," and that will often bring a bunch of restimulated BTs out of what they're in and up to PT. That will kind of brighten them up a bit. And you should at least, if you've got over-restimulation going, indicate it and that will cool it off and then you can do the "Come up to present time" handling before ending the session.

What will handle it is ending the session and letting them destimulate before trying to audit again. That will usually occur within a matter of hours or a day and maybe as long as three to ten days for it to key out, but I haven't seen it go to actually more than a day.

Q: How common is that?

Well, it depends on the roughness of the auditing. It can happen to any auditor sometimes because often the BTs and clusters are so entangled and so enmeshed that when you start in a handling, no matter how good you are or how well you do it, it just stirs everything that's tangled into that mess together.

You should try to handle but if the TA starts going up and isn't coming down and the needle is packing up and the PreOT is starting to LOOK less sessionable, his indicators are going more out, things aren't blowing or it's getting grindy, you know it's happening and you should never force ona session or try valiantly to pull it off. You should realize that, hey, it's gone into too much restimulation and we'd better get out of this before if gets worse. The only thing you do is to try to cool it off. Sometimes simply two-way comming with the PreOT about what's happened in the session or what's gone wrong in the session or what's occurred, is enough to start keying it out and brightening him up right there and you can end the session off on a much better note. So, that's over-restimulation

I mentioned the word cross-restimulation and that's very much connected with the meaning of

over-restimulation and it explains what happens. Cross-restimulation is when a BT goes into restim and another BT copies what that BT is mocking up or is in restim on. Another BT noticing this going on, jumps in, starts copying the first BT and the second BT and another one start copying that. It's called cross-restimulation because the restimulation starts going across, from on BT to another.

Sometimes it's called cross-copying, but it's generally referred to as cross- restimulation. That explains why over-restimulation is rough. You get too many in restim and they all start copying each other's restimulation and their own restimulation and it becomes an accelerating restim, plus, they get so confused that everything that each of them had in restimulation is in restimulation at once. That could be a whole series of pictures, fifteen or fifty thousand different engrams, any number of ARC breaks and ser facs and overts and everything else that is in the bank. These things are all going on at the same time and they're all copying it and they actually become so confused about which is whose or what's theirs that it's impossible to audit any of them. That goes back to the basic misconception (confusion of identity).

So, anyway, we were on what happens in over-restimulation and cross-restimulation and the point that there are obviously a lot of misconceptions flying around about what belongs to who and it's impossible to audit under those circumstances. Now, many of these errors that I've mentioned are the subject matter of the AAV Repair List and when all else fails, the auditor can do this list and it has things on it like "Over-restimulation," "Cross-restimulation," "Copying." Another example of what it has on it is "What was correct for one was incorrect for the rest" and it would be obvious when you look at it that BTs and clusters can easily get wrong items by copying other BTs and clusters' items. If you ask one BT "What are you?" and he says that he is a sword, another BT, if the PreOT has his attention spread too far, might get the item "a sword" and start going into some sort of protest of, "I'm not a sword," or he may go into the idea of "Oh, that's what I am, a sword." But it doesn't blow anything for him because actually he's in the valence of a rat or a cow or a broken pipe or whatever he happens to be being. So, wrong items, of course, is another source of BPC. Sometimes it registers as "What was correct for one was not correct for another."

If you got into trouble, you would assess this prepared list and then find out whose charge is was. And generally you don't have to do much with it, unless you've got a very heavy restim going on. What you would do in that case is asses the list and get "Cross-copying" and the PreOT says, "Oh, yeah," and then all of a sudden it starts clicking, like "oh, yeah, no wonder. That's why there are a whole bunch of pictures flying up. Oh, yeah. We were doing one in my elbow and my knee started acting up - oh..." and it just starts untangling. The auditor should, throughout the whole of AAV, and especially when handling prepared lists, the auditor should only do what's necessary forhim to do to start something unraveling and keep it unraveling.

The auditor doesn't need to be that active. He can easily be over-active or over-talkative in the session. It's very bad for an auditor in an AAV session to start firing off a whole bunch of questions like "Is it this?" or "Is it that?" and "When was it?" and "Where was it?" and "Tell me about it?" and this and that and the other, because each question he asks could be answered by an awful lot of BTs.That actually could be a cause of over-restim. The handling generally is simply just to indicate the line on the list and let the PreOT spot what's there or whatever. You may have to do a little something like say, "Well, acknowledge the BT's answer" or "Indicate to him that wasn't his item" or "that wasn't his valence" or whatever. If the BT wanted to originate, okay, let

him originate and he originates and then acknowledge his origination. And that's generally what handles.

So, to sum up, we've now covered the valence technique, misownership, misidentification and misconceptions (which is the very basic principle on which AAV is based).

Another common error on this level is an error in listing, as the questions "What are you?" "Who are you?" are listing questions. Any question with the word "What" at the beginning of it is a potential listing question. This doesn't mean that it's bad or dangerous or anything else, it just means you have to realize it's a potential listing question. Sometimes it doesn't even act as a list, but it could. What happens then is and how you recognize it is, - the PreOT asks the BT "What are you?" and the BT says "an animal" - no read, then "some kind of nasty animal" - no read, "a skunk" LF. A skunk is the item. Often and usually it is the first item, and there is no problem.

The only time it's a problem would be if the auditor did something sort of forceful, like he prevented the PreOT and the BT from going on answering the question until he got the item. What we call forceful would be an actual thing that the auditor pushed off on the PreOT or on the BT and made him do.

Knowing that these questions can be a list, one can easily spot the indications of an out-list if it occurs and simply ask "Have we got a wrong item?" and if so indicate it was wrong. You usually ask: "Okay, what was the wrong item?" and you get, "Well, skunk was the wrong item." "Well, okay?" and the handling will very often simply be "What's the right item?" and the guy will say, "Actually it's a polecat" and you now have the item and the F/N.

But there again, when all else fails you use the short L4 as a correction list and it's not very common to have to asses an L4. Sometimes you can get into a sort of listing on the "Who" questions and it's very obvious because you ask "Who are you?" and you get the BT saying something like "a royal person," "someone in a royal family," "a daughter of a royal family","a princess." And that would be a list on the "Who?" question. It's not a great danger, it's just something you have to realize can turn into a list.

Earlier on when discussing misconceptions, an example was given of a BT giving off a motivator when what is really wrong with him is that he has an overt. if the BT is hung up in the motivator, and it isn't resolving or it's making things worse, you would simply ask the PreOT to ask the BT ifthat was somebody else's motivator or not his motivator and that might produce a response and a cog or you can have the PreOT ask the BT if there's really some overt that he's hung up on and it will read on the meter and usually the BT will instantly recognize it and start talking about the overt straight off. If you have to, you'd ask, "What is the overt?" and the BT would say, "Well, I did

blah, blah, blah, blah."

There again you don't really need to go into a whole bunch of handlings on it. It's usually, "Oh, well, I was actually responsible for such and such happening," or "I murdered the priest and hid his body in the grove," or something, and boom! There's an FN, and the BT may blow on that alone or you'd go into the valence technique and blow him. So it's just the simple, obvious question that one would ask. It comes back to this idea of simply undoing the misconception. In other words, you're not trying to sec check the BT, you're just trying to un-do the misconception.

The reason these BTs are not available to the PreOT on III is that he just doesn't perceive them. There is a reason for this, which is that incident II, in terms of the BTs' time track, is a pretty recent occurrence. For those that are hung up in it, it's like the last major incident on the track for them. And you have to view it a little bit from the BT's viewpoint, which is that some of these have been BTs for a very long time. In other words, they went down the tubes as thetans way back and they've kind of been out of it, dead and gone and out of it for a long time. They're just sort of existing but not aware and so to them nothing has happened since. So incident II is pretty common and because it was recent in terms of their time track, it gets restim'd when the PreOT starts on III. That's the last, latest big incident for most of them.They are all run on it and everybody that has an incident II will run it and that sort of takes off a layer of fat. It goes back to the telepathic factor. The PreOT has the concept of incident II and III and that picks up all the guys that are available for that. He finishes III because he can't find any other BTs or clusters that respond to those incidents. When he knows the AAV materials then he has his attention on a concept which the remaining BTs will respond to.

The BTs and clusters on this level are dormant. This does not mean that they don't cause the PreOT any trouble. Quite the opposite. The more dormant a BT is, or the more unaware a BT is, the more trouble he causes. This is because the lower his tone level or awareness level, the more he has approached the state of an object and total reactivity and bank. If you look at it in terms of the tone scale, or the chart of attitudes, the further down a being is, the more he approximates all the things along the bottom of the chart of attitudes or the bottom of the tone scale. In actual fact, a BT that's way down scale would be very, very unaware of anything and is very very solid and massy. His bank has gone totally solid maybe. And that impinges on the PreOT's body and causes mass, pressure, somatics, etc , plus, because he has become a solid bank or solid cases or whatever you want to call it, he is very much stimulus-response. The degree of stimulus-response of a being is proportional to how far down he is. The more aware a person is, the less likely they are to act on a stimulus-response basis; and the less aware they are, the more likely they are to. For example, maybe it's a hot day, it just happens to be hot weather and that might restimulate heat and a fire and for a BT very down on the scale, that just automatically turns on all the times when he was burned, or fires, and it's an A=A thing. You know if a hot day equals being burned, equals a fire, equals the time his house burned down, equals when he got too close to a hot sun, equals a hot poker, equals everything else in his bank and they just automatically go into restim. So for the PreOT, it'sa hot day and he turns on a rash and his skin starts itching and then he feels burny and then he feels like he's been branded by a hot poker and just goes on and on and on. The worse off they (BTs) are, the more trouble they cause for the PreOT. That's part of the reason why you get a lot of gains on AAV; as you get rid of these things, the PreOT is much less subject to the kind of trouble that they can cause and do cause routinely.

There are a lot of different sort of levels within the whole scope of AAV and sometimes you'll handle a whole level or band of BTs that affect the PreOT's personality or personality characteristics, and when you have done that, you may suddenly encounter a whole band of things that affect his body and somatics and that sort of thing. Then you may run into a whole band of them that affect his intelligence or his stupidity level. Another band may affect memory. In other words they come in different layers, or bands, or levels, that affect different aspects of the case.

David Mayo

AAV SERIES 3

THEORY OF AAV

JANUARY 1990

AAV was developed to handle PreOTs who were audited on Dianetics after they had gone clear.

The end phenomena of AAV is cause over life.

This level deals with BTs and clusters who are below the level of being able to run incident II and I. These beings are dormant. They are dead, really dead, like pebbles on a beach. When you encounter a dormant BT you actually have to put some life into it to bring it alive.

The phenomena one encounters on this level may not be one's own but may be the difficulties of a BT or cluster.

The difficulties they have are in running their own life, or in trying to run yours. We ran into this in the 50's, running "not-there," "doesn't exist" type chains. It was a dormant something, a dormant channel that was better left alone at that time.

When a PreOT tries to run out a somatic using Dianetics, it is the somatic of a BT or cluster that he is trying to handle. For example, if a PreOT has a somatic in the forehead he may occasionally get a blow of the somatic by running it out on the forehead. But it may be a BT or cluster in another part of the body putting the somatic there on the forehead. There is another situation where the PreOT is mocking up the somatic, but that is something different.

Beings are handled on this level by telepathy, a mental transmission from the PreOT to the BT or cluster. The BT or cluster is impinging on the PreOT or the body and the PreOT can get impressions, communications and can blow BTs and clusters.

Another principle is what is called the "can of beans theory." BTs and clusters respond willy-nilly to a PreOT's intention. If the PreOT thinks "can of beans" into his body, BTs and clusters will mock up a can of beans. This can get quite confusing to a PreOT if he doesn't know about this mechanism.

The only situation where a PreOT is seemingly viewing pictures through his own viewpoint is where he's looking at the pictures of a shell BT. A shell BT is a BT which surrounds the PreOT's body. The PreOT misidentifies with the shell BT and thinks its thoughts are his own. Hence there can be confusion of viewpoint and an invalidation of the PreOT's clear state. This is possibly what mystics were referring to when they talked of an aura, a collection of BT's and clusters and their pictures and incidents surrounding the person's body.

A PreOT may think he was in the Spanish Inquisition and he will get a picture of it, only this won't be his own picture. It will be the picture of a BT or cluster. Now it may be true that he was in the Spanish Inquisition, but these aren't his pictures. This is a way a PreOT can invalidate himself after he goes clear. He goes clear and erases his pictures. Then he starts getting other pictures later on. He misowns these as his own and this invalidates his clear state. The difference is that the pictures he now gets are much smaller than his own were.

You are not likely to encounter beings like the ones you'll find on AAV in life, except for catatonics. They are not really dead, they only wish they were. They are in states of existence below death. The main point is that you are dealing with beings that hope and believe they are dead. They are

revivified in a past time and place.

They try to be helpful by mocking up what the PreOT thinks. They are mostly benign. They can, though, create bad effects on a PreOT's body and can cause somatics which make it impossible for a PreOT to go fully upscale until they are handled.

A reach out by the PreOT or an attempt to become causative can cause BTs and clusters to react and to mock up virtually anything.

They can be handled on AAV.

D. Mayo

AAV SERIES 4

DEFINITIONS SHEET

JANUARY 1984

1. Thetan-1. the individual, himself or herself, who exists as nonmaterial, yet operates and handles a body in the material universe. 2. the person, oneself - not one's body, not one's name, not the mind, not the physical universe. 3. the individual who is aware of being aware. (A Thetan is not a thing, rather a creator of things.) Note: The phrase "I have a Thetan" or" my Thetan" is incorrect since the person is a Thetan. The correct usage would be "I am a Thetan" or "myself as a Thetan."

2. BT-a thetan who is stuck to another thetan or other thetans or a body but who is not in control. (BTs stick to pictures, other BTs and clusters. A BT can go into a valence of anything - BTs can

be being anything at all.)

3. Cluster-a group of body thetans crushed or held together by some mutual bad experience; a group of body thetans believing they are one. (The mutual incident is an engram which happened to all the Beings in the cluster and is the exact point in time and space where they "became one.")

4. Cumulative cluster-a cluster within a cluster. (A cumulative cluster is made up of other earlier clusters. It is a cluster to which other BTs and clusters have been added by later mutual incidents, all stuck together.)

5. picture-see mental image picture

6. mental image picture-TD

7. revivication-TD

8. dormant BT-a being that is revivified in a past incident. It is stuck in a past time and location. It is generally asleep, in a hypnotic state. When awakened or restimulated, it may copy some portion of the current environment (PT), although it "operates" from its past location. (Issues on drugs give examples of how someone in this condition thinks.)

9. copy-III pack

10. cross-copying-one BT copies another BT, an incident, etc., then another BT or cluster copies that copy and on and on. Copies of copies.

11. cross-restimulation-an incident in the present-time environment or a session error can restimulate BTs and clusters, who then wake up and restimulate other BTs and clusters, and on

and on.

12. over-restimulation-TD

13. misconception-standard dictionary. Also, an incorrect idea about time, space, matter, energy, form, location, event or identity that hangs up a thetan.

14. shell BT-a being that surrounds the PreOT's body. Due to the similarity in position of viewpoint, the PreOT can misown a shell BT's pictures as his own.

15. misownership-Axiom 29 "In order to cause an As-is-ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it would cause its vanishment." This axiom is especially relevant to auditing at the level of AA III and above because at this level the PreOT is handling other beings than himself (BTs and clusters). It is necessary to establish correct ownership of charge in order to get an as-is-ness. Furthermore, incorrectly assigning charge to the wrong being can cause by-passed charge (BPC) as it is now misowned. Hence the instruction in the III materials that one must use a narrow attention span so as to handle one BT or cluster at a time and so as not to retimulate or confuse other BTs with the one being audited.

16. mis-identification-TD

17. mass-TD

18. ridge-TD

19. composite mass-a mass that is made up of several BTs, clusters, masses or ridges. The auditor has the PreOT separate out and handle one piece of the composite at one time.

20. layered cluster-just that. One cluster on top of another cluster. This is not a cumulative cluster. Each layer needs to be separated out by the PreOT and handled separately.

ATTACHMENT

1. zero attitude-This is the attitude the PreOT should have when handling AAV. This means a no-attitude. The less chatter that the PreOT gets into with this material the better.

2. Exteriorization only occurs fully when a PreOT has handled all BTs and clusters on this level. There is exterior visio which is caused by a BT or cluster who is only partially blown and who is looking at the environment from an exterior position. Actual Exteriorization occurs stably when all BTs and clusters are handled.

3. The body acts as a magnifier of the PreOT's perception.

D. Mayo

HCOB 26.9.78 I

Confidential

Attachment #1

\DEFINITIONS\

ATTENTION: TECH DICTIONARY

ATTENTION UNIT: TECH DICTIONARY

THETAN (0n): TECH DICTIONARY

BODY THETAN (BT): By BT is meant a thetan who
is stuck to another thetan or
body but is not in control
(HCOB 5.2.70, Iss. II.) BTs
stick to pictures, other BTs
and clusters. A BT can go into
a valence of anything - BTs can
be being anything at all.

CLUSTER;

MUTUAL INCIDENT: A severe engram which happened to
a number of thetans, the picture
(which they have in common), keeps
them stuck together in that incident.
It has a precise date down to the
second and fractions of a second and
a precise location in space.

CUMULATIVE CLUSTER:
COMPOSITE (MASS): (See English Dictionary.) Used on
this RD to describe masses or heavy
somatics made up of a number of BTs,
clusters, pictures, ridges.

LAYERED CLUSTER: Several clusters (and/or BTs) in layers, as one layer comes off another layer comes to view.

SHELL BT: A BT or cluster that surrounds the Pre-OT's body like a shell. A Clear can go into the valence of, and see the pictures of, this BT or cluster and mistake these as his own, as he seems to be in valence in the picture.

DORMANT BT: A BT or cluster in a totally dormant condition, they're really dead, in states of exitence below unconsciousness. They are out of PT (stuck on the track) and are stuck in the past location. They are in a perpetual reviv in that time and that location. They can be activated or awoken by the Pre-OT.

COPY: Thetans in the body (BTs) may obsessively copy the pictures of other thetans. Therefore you can find it seems that the thetan who just left is still there because there is a picture left. Spot the

fact that someone else copied it and
it usually goes. (Add. sheet, Sect.
III OT.)

CROSS-COPYING: When a number of BTs and clusters
are restimulated or awoken, each
can start making copies of each
other's pictures and copies of the
copies - called cross-copying.

CROSS-RESTIMULATION: One BT or cluster restimulating
another BT or cluster, who then
restimulates another BT or cluster.

MISCONCEPTION: (See English Dictionary) and
Axiom 38. The basic miscon-
ceptions are of identity, time,
place, form and event; e.g. a
misconception of place would
be a thetan thinking something
that happened in one place,
happened in another place.

A misconception of event would
be a thetan thinking something
happened to him, which didn't
happen to him or happened to
someone else (Flow 2 or 3).

MISOWNERSHIP: A basic misconception of one thetan making the mistake of thinking another thetan's picture or incident or mock-up is his own.

MISIDENTIFICATION: A basic misconception of one thetan thinking he is another thetan. It's a mistake in identity. Thetan "A" thinks it is thetan "B". Or one thetan thinks he is more than one thetan, etc.

VALENCE: TECH DICTIONARY

BEINGNESS: TECH DICTIONARY

IDENTITY: See English Dictionary and Tech Dictionary under "valence" and "beingness". It is that by which a thetan identifies himself.

OUT OF VALENCE: TECH DICTIONARY

BLOW: See Tech Dictionary. In this RD
it is used in the sense of a BT
or cluster departing after being
unstuck from other BTs and clusters.

PARTIAL BLOW: A BT or cluster not fully blown.
Sometimes one will leave from
inside the body and stick or hang
up on the outer surface of the body.
Or one will go as far as the wall or
to some distance and hang around.

BLOWING BY INSPECTION: You don't have to do anything, you
just look and it blows.

PICTURE: See Tech Dictionary under "Mental
Image Picture".

MOCK UP: TECH DICTIONARY

SOMATIC: TECH DICTIONARY

RIDGE: TECH DICTIONARY

TIME TRACK: TECH DICTIONARY

REVIV (REVIVIFICATION): The bringing back to life of an engram in which a pc is stuck. The engram or some portion thereof is being acted out in present time by the preclear. It is called a revivification because the engram is suddenly more real to the preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it. (HCOB 11.5.65) During research on NED for OTs I discovered that Dormant BTs are stuck in a reviv, i.e. they are stuck down the track in an incident which is present time to that BT. I also discovered that these BTs are reviv'd in a location, meaning that they are stuck in a past location. They are chronically stuck in a past time\and\place, which for them is still going on. It is "PT" and is where they are, as far as they are concerned.

INSECT: ON OT III "insect" means a thetan who is an insect, without a body. These stick to other BTs and clusters. Sometimes you can run

into a whole swarm of them.

BIRD: Similar to above - a thetan who
is a bird, without a body, and
sticking to other BTs and clusters.

ANIMAL: Similar to above - a thetan who
is an animal, without a body,
sticking to other BTs and clusters.

ADVANCED ENTITY CLEARING

DEFINITIONS

26 NOVEMBER 1988

IDENTITY: 1. who a person is; what a thing is; individuality. 2. the collective aspect of the set of characteristics by which a thing or person is definitively recognizable or known.

ENTITY: 1. something that has a real and separate existence either actually or in the mind. [derived from Late Latin "entitas" derived from Latin "ens" derived from "esse" which means "be"] 2. a Being who has a separate existence and identity.

ENTITY BEING (EB):

MUTUAL INCIDENT: 1. a bad experience shared by several or many Entity Beings and/or groups of Entity Beings at the same time and place. 2. a severe engram which happened to a number of Beings. (The picture, which they have in common, keeps them stuck together in that incident. It has a precise date down to the second and fractions of a second and a precise location in space.)

CLUSTER-FORMING INCIDENT: 1. a mutual bad experience shared by a bunch of Entity Beings and sometimes already formed clusters. (It jams them together because they all shared it at exactly the same time and place; they all are stuck in the same picture and therefore they think they are "one." Being A is stuck in an explosion, Being B is stuck in exactly the same explosion and so Being A reactively feels he is the same as Being B, and Being B reactively feels he is Being A and so on with the other Beings who had the incident because they all have exactly the same picture. So these Beings misidentify themselves as all one and the same thing. It is not an analytically thought out conclusion, it is reactive identification.)

CUMULATIVE CLUSTER: 1. a cluster which is made up of other earlier clusters, each with their own cluster-forming incident. (It is a cluster to which other EBs and clusters have been added by later mutual incidents, all stuck together.)

VALENCE: 1. someone else's identity assumed by a person unknowingly. (A valence is a substitute self taken on after the fact of lost confidence in self or a failed valence or as a solution to a problem.)

MISCONCEPTION: 1. a mistaken idea or notion; wrong conception. (The basic misconceptions are of identity, time, place, form and event. A misconception of place would be a Being thinking something that happened in one place, happened in another place. A misconception of event would be a Being thinking something happened to him, which didn't happen to him or happened to someone else.)

MISOWNERSHIP: 1. mistaken ownership; a wrong ownership. (One Being thinking the charge is his when it belongs to someone else, or thinking it belongs to someone else when it is his own.)

MISIDENTIFICATION: 1. a basic misconception of one Being thinking he is another Being. (It's a mistake in identity. Being "A" thinks it is Being "B." Or one Being thinks he is more than one Being, etc.

FACSIMILE: 1. a mental image picture.

CROSS-REACTIVATION: 1. the condition wherein Entity Beings or clusters copy the reactivation of another or other Entity Beings and clusters and misown the charge as their own and intensify the amount of reactivation present. (Entity Beings or clusters mock-up pictures and reactivate each other. It takes three to ten days for this manifestation to dissipate.)

COPY: An Entity Being makes a copy of what was just run on another Entity Being, thus making it seem to the Clear that what just blew is still there. Get the individual to spot the copy or copies; this causes the copies to blow without further handling. (In the body, EBs may obsessively copy the pictures of other Beings. Therefore you can find it seems that the Being who just left is still there because there is a picture left. Spot the fact that someone else copied it and it usually goes.)

CROSS COPYING: 1. the condition wherein several or many Entity Beings or clusters automatically copy another or other Entity Beings' and clusters' pictures, valences, charge or whatever, thus further misidentifying themselves and misowning charge. (When a number of EBs and clusters are restimulated or awoken, each can start making copies of each other's pictures and copies of the copies - called cross-copying.)

COMPOSITE MASS: 1. a mass composed of a number of Entity Beings, or Entity Beings and clusters packed together closely. (Used on Advanced Entity Clearing to describe masses or heavy somatics made up of a number of EBs, clusters, pictures, ridges, etc.)

BLOW (noun): 1. the sudden dissipation of mass in the mind with an accompanying feeling of relief.

BLOW (verb): 1. to leave, get out, rush away, cease to be where one was.

PARTIAL BLOW: 1. an EB or cluster not fully blown. Sometimes one will leave from inside the body and stick or hang up on the outer surface of the body. Or one will go as far as the wall or to some distance and hang around.

BLOWING BY INSPECTION: 1. having something blow by just looking at it.

REVIVIFICATION (REVIV): 1. an Entity Being or cluster reliving some past identity or incident in which he/it is stuck. (He/it is down the time stream and cannot be found in present time.) 2. the bringing back to life of an engram in which a Pc is stuck. (The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it. During research on Advanced Entity Clearing it was discovered that Dormant EBs are stuck in a reviv, i.e. they are stuck down the track in an incident which is present time to that EB. These EBs are reviv'd in a location, meaning that they are stuck in a past location. They are chronically stuck in a past time and place, which for them is still going on. It is "PT" and is where they are, as far as they are concerned.)

SOMATIC: 1. a pain or sensation in the body. (A somatic is caused by more than one Entity Being or cluster pressing against one another and/or the body.)

LAYERED CLUSTER: 1. several clusters (and/or EBs) in layers, as one layer comes off another layer comes to view.

SHELL EB: 1. an EB or cluster that surrounds the Clear's body like a shell. (A Clear can go into the valence of, and see the pictures of, this EB or cluster and mistake these as his own, as he seems to be in valence in the picture.)

DORMANT EB: 1. an EB or cluster in a totally dormant condition. (Dormant EBs are really dead and in states of existence below unconsciousness. They are out of PT (stuck on the track) and are stuck in the past location. They are in a perpetual reviv in that time and that location. They can

be activated or awoken by the Clear.)

MOCK UP: 1.to get an imaginary picture of. 2. to create.

RIDGE: 1. a solidified accumulation of reactive energy created by two opposing flows.

TIME TRACK: 1. the consecutive, exactly dated, record of mental image pictures which accumulate through the Preclear's life or lives.

INSECT: 1. a Being who is an insect, without a body. (These stick to other EBs and clusters. Sometimes you can run into a whole swarm of them.)

BIRD: 1. a Being who is a bird, without a body, and sticking to other EBs and clusters.

ANIMAL: 1. a Being who is an animal, without a body, sticking to other EBs and clusters.

* * *

AAV SERIES 5

DIANETICS AFTER CLEAR

JANUARY 1984

Running Dianetics on a clear can worsen the case. As the person is clear he doesn't have any pictures of his own to run, so, if he is run on dianetics it is not his pictures that are being run, but the pictures of BTs and clusters.

Running chains past erasure will cause BTs and clusters to dub in further incidents giving them false incidents. BTs can actually create a whole synthetic track which will need repairing with a Dianetic repair list.

Mis-assessments and running unreading items will give BTs and clusters wrong items and these will need to be repaired on AAV.

The PreOT can misown and misidentify these pictures and incidents as his own when they are the pictures and incidents of BTs and clusters.

David Mayo

AAV SERIES 6

ASSISTS

JANUARY 1984

When a clear or above has had a severe secondary or engram an assist should be done. This is not done by Dianetics. The solution for a PreOT is to date/locate the injury which has occurred, checking for and handling any earlier mutual incident. Remember that a severe loss or injury is a restimulation of clusters with earlier mutual incidents which have been restimulated by the recent incident. These can be handled also. Then you handle any remaining individuals and copies.

There are other assist actions that should also be done such as a touch assist, contact assist, ruds and other usual assist actions. There are many assists that can be done - it is just any version of Dianetic auditing that shouldn't be done on a clear or above.

David Mayo

AAV SERIES 7

MISCONCEPTIONS

JANUARY 1984

The basic thing that can hang up a thetan is a misconception of time, space, matter, energy, place, form, event or identity.

For example a cluster can be considered to held together by a misconception of identity; they consider that they are one, i.e., they all "think" that they are the same being.

This rundown handles misconceptions of time, place, form and event. It could also be called the "I am you," or the "All is one" rundown .

There is an implant on the track which says that all is one.

In the past it was known that a being could be revivified in a past incident or time, meaning that the being was so stuck in that past occurrence that for that being it IS present time. On AAV it was discovered that beings could also be revivified in a past location.

There is a possible explanation of ghosts on this level. BTs and clusters can copy the beingness of a person that the PreOT has known and can act like "a ghost" of this person. The remedy is to intend the BTs and clusters back to a point before they knew this person. Most of the "ghost" phenomenon blows on this alone. Any remaining BTs/clusters can then be handled with usual techniques.

BTs can have the misconception that they're being held in when they're not. They can have the misconception that they're pushing up against or fighting a ridge which is no longer there.

They can think that they're in a different location or time than they are. Any or all of the above misconceptions can be present.

There are several common misconceptions: thinking that an incident occurred either LATER or EARLIER than it did; confusing own identity with that of another and thinking that one is that other being; seeing another being's pictures of an incident and thinking that the incident happened to oneself when it didn't (this can happen with either overt or motivator incidents, resulting in one misowning another's overt or misowning another's motivator as one's own when it wasn't); misowning another's pictures of his lifetime and thinking that one lived that life when one didn't; misowning whole sections of another's time track giving one a false track. The above are just given as examples and the possible misconceptions are too numerous to state; a being could have a misconception about anything!

Untangling a being's misconceptions is very rewarding and is the basic principle of this rundown.

David Mayo

AAV SERIES 8

TIPS ON HANDLING BTS AND CLUSTERS

JANUARY 1984

When handling BTs and clusters be careful to keep a narrow attention span and only handle one at a time. Otherwise, more than one BT/cluster can be restimulated at the same time. This can prevent any of these from being audited (as each of them is trying to answer) and this easily causes over-restimulation.

Stress can be a heavy button. The amount of reaction that PT stress can cause the PreOT is explained as follows: BTs do a lot of copying of stress, so it becomes a recent mutual incident - sometimes compounded by copies of the copies! This can cause a crush-in, pull-back phenomena. BTs crush in and then pull back during moments of stress.

Back on the track, some BTs were implanted to be various body parts, organs of the body, etc. (Although that is not the only reason why a BT can be being a body part. Implants are only one reason and more usually a BT goes into the valance of a body part from having gone the effect of that body part too much or too often.)

BTs are not in the time stream, meaning that they are usually stuck down the time track and didn't move forward in time and aren't aware of present time. You can contact these BTs by shifting your attention out of present time, down the time track to find them. They are literally in a past time and place.

Dormant BTs also can cause the phenomenon of dreams or visions. A BT can be parked in the past looking at a "future" that has already occurred at some point in the past although he THINKS he's looking at the future.

Most BTs and clusters you encounter will blow on inspection. They blow simply by looking at them. Some handle simply by acknowledgement. Others may require "Hellos and Okays" to wake them up. But most will be handled quite easily by means of the valence technique. The valence technique is the major process that you will use on AAV.

The first step is to locate a BT or cluster and identify it as being either a BT or cluster and establish its location, i.e., where the BT or cluster is in relationship to the body. Then have the PreOT ask it, "What are you?" BTs are stuck in a beingness or valence. They are being body parts, pieces of the environment, or even significance and cliches or anything at all. Asking the BT

the "What?" question causes him to shift out of the valence that he's compulsively stuck in.

The second question that is asked of the BT is,"Who are you?" This will run out the identities he's had until he realizes, "I'm me" and blows. If there is no blow on the first "me" answer, acknowledge encouragingly and have the BT repeat the "me" answer.

If you get a repeating answer of a valence or identity (for example, the BT keeps answering "Pete"over and over), ask "What were you before you became that?" This will shift the BT earlier on the track.

You may encounter a situation where you are dealing with an energy mass that's being put there from somewhere else. Track back to the BT or cluster and blow the BT or cluster. You might also encounter a ridge. If so, look behind it to see who's mocking it up. Blow the BT or cluster and then handle anyone who is stuck in or on the ridge.

Criminal BTs are ones that will not answer the "What are you?" question: they say, "yeah, I'm your nemesis," or whatever. The solution is just to apply the valence technique as usual, with good ARC and repeating the question as needed until you get it answered.

Rarely a BT might flash pictures at a PreOT in an effort to misdirect. Get the PreOT to shift his attention from the picture or mass to the BT. This is quite easy for the PreOT to do. But this doesn't mean that every time that a BT shows a picture (the PreOT also sees the BT's picture) that it is an effort to misdirect. Usually such a picture is the incident the BT is stuck in and acknowledging that is often sufficient to move the BT out of that incident and get him running again.

David Mayo

AAV SERIES 9

MORE HINTS

JANUARY 1984

The theory of the rundown is not just to blow every BT or cluster around or influencing the PreOT. It is to resolve the misconceptions of identity--the entanglement of entities.

Body thetans and clusters can influence the PreOT's perception of the physical universe. The physical universe itself has no ability to do this.

They can impinge on the PreOT or his body and cause unwanted feeling and somatics.

An individual's awareness of who he is will intensify as he goes through the rundown.

As earlier mentioned, it could be called the "I am you" or the "All is one" rundown. What's amazing is that there are as many life units as there are.

The principle of misownership, misowning pictures, incidents, identities and beingness is what causes the BT to hang up. There would also, at the bottom of it, have to be a postulate by the BT or cluster to remain in or around the body. These BTs are in an uncleared state. When run on the valence technique they go clear and blow. Misconceptions can be of time, place, form or event.

The beings that one handles on III are ones that have been with a guy since then or have been dumped on a guy. By the way, earth is a dumping ground to end all dumping grounds.

The beings one encounters on AAV are not in the time stream. They are out of present time, down the track. One has to actually shift his attention out of present time to locate them. You may be able to jolt them earlier on the track, which unsticks them from their stuck point. This is an additional technique.

Most blow by inspection or respond very easily to the valence technique.

David Mayo

AAV SERIES 10

TIPS ON REPAIRING PAST AUDITING

JANUARY 1984

Many examples could be given which show how a case can be messed up by running unreading Dianetic items, wrong items or by going past erasure. Going past erasure will jump a guy into the chain of a BT or cluster who has been dead for a long time. BTs and clusters will unknowingly mock up the incident they're stuck in (or the incident the PreOT is intending them to mock up). Needless to say, this is not ideal. This is the bug one can run into on AAV.

The early steps of the rundown take up these possible errors, although at any point in the rundown when a PreOT bogs, the auditor should suspect that he's run into some more BPC on past auditing to be handled. It may be an obvious area of auditing or an auditor that the PreOT has brought up throughout his auditing, or it may require a reassessment of all the auditors the PreOT has had. Usually it is handled simply by asking the PreOT if "an error in earlier auditing has been restimulated?"

On the action of repairing past auditing, during the beginning program steps, interest is checked. The reason for this is that PreOT (or pc) interest is an indicator that charge is available and can and should be handled. By checking PreOT interest in the auditing action, the auditor can avoid over-repairing.

The steps for handling the repair of past auditing are:

A.What was being run?

B.What was the error (BPC) in the auditing? (or use the appropriate correction list to find it)

C.Indicate the by-passed charge.

D.Check to see if the BT or cluster that this was run on is still around (as it often will have blown by now), and if so, take the remaining steps to blow it.

E. Check for any copy.

You can also check for a "BT or cluster messed up in running_____?" (whatever type of auditing is being addressed.) Then complete steps B through E on what is found.

You can over-handle past auditing to the point that what you are correcting on one will start uncorrecting on another; that is, BTs will begin to copy errors they didn't have, hence the rule about going by PreOT interest and not continuing on past the point where the PreOT ceases to be interested in the action being done.

If, later during the rundown, it becomes evident that there is more BPC to be handled on past auditing, the auditor simply takes up that subject again.

If one runs into a bog in a session later on in the rundown, first check for any error in the current session and if that doesn't handle the trouble, then check for a restimulated error (or BPC) from an earlier session or earlier auditing and repair that using the steps above.

Although the above may sound like a lot of repair, it makes the auditor's job easier and more effective. These repair actions are usually very easy to do and quite spectacular in result.

David Mayo

AAV SERIES 11

OUT-INT

JANUARY 1984

If a body thetan or cluster the PreOT is handling has out-int, it makes if very hard for the BT/Cluster to blow. This isn't a lack of intention on the part of the PreOT to blow the BT/Cluster, but an inability of the BT/Cluster to blow.

It is handled by finding the interiorization button that applies. BTs "go-in," this is a characteristic of body thetans. A shocking incident or whatever can cause BTs to "go-in." They also "go-on." "Went-on" is a button that can be checked. BTs can "go-on" a body, a wall, or whatever, and due to misconceptions can consider themselves stuck. "Stuck-on" can also be checked.

One can check "Went-in," "Went-on," "Stuck-in," "Stuck-on" for a read and run recall on the times he went in or went on, etc., depending on what read. You can also ask, "When did you go in?" or "When did you go on?"

"Can't get out" is another button that can be used. You ask the BT/Cluster, "What couldn't get out?" (as the BT may be stuck in a valance that couldn't get out), the BT answers, giving the valance, the PreOT acknowledges the answer and the BT moves out of that valance and is then able to leave or the PreOT then asks the BT, "Who are you?" The BT cognites "I'm me" and leaves.

You can also have the BT point to which way WAS in. This has very limited workability but can work on occasion. It is based on the idea that if the BT is asked which way was in, the BT will

recall the moment or duplicate the moment when it went in and thus as-is it. (Note, it's not IS in, but WAS in.)

In extreme cases of out-int an Interiorization Rundown may be done - by assessing the full list of interiorization buttons and running the reading button by recall (not engram running). You locate the BT or cluster that has out-int, assess the buttons on that BT or cluster, take the best reading button, assess the four flows and then run recall on the best reading flow and so on until it blows. Then, if there is another BT/cluster with out-int, repeat these steps on it . Do this until all BTs/clusters with out-int are handled.

Warning: whenever you handle out-int, beware of over-doing this action as then you can get BTs/clusters copying or mocking up out-int when they didn't have any trouble with out-int. And, remember that many pcs have had overrun and unnecessary Interiorization Rundowns in their earlier auditing and the BPC may be restimulated or in restimulation whenever the subject of interiorization comes up.

Always check whether "out-int" is a wrong item or wrong indication for other BTs who didn't have any trouble with it. Often, this is so and it cleans up on recognition and indication.

David Mayo

ADVANCED ENTITY CLEARING

THE VALENCE TECHNIQUE

24 NOVEMBER 1988

Entity Beings and clusters of Entity Beings go out of valence. They can go into the valence of a person or animal. Some Entity Beings go into the valence of molecules, minerals, as well as, cells.

Some go into the valence of objects.

Sometimes Entity Beings are in the valence of a body, or part of a body, such as "torso," "brain," "arm," etc. These aren't vicious in attitude, they are benign but misguided. They feel they are necessary to the body. They are sometimes stuck on the external perimeter of the body, 2 - 3 feet out from the body, surrounding it.

There's a trick of getting them to shift valence. You find out what valence it is into and indicate it - this is done by simply asking them what they are. Having found out what he or they have gone into the valence of, you acknowledge it and ask them who they are and they generally blow off.

They are in the valence of something. They consider these safe valences or safe beingnesses. It is one of the systems of "being in," protected and defended - be in the valence of something.

There's also a scarcity of forms, and a Being becomes a form. They can also be an idea, and try to be in a form.

They can be a picture, or an unsafe picture - to remind one that "nothing is safe, because one might forget." So an Entity Being can be a picture, or part of a picture, or he can be being a condensed energy mass, or being a problem, etc. An Entity Being can be in the valence of anything at all.

There are actually five steps to shifting valence - you find out what valence the Entity Being is being and acknowledge it and ask "who are you?" - he will usually cognite "I'm me," and blow.

Entity Beings think they are pictures, things, beings, body parts, objects, ideas, somatics - they can be anything at all. If that is realized,they will tell the Clear what they are and blow. The basic misconception when handled, flips them into their own valence, and they blow - sometimes disintegrating explosively - with a succession of "I'm me," "I'm me," "I'm me"....sometimes they go out several hundred feet and explode violently.

If the Clear asks "What are you?" they'll answer up "I'm(valence)," and then realize they're not(valence). There's another action of acknowledgement - maybe nobody has ever acknowledged these beingnesses - because they're so bizarre, so far out. You must acknowledge

what the Entity Being or cluster tells you they are. You're flipping them out of obsessive beingnesses or a misconceived area.

The full steps of shifting their valence:

(1) Ask"What are you?"

(2) Entity Being or cluster answers "I'm (valence)."

(3) Acknowledge Entity Being or cluster.

(4) Entity Being or cluster realizes they're not (valence), and blows,

or

(5) Ask"Who are you?" and Entity Being or cluster realizes and normally says "I'm me" and blows and sometimes it's a highly multiple blow.

(6) If they repeat what they just said ask "What were you before you became that?," they say "me" and blow.

(If you don't acknowledge Entity Being's answer after "What are you?," the second question - "Who are you?" - tends to be invalidative.)

If they don't answer, you're talking to an energy mass and not an Entity Being or they're really dead; there's one trick - tell them to go earlier, and if it's a condensed energy mass, go behind it and you'll locate them.

If they don't answer what they are - persist, say "Good" and ask "Well, who are you?" and they won't persist in their chatter, they'll go silent and probably answer "I'm me" and blow.

Most of the time you don't have to do anything though, just look and they blow.

DIFFERENT RESPONSES

Blowing Entity Beings and clusters by this Valence Technique is almost the basic rundown - it is the hottest technique there is. There are two situations under which it does not work at once. These are:

(A) When you don't get an answer.

(B) They give you a significance or an identity in answer to the

"Who are you?" question.

Here's how you handle:

(A) When you don't get an answer:

If you don't get an answer, you may be talking to simply an energy mass put out by some other Entity Being or cluster, or they are really dead. Tell it to go a little bit earlier, jolt it a little bit earlier with an intention or impulse and then it will run on through and blow.

But if it's a condensed energy mass, being put out by some other Entity Being or cluster, just look behind the condensed energy mass, address your actions to the Entity Being or cluster behind the condensed energy mass and then you'll get an answer.

(B) They give you a significance or an identity answer:

If you ask "Who are you?" and get an answer which is an identity such as: "George Smith," or "Willy the Red," you simply acknowledge that answer and ask "Who were you before you became that?" Sometimes you may have to run back down the track through a whole chain of past identities, but if you persist the Entity Being or cluster will eventually realize and say "I'm me" and blow.

Generally Entity Beings are very fluent and quite easy to handle.

Probably what makes a Preclear, as a whole, hard to clear at lower levels, is that the Clearing Practitioner is clearing the misconceptions of the Preclear and Entities simultaneously. But on Entity Clearing you will find the majority of Entity Beings and clusters easy to clear and blow. Many of them simply blow on inspection, and the basic usual technique for blowing the rest of them is the Valence Technique.

VALENCE TECHNIQUE

1. "What are you?"

2. (answer)

3. Acknowledge

4. Realizes it isn't (_____), and blows, or

5. "Who are you?" - "I'm me," and blows.

6. If they repeat what they just said or give you an identity, ask "What were you before you became that?," they say "me" and blow.

These steps are the basic and most workable technique. If the Clear realizes that an Entity Being or cluster can be being anything - anything at all - and accepts the Entity Being's or cluster's answer and acknowledges that answer, this technique will work very smoothly and well.

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AWARENESS CHARACTERISTICS

19 FEBRUARY 1989

- 36 FALSE CAUSE
- 35 REASONABLENESS
- 34 UNEXISTENCE
- 33 DISCONNECTION
- 32 UNCAUSING
- 31 CRIMINALITY
- 30 DISASSOCIATION
- 29 DISPERSAL
- 28 EROSION
- 27 FIXIDITY

- 26 GLEE
- 25 ELATION
- 24 MASOCHISM
- 23 SADISM
- 22 HALLUCINATION
- 21 SECRECY
- 20 DUALITY
- 19 DETACHMENT
- 18 OBLIVION
- 17 CATATONIA
- 16 SHOCK
- 15 HYSTERIA
- 14 DELUSION
- 13 INACTUALITY
- 12 DISASTER
- 11 INTROVERSION
- 10 NUMBNESS
- 9 SUFFERING
- 8 DESPAIR
- 7 RUIN
- 6 EFFECT
- 5 FEAR OF WORSENING
- 4 NEED OF CHANGE
- 3 DEMAND FOR IMPROVEMENT
- 2 HOPE
- 1 HELP

1 RECOGNITION

2 COMMUNICATION

3 PERCEPTION

4 ORIENTATION

5 UNDERSTANDING

6 ENLIGHTENMENT

7 ENERGY

8 ADJUSTMENT

9 BODY

10 PREDICTION

11 ACTIVITY

12 PRODUCTION

13 RESULT

14 CORRECTION

15 ABILITY

16 PURPOSES

17 CLEARING

18 REALIZATION

19 CONDITIONS

20 EXISTENCE

21 SOURCE

POWER ON ALL 8 DYNAMICS

TOTAL FREEDOM

* * *

GLOSSARY

AWARENESS CHARACTERISTICS

12 JANUARY 1990

FALSE CAUSE 1. claiming to cause a result that was caused by something else.

2. making another responsible for an effect one has caused.

REASONABLENESS 1. an attitude of security or pleasure often while unaware of potential danger.

UNEXISTENCE 1. not being, not occurring, not emerging or appearing. 2. a feeling that one does not exist. 3. feeling invisible.

DISCONNECTION 1. the act of severing or interrupting the connection of or between. 2. a feeling that one is not a part of what is going on.

UNCAUSING 1. not acting or existing in such a way that some specific thing happens as a result.

CRIMINALITY 1. committing acts of negligence deemed injurious to the group welfare. 2. accepting acts which are harmful or destructive to the welfare of the group.

DISASSOCIATION 1. a decline in the ability to tell differences, similarities and identities. (Things which are different, are seen to be identical. Things which are similar are conceived to be widely different. Things which are identical are conceived to be only similar.) 2. a feeling that one is separate from others; separation.

DISPERSAL 1. scattered in various directions; being scattered or spread over a vast area. 2. scattered attention.

EROSION 1. a feeling that one is being destroyed by slow consumption or wearing away.

FIXIDITY 1. being unable to bring about change.

GLEE 1. an insane merriment or gaiety. 2. making fun of or joking about things to cover up a lack of understanding.

ELATION 1. a feeling of extreme joy, pride or happiness.

MASOCHISM 1. a condition in which (sexual) gratification depends on self inflicted suffering, physical pain, humiliation, deprivation.

SADISM 1. any enjoyment in being cruel. 2. (sexual) gratification gained through causing physical pain or humiliation.

HALLUCINATION 1. an imagined reality with which nobody else agrees. 2. the apparent perception of sights, sounds, etc. that are not actually present.

SECRECY 1. the characteristics of being hidden, concealed, private, secluded.

DUALITY 1. holding a subjective, imaginary world as being more real than the objective reality of life.

DETACHMENT 1. aloofness. 2. a condition of being unfastened and separated.

OBLIVION 1. a state of chronic forgetfulness. 2. being mentally withdrawn.

CATATONIA 1. a state of mental stupor sometimes alternating with great excitement and

confusion.

SHOCK 1. any sudden disturbance or agitation of the mind or emotions, as through great loss or surprise.

HYSTERIA 1. uncontrolled outbursts of emotion or fear, often characterized by irrationality, laughter, weeping.

DELUSION 1. something that is falsely believed. (A delusion seems "real" to the person having it but is not necessarily valid to others.)

INACTUALITY 1. involvement with what is not actual, not real circumstances.

DISASTER 1. a calamitous event occurring suddenly and causing great damage or hardship.

INTROVERSION 1. to have one's attention fixed inward.

NUMBNESS 1. the loss of power to feel or move in life.

SUFFERING 1. an intense feeling of emotional, physical or mental pain, distress, or injury.

DESPAIR 1. feeling or showing hopelessness.

RUIN 1. a behavior, a condition or an attitude considered to be a downfall.

2. anything which stops or inhibits an individual repeatedly in life and is beyond his or her control.

EFFECT 1. being a receiver of causes by not creating effects.

FEAR OF WORSENING 1. a feeling of dread that a condition or situation could become more unfavorable and injurious.

NEED OF CHANGE 1. necessity arising from the circumstances of a situation.

DEMAND FOR IMPROVEMENT 1. claiming with authority that favorable changes must occur.

HOPE 1. a feeling that what is wanted will happen; desire accompanied by anticipation or expectation.

HELP 1. that which is needed to advance toward a purpose or goal. 2. that which enhances another person.

RECOGNITION 1. a knowing again; identifying as known before. 2. acknowledging the existence, validity or genuineness of.

COMMUNICATION 1. the consideration and action of impelling an impulse or particle across a distance from a source-point (cause) to a receipt-point (effect) with the intention of bringing into being at the receipt-point a duplication and understanding of that which emanated from the source-point. (At the receipt-point there must be attention and a duplication and understanding of what eminated from the source-point.)

PERCEIVE (verb) 1. to grasp mentally; take note of; recognize; observe. 2. to become aware of through sight, hearing, touch, taste, smell, etc.

PERCEPTION (noun) 1. the process of being aware of something or someone through the senses; seeing, hearing, smelling, tasting, feeling, etc.; there are fifty-two perceptions, including the five basic senses. 2. a channel through which one can contact the physical universe. 3. any

means of communicating below the level of knowingness.

ORIENTATION 1. showing or establishing relationship with others by placing or arranging in a certain manner.

UNDERSTAND 1. to know or get the meaning of something, or what it does or will do, or what intention it has.

UNDERSTANDING 1. the act of comprehending, knowing, having knowledge. 2. the power or ability to comprehend, know. 3. the result of seeing and duplicating two opposing views on the same subject. (Understanding is proportional to the degree of affinity, reality and communication involved).

ENLIGHTENMENT 1. to bring into a condition where the eyes and face are bright and shining. [Middle English en, bring into a condition of + lighten (of the face and eyes), to grow bright and shining.] 2. giving the light of fact and knowledge to; revealing truths to; endowing with discernment; freeing from ignorance, prejudice or superstition.

ENERGY 1. that which produces motion, or change in motion, in matter. 2. that which has the capability of producing motion, or change in motion, in matter. (electricity and heat are forms of energy.)

ADJUSTMENT 1. an altering so as to become suited or fit.

BODY 1. a carbon-oxygen engine which runs at 98.6 degrees Fahrenheit. (The Being is the engineer running this engine in a "human being.") 2. a solid grouping of appendages which make the person recognizable. 3. the Being's communication center. 4. a carbon-oxygen engine which runs on low combustion fuel, generally derived from other life forms. 5. a physical animal with basic needs for food, shelter, sleep and affection. 6. the genetic product of two genetic lines representing a time and place in the history of genetic evolution.

PREDICTION 1. a statement of what will be; a making known beforehand; a foretelling. [Latin praedictus , praedicere; prae-, before + dicere, to tell]

ACTIVITY 1. the state or quality of being in motion or operating; doing; alert use of energy.

PRODUCE (verb) 1. to bring into existence; make. 2. to bring about; cause. 3. to bring forth; supply; create. 4. to bring forward; show. [Latin producere coming from pro-, forth + ducere to bring, lead]

PRODUCT (noun) 1. that which is produced; the result of work or growth. 2. a completed thing that has exchange value within or outside the activity. 3. someone or something that has been brought into existence; the end result of a creation. 4. a finished high quality service or article, in the hands of the person or group it serves, in exchange for a valuable.

PRODUCTION (noun) 1. the activity of providing a product or service. 2. the act of producing; creation; manufacturing.

RESULT 1. anything that comes about as a consequence or outcome of some action, process, etc.

CORRECT (adjective) 1. conforming with or adhering to a conventional standard; proper: as, correct behavior. 2. conforming with fact or logic; true; accurate; right; free from error.

CORRECT (verb) 1. to make right; to change from wrong to right; remove errors from. 2. to make conform with a standard.

CORRECTION (noun) 1. the action of changing from wrong to right; the action of removing errors from.

ABILITY 1. a being able; power or capacity to act physically, mentally, spiritually, morally, ethically, financially, etc.; power to do. 2. talent. [Latin habilitas, ableness (to hold) from habere, to have, hold]

PURPOSE 1. something one has in mind to get or do; aim; plan; intention. 2. the overall aim which leads to the attainment of a goal.

CLEARING 1. a making clear or being cleared. 2. the action of erasing or releasing harmful energy from the reactive mind, allowing the person to discover the truth for herself. 3. procedures designed to help an individual become well and happy, includes as its basic principle, the exhaustion of all the painfully unconscious moments of a person's life; returning a person to complete rationality, sanity and health through erasure of reactive material in the subconscious mind. 4. asking a person a question, getting an answer to that question and acknowledging the individual for that answer. 5. the application of Alethiology and Alethanetic processes and procedures to someone by a trained Clearing Practitioner, allowing the Preclear to discover the truth for himself. 6. removing wrong answers, false data, barriers, unknowns, etc., from the mind.

REALIZATION 1. a full and complete understanding.

CONDITIONS 1. things essential to the existence or occurence of something else; prerequisites: as, health is one of the conditions of happiness. 2. manner or states of being: as, the patient is in a critical condition. 3. the sets of circumstances surrounding or characterizing a person or thing at a given time. 4. specific operating states of an individual, reflecting the presence or absence of ethics. (The fourteen conditions, in descending order, are: WISDOM, POWER, AFFLUENCE, NORMAL, EMERGENCY, DANGER, NON-EXISTENCE, LIABILITY, DOUBT, ENEMY, TREASON, CONFUSION, STUPIDITY.)

EXIST (verb) 1. to continue to be; to stand out or to be in existence. 2. to be; have reality or actuality. 3. to occur; be present. [Latin existere, exsistere, to step or come forth; ex, out + sistere, to cause to stand, set, place]

EXISTENCE (noun) 1. an existing; state or fact of existing. 2. life; living; continuance of existing. 3. the material and non-material expressions of all aspects of life. 4. an existing state, fact or quality of being or standing out.

SOURCE 1. the point of origin, or it would be the originator, or where something was begun or dreamed up or created. 2. that from which something comes or develops; place of origin; cause.

POWER 1. the ability to get things done. 2. knowing who and what you really are. 3. the degree of

ability to carry out an intention. 4. the ability to act or produce an effect.

WISE (adjective) 1. having or showing good judgement; farsighted in judgement; keenly perceptive; capable of exercising sound judgement in practical matters; careful about what one says or does. 2. the opposite of stupid. [Latin videre, to see]

WISDOM (noun) 1. the quality of being wise; the power of judging rightly and following the soundest course of action, based on knowledge, experience and understanding, etc.; good judgement; keenly perceptive; farsighted in judgement; sound judgement in practical matters. 2. the correct use of learning and knowledge. 3. the opposite of stupidity.

FREE 1. able to choose for oneself; not restricted by anything except its own limitations or nature. 2. not under the control of some other person or some arbitrary power; able to act or think without compulsion or arbitrary restriction; having liberty; independent.

FREEDOM 1. the state or quality of being free. 2. the absence of hindrance, restraint, confinement, repression, etc. 3. ability to create and position energy or matter in time and space. 4. the absence of barriers. 5. a lot of space, and ability to use it.

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USES OF THE AWARENESS CHARACTERISTICS

31 MARCH 1991

AWARENESS 1. The ability to perceive the existence of.

Awareness itself is perception.

By "Awareness Characteristic" is meant that of which a Being is aware.

There are about 54 levels of awareness from FALSE CAUSE up to the level of SOURCE.

A Being who is at a level on this scale is aware only of that level and the others below it.

To get case gain such a person must become aware of the level next above him. And so on up in orderly sequence, level by level.

If you skip a person on one level or skip him over several levels, he will experience only an unreality and will not make progress.

The state of homo sapiens runs from around -4 (NEED OF CHANGE) down to the bottom. "Normal" is probably much lower than -4.

DISSEMINATION

The following is part of the Lower Awareness Characteristics Chart:

-7 RUIN

-6 EFFECT

-5 FEAR OF WORSENING

-4 NEED OF CHANGE

-3 DEMAND FOR IMPROVEMENT

-2 HOPE

-1 HELP

RUIN, as you can see, is located on the scale of Lower Awareness Characteristics. But there are 29 conditions below ruin and some people are below ruin. There will be some people you find that you do not reach, but don't worry about them. There are people out there who are looking, and there are those who are not up to it yet. Their awareness is far below that. They have to go through and experience more. As you take the aware people and share Clearing with them, it then permits the area around them to come up. As you become more aware, you go out and handle people better. This creates an environment around you that is more aware and more up-tone. Have you noticed this? Then you bring other people in and they do the same thing and gradually the whole society will be coming up.

MOVING A PERSON FROM RUIN UP

RUIN (noun) 1. total destruction or disintegration, rendering something formless, useless, or valueless. 2. a condition of total destruction or collapse. 3. a person whose physical or mental capacities have been destroyed. 4. the loss or severe impairment of one's health, position or honor. 5. the cause of such loss. (verb) 1. to destroy or demolish; reduce to ruin or disintegrate. 2. to harm irreparably. 3. to reduce to poverty or bankruptcy. 4. to deprive of chastity.

Ruin implies depriving of usefulness, soundness or integrity without altogether doing away with the object injured.

There are occurrences in life that, in effect, ruin people.

Sometimes they are physical in nature - a serious illness, a bad accident after which the person isn't the same - his health has been severely impaired.

Sometimes they are emotional - the person liked other people a lot and felt that others like him or

her the same way - a close relationship suddenly falls apart violently and devastated him emotionally - as a result he or she have never reclaimed the free spirit he once had.

Perhaps it was a loss of honor or integrity. He felt and indeed was, a good productive worker. Took great pride in the products he produced and in the good name and products of the company he worked for. He perhaps bragged to all his friends and relatives of how lucky he was to be working there and what a great company it was. He even started night school to improve himself on the job and started planning out how he would move up the corporate ladder. He had great affinity for his boss and co workers and socialized with them.

Suddenly and for no apparent reason he was pink-slipped. He lost his job, his honor, his sense of prediction of the future and his trust of other "friendly" people.

Perhaps it was mental. The person desperately wanted to be a professional person - a Doctor, Lawyer, Veterinarian, etc., but could not get good enough grades to be accepted into a professional school. His college experience ruined his opinion of himself. He felt obligated to settle for some other occupation as a substitute for what he really wanted to be and has been, by comparison, unhappy with himself ever since.

Failure at things - marriages, relationships, school, businesses, jobs - something that WAS important - ruins people.

EFFECT

What do you suppose the effect of such occurrences are on a person?

Here's an actual example. A young man got married to the girl of his dreams. He had several children whom he loved dearly. His family was the pride of his life. One day he came home from work to be told that his wife has been having an affair for the last 2 years and has taken the children and left him. Since then, 5 years ago, he has been deathly afraid of having a close relationship because the pain of breaking up is just too excruciating.

Make no mistake about it - the effects such occurrences have on people are devastating. There are multi-billion dollar industries making tons of money from these effects. The psychiatrists, the drug companies, are the most obvious but much of the Medical Doctors' handlings are for "psychosomatic" difficulties - a very large portion of which are merely the lingering effects of personal disasters. The major effect is that it makes people unhappy. Yes they try to rationalize it, justify it and explain it all away, but truth be known, they hurt like hell.

Take a look at your own life and the effects some of your bad experiences have had on you. Most people complain about things A LOT. Effect, Effect, Effect.

FEAR OF WORSENING

A person notices the effect. Ouch. The man who went bankrupt - lost his business, couldn't sleep at night, had anxiety attacks, etc., lives in mortal fear that it could get worse. If you talk to people, you will find there are elements in their lives they are desperately afraid will get worse.

The woman who, at age 45, got divorced and feels lonely and depressed. She has a couple of short-lived encounters with men, only to become more convinced that she may not find anyone will actually care for her - ever again.

Fear, like all levels on the Scale of Emotions, has a volume knob. There is, of course, mild apprehension, and then there is wild full blown terror. The look a person gets in his eyes when he says that he doesn't think he will be able to hold it all together - that look is terror, and so you can get a terror that everything is going to blow up as a high volume fear of worsening.

All one usually needs to do is talk with a person to bring him to the awareness that he does have a fear, conscious or subconscious, that things might get worse.

NEED OF CHANGE

Most of us try to take steps to remedy such effects. Some try counselling, some go to seminars on relationships, money, love and sex. Some just get drunk, pop a pill, snort something - others read books about how they can think and grow rich or become more positive in their thinking.

Others try subliminal tapes, firewalking, "crystal healing," or Body Work. The list goes on and on. These at their extreme are desperate attempts to stop the condition from getting worse.

Truth is, in this Universe, nothing stays the same. The Physical Universe does not allow such a thing as a status quo. A thing is either improving, getting better, or it is getting worse. That is the physical universe cycle of action - Birth - growth - decay - death. Anyone thinking a bad condition will get better by itself is simply kidding himself. The effects you experience will not "heal themselves." Time does NOT heal all wounds.

The divorce depressed him. He pulled himself together and got involved in another relationship. It broke up and the depression was worse. It is at that point anyone who isn't brain-dead realizes there is a need to change - something. Because if you don't, it's going to get worse, and worse and worse. So this level is not just, "it would be nice if it changed." IT NEEDS to change.

Do you have friends who complain about the same things over and over and over? Is there a need to change something there?

DEMAND FOR IMPROVEMENT

Being aware that something needs to change is fine. But nothing will change unless one can be brought to the awareness of demand for improvement. For those that expect it all to magically get better on its own, there will never be any hope. Ideas like, "The universe will provide," "God will take care of you," etc., come right out of those people that would keep you trapped in Apathy forever.

DEMAND (verb) 1. to ask for urgently or firmly, leaving no chance for refusal or denial. 2. To need or require as useful, just, proper, or necessary.

IMPROVE 1. to advance to a better state or quality; make better.

Improve refers to an act of raising in quality or value or of relieving an undesirable situation.

Nothing changes anywhere for the better unless there is a real demand for improvement.

Demand for improvement is the key to success on any front. Any part of a person's life that does get better was preceded by a demand for that improvement. This was not a wish or empty desire or merely a thought that it should improve. When things go better, it is because of a demand that they do so.

You can look over people's lives and your own life. Things did go better - name a few. Was there a point just prior to that improvement where you decided, demanded, fought like hell, to get it improved?

HOPE

HOPE (noun) 1. a feeling that what one desires will happen.

HOPE (verb) 1. to wish and expect.

When you have hope, you are able to take the actions necessary to fulfill your desires. A person in Apathy (hopelessness) has no interest in taking action and seemingly cannot act. Why bother when it's hopeless anyway? A person who can be aware of HOPE is on his or her way up the spiral.

The first Step on the Life Expansion Chart is INTRODUCTORY CLEARING, and the Outcome of that step is, AWARENESS THAT CHANGE IS AVAILABLE. This is another way of saying that this person, who has just experienced Clearing for the first time, now has HOPE about his or her whole existence. It is a major step in a person turning her life around.

HELP

HELP (noun) 1. that which is needed to advance toward a purpose or goal.. 2. that which enhances another person(s).

HELP (verb) 1. to assist or aid another.

The word "help" conveys a strong suggestion of effectual action.

Let's talk about help. Can you name some ways you have helped people?

OK. Now, tell me some ways you would like people to help you.

Do this a few times. Can you see that sometimes people haven't helped you the way you WANTED AND NEEDED to be helped?

A person goes to a Doctor asking for help because he doesn't feel well and ends up in exploratory surgery. A person feels depressed and asks a friend's help to just let him get a few things off his chest. He starts to tell his painful story, but before he can tell it all, his friend tells him his story.

Now think of some times you have actually been helped. What a difference!

Clearing gets rid of past and present upsets by eliminating the negative energy contained in past traumatic incidents. As that is done, a person's overall level on the Scale of Emotions rises significantly, and areas in his life that have been severely affected by traumatic experiences become totally healed.

When you bring a person up to HOPE, the next thing he needs to realize is that Clearing can HELP.

SUMMARY

Some people have dropped below the level of RUIN, and not everyone is going to have a reality on what his ruin is. But for those who can confront their ruin, getting rid of it will be of interest to them. You can say, "I know something that could possibly handle that."

The next thing you do is take him up to effect. For example, you could say, "Look, you are very much at the effect of the inability to communicate, aren't you? Well, it's going to get worse." He might say, "Well, that is the way it has been going for the last few years." And you say, "OK, you need to change it." He says, "Yeah, I should."

He will go into each level very easily because that is the level that is there, and then you just go into the next one.

You say, "OK, you should demand that something be done about it. You have to make the first move and that is you demanding yourself to do something about you. Otherwise, it won't get done, will it?"

Next you go into hope and help. "There is a chance that possibly Clearing could help you with this. It has helped others. Maybe it could do something for you."

But you don't give people a lot of information. You give them some benefits, and then if they don't reach, you withdraw. This is a way of getting them to reach, and many people make the mistake of over-reaching. They talk to people and give them too much data; they over-reach and force the other person to withdraw.

Basically all the person is interested in is what is going to help or benefit him. If he has a lot of failed help, you have some work to do. Some people vary in the length of time they take to come into Clearing after first hearing about it. Just reach and withdraw and give him benefits. Always handle the individual in front of you. Avoid a set pattern. Handle what is necessary with ARC. Grant the person lots of beingness.

In taking a person up the lower Awareness Characteristics from RUIN, it is essential to ensure that you actually have the person on each level before you go on to the next. If you don't, you have a missed gradient, and the person will stay at the level below the missed level.

Example: You have the person on "FEAR OF WORSENING" and you say, "You need to change it, don't you?" He says, "How do I do that?" You haven't gotten him on NEED OF CHANGE. Need of change is, "Yes, I need to change that," not, "How do I do that?"

You have to listen to what he is saying and make sure it fits the level and not something else. Take a look at the difference in meaning between "I need to change that" and "How do I do that?" In the latter there is no decision to change and he is dodging the issue.

Occasionally you will get someone who is above ruin. The thing you will work on with them is purposes. Purpose is much higher on the scale than ruin, but it is the same principle. Find out what the person's purpose is and then align Clearing to that purpose. You say, "What is it you want to do in life" Look him straight in the eye and say, "You can do that." Bring him to understanding as to how Clearing can help him achieve his purposes in life.

In every case it takes as long as it takes. Never feel you have lost by someone not coming in. Just play it as a game and don't get serious.

POWER PROCESSING

Notice that the three Awareness Characteristics called Source, Existence and Conditions are very near the top of the Awareness Characteristics Scale. These are the key buttons for the three main Power Processes which are the subject of Section Four of the Excalibur Preparation Course.

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- 1 -

THE ORGANIZATION BOARD

18 FEBRUARY 1990

Successful organization depends on an agreed upon pattern that forwards the needs and the

purpose of the organization and allows the group of persons involved to each carry out a function which

is useful and productive and results in the group as a whole accomplishing its purpose.

There are two fundamentals involved:

1. The actual diagrammatic pattern of the organization showing the divisions, departments, their personnel, functions and lines of communication. This pattern fully drawn out is known as the Org (Organization) Board.

2. The 'Policy' of the organization. Policy is derived from successful actions and is the agreed upon way that the actions of the group are carried out successfully. These actions are in written form and are followed exactly.

By a person's knowledge and certainty of the pattern of operation (Org Board) and implementa-tion of the proven successful actions (Policy), one's Group will come into existence and operate simply and with minimum confusion.

The Org Board and Policy are in no way intended to suppress an individual's production; it is simply to permit each one to be productive individually and yet be co-ordinated as a group and thus move in a single direction forward.

If you can imagine a group not in agreement on the basic pattern, you will have something like this:

?maybe you go forward, but it's agony and pretty purposeless.

If you are in agreement and are not on each other's toes you have:

Agreement

Co-ordination

POWER

Instead of all the force vectors lying about in a random confusion, opposing each other, you add up the vectors all in one direction and achieve thereby a concentration which brings a result.

You also have a very happy group with a high level of ARC.

The Org Board used by Clearing Practitioner Groups is philosophically based upon the most workable pattern that exists in the Physical Universe at present, which is Man.

Man is set up as follows:

First there is the Being (spirit, the person himself) which is the source point of ideas and

pur-poses.

Then there is the mind, which can be likened to a computer.

Then there is the body, which moves in the Physical Universe and creates effects initiated by the Being, thereby creating a product.

Thus the Being conceives of an idea. The mind is referred to for data to relate the idea to the environment in which the person is operating. Then the body is directed to put the idea into effect. There is a resultant product which can be viewed and corrected or not corrected by the Being.

Thus we have a pattern:

with the product matching the original idea of the Being.

To get a further, clearer look at how this develops and its simplicity, consider an artist about to do a picture.

First, he the artist, the Being, conceives of the need to paint (the purpose might be to make money). He gets an idea as to what he wishes to paint.

He then, through the mind, communicates to get perceptions of the subject. Upon having gath-ered sufficient perceptions, he plans the execution of the painting. The mind also plans the dissemination which will result in a sale of the product. Those are the functions of the mind.

He next organizes his materials, possibly purchasing some extra, and gets into the activity of painting the picture. Those two are functions of the body.

When the body of the painting is done, he views the result to see if it matches his original inten-tion and then displays the painting publicly?thus product.

With the successful result, he receives funds to continue his activity and survive.

Being

Mind Body Product

We can now compare this to the Clearing Practitioner Group and come up with the basic pattern of the group which will give the product of Clears and Entity Clearing completions.

The 'Being' is responsible for the survival of the whole activity and is senior to mind, body and product. We will call the Being of the group?the GROUP PRESIDENT.

The mind basically is a mechanism which receives and relays information and which relates

present information to past information. Thus mind is called the COMMUNICATIONS EXECUTIVE.

The body is a mechanism which moves and handles material and production and is represented

by the ORGANIZATION EXECUTIVE.

The product of the organization is something which is viewed by other persons and if liked, encourages

them to participate, thereby creating expansion. It is represented by the PUBLIC EXECUTIVE.

BEING

Group President

MIND BODY PRODUCT

Communications Organization Public

Executive Executive Executive

The four basic personnel are now in existence.

In the Clearing Practitioner Group MIND there are two main functions, communications and

dissemination.

Thus the COMMUNICATIONS EXECUTIVE has two divisions under his

responsibility .

DIV 1. COMMUNICATION DIVISION, headed by the Communications Secretary

DIV 2. DISSEMINATION DIVISION, headed by the Dissemination Secretary.

Each of these divisions, following the Being, mind, body, product pattern, contain three depart-ments.

When the group gets above 50, a third division will be added under the Communications Execu-tive

and under the Organization and Public Executives. These too will follow the Being, mind, body,

product pattern.

For the BODY of the group, again there are two basic divisions. Division 3 handles the energy of

the group (money and materials) so that the activities of Clearing and training can take place.

Thus the ORGANIZATION EXECUTIVE has two divisions under him.

DIV 3. TREASURY DIVISION, headed by the Treasurer

DIV 4. TECHNICAL DIVISION, headed by the Technical Secretary

The PRODUCT of the group, under the PUBLIC EXECUTIVE, has two divisions.

DIV 5. QUALIFICATIONS DIVISION, headed by the Qualifications Secretary

DIV 6. PUBLIC DIVISION, headed by the Public Secretary.

The Qualifications Division ensures that the results match the original intention, and if not, this division makes the necessary corrections so that the results are 100% standard.

The Public Division is in contact with the public and makes known the product of the group, and acts as liaison with other groups newly formed.

POSTING THE ORG BOARD

The Org Board of the group is posted conspicuously. It is best done on a varnished board or a formica board varnished over. Names are printed or typed or Dymo stickered. If the board isn't var-nished, tape and Dymo strips can't be pulled off easily and stuck back on to make changes.

The Org Board is always kept up to date with any changes posted at once.

Colored tape is used to separate the different departments and parts of the organization. Page x shows a sample Org Board.

REVIVIFICATION

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Revivification is the bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it.

This is not the same thing as the "returning" to an incident or engram that is employed in Alethanetic Clearing. Return is the method of retaining the body and the awareness of the subject in present time while he is told to go back to a certain incident. Revivification is the reliving of an incident or a portion of it as if it were happening now.

This phenomenon can occur in a Pc during the Interiorization Rundown.

The Pc, being run on Recalls on Int, will often begin by recalling locks but these can trigger into full play an engram in which he may be stuck and the Pc may go into a revivification of it. He will actually be answering and acting from the point or points down the track where he has been stuck.

Should this happen the Clearing Practitioner simply continues to run the process and get the Pc through it. As the Pc revivifies he blows through these stuck points on his track and comes out of them, newly, and is now truly in present time.

As revivification is apt to occur on the Interiorization Rundown, Clearing Practitioners must understand and be able to recognize the phenomena and handle it routinely with excellent CEs when it does.

* * *

THE PURPOSE OF POWER PROCESSING

31 MARCH 1991

POWER 1. the ability to get things done. 2. knowing who and what you really are. 3. the degree of ability to carry out an intention. 4. the ability to act or produce an effect.

POWER CLEARING PRACTITIONER 1. a Class VII Clearing Practitioner, one qualified to deliver the Power Processes of Step XIV.

The Power Processes are a series of processes at Step XIV that bring the Preclear to a knowledge of the true source of creative power and allow him to differentiate himself from his body, mind, emotions, personalities, identities and even his existence. The result is a person who knows the source of all problems and who is disconnected from his reactivity to a fairly stable degree.

Power Processing runs out the Whole Track secondary or engram necessary to resolve the case. This secondary or engram sits between the Preclear in present time and basic basic on the Whole Track. Running it allows the Preclear to now access and run basic basic and go Clear. When this Whole Track secondary or engram "runs out," it almost always does so by revivification.

Power Processing can be run on Clears to boost their ability to recognize Source and to better handle Existence and Conditions. This revivification may not been seen in Clears.

* * *

INTRODUCTION TO THE POWER PROCESSES

31 MARCH 1991

IMPORTANT DEFINITIONS

PRESENT TIME: The time which is now and which becomes the past almost as rapidly as it is observed. It is a term loosely applied to the environment existing in now, as in "the Preclear came up to present time," meaning the Preclear be-came aware of the existing matter, energy, space, and time of now. The point on anyone's Time Track where his physical body (if alive) may be found. "Now."

STUCK IN PRESENT TIME: The condition of a person being incapable of moving on the Time Track into the past. In actuality the Preclear is in some incident which forces him to be in the

apparent present.

REVIVIFICATION: The bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He re-lives that moment briefly. He does not merely recall or remember it.

AN ENGRAM: A mental image picture of an experience containing pain, unconsciousness and a real or fancied threat to survival; it is a recording in the mind of some-thing which actually happened to the Preclear in the past which contained pain and unconsciousness, both of which are recorded in the mental image picture called an engram.

ANATEN: A composite of two words, "analytical attenua-tion," or partial or complete dilution or weakening of the functions of the analytical mind. The Preclear goes "unconscious" for a moment in the session.

A SECONDARY: A secondary engram is a mental image picture of a moment in the past containing misemotion - anger, fear, grief, apathy - where loss either is threatened or accomplished. However, a secondary can not exist unless an engram underlies it.

TIME TRACK: The consecutive mental image pictures recording the consecutive moments of "now" through which the individual has lived. It consists of locks, secondaries, and engrams.

There are three main Power Processes. They are known as the Source, Existence, and the Conditions Process.

I. SOURCE

Definitions:

SOURCE: That from which something comes or develops; origin point; cause point; a beginning; a creator

NO-SOURCE: Something that is caused, an effect, a created thing, not able to create.

ATTENTION UNIT: A theta energy quantity of awareness existing in the mind in varying quantity from person to person.

FIXED ATTENTION UNITS: Attention units which are caught somewhere down the Time Track in one incident or another in the form of entheta.

GENERALITY: A general or nonspecific statement which is applicable to all and used to connote a statement made in an effort to either hide cause or to overwhelm another person with the all-inclusive.

MEGALOMANIAC: A person who has delusions of grandeur, wealth, power, etc.

DELUSION: A belief in something which is contrary to fact or reality resulting from deception, mis-conception, or misassignment.

PARANOID: A person with delusions, as of grandeur or, especially, persecution.

SOURCE PROCESS COMMANDS

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

FLATTENING THE SOURCE PROCESS

The Source Process is ended when the Preclear exper-iences brightness and solidity changes in the Clearing room. The Preclear will comment that the room is brighter and more solid.

SOURCE PROCESS CLEARING OF COMMANDS

1.Clear the word "source" and the word "no source" by having the Preclear look up the definition in the dictionary.

2.Clear the command, "Tell me a source."

3.Clear the command, "Tell me a no source."

4.Clear the command, "Tell me about it."

THEORY OF THE SOURCE PROCESS

The Source Process is used to get a Preclear not only to answer the Clearing command and tell where it is coming from, but also to handle the Preclear on the entire scale from NO SOURCE to TOTAL SOURCE to AWARENESS OF SOURCES.

THE NO-SOURCE CASE

One of the lowest levels of cases is the case who has never caused anything and who does not recognize that anyone else can cause things. This case is one of totally fixed attention units, all of which are completely fixated on some-thing which is not there, but which is meaningful and male-volent; therefore, this case has sought the refuge of the non-existence of source to avoid this something. To such a case there is no existence, and no conditions. Recognizing no source, this Preclear, therefore, has no Clearing Practitioner, is not himself there either, and of course, has never done anything. Preclears in this state can quite easily admit to having done most anything because in actuality they have not ever done anything.

Further, cases at NO SOURCE have no awareness of any emotion or sensation, although they can exhibit physically the manifestations of emotion and sensation, but their awareness of doing so is nil or at the most a slight curio-sity that their bodies are reacting in an odd manner. Every-thing is pointless to such a case as there is NO SOURCE and therefore no way to effect any changes. Such a case is self--invalidative, irresponsible, and speaks in total generalities, such reflecting the no source of causation. This person, too, is haunted by ghosts, delusions, and false Beings, all of which are phenomena of no source. The individual is quite theety-weety.

The perception of such a case as the NO SOURCE case is that the environment is either rather dark or transparent. A Clearing Practitioner, to get reality concerning how the world looks to such a case, should look at the reflection of a room as mirrored in a window.

THE TOTAL SOURCE CASE

Up scale to a degree from the NO SOURCE case is the TOTAL SOURCE CASE, the case which is pretending to be total source when obviously the person is not. Here we have the megalomaniac, the self-assertive case, the pathological braggart, and the guilt case. Such cases think they cause everything or pretend to cause everything or think they have caused things they haven't or pretend to cause things which they haven't. Such cases are continuously making false assign-ments of cause. Such cases tend in two directions - because they are "cause of everything," they are guilty for all that has happened or is happening or because they are "cause of everything", they are in a state of fighting everyone else in their environment as fancied threats to their own false cause. In the latter case falls the paranoid who is certain that he is being "done-in" because he is so important that the "FBI is after him." Such a case, if he recognizes other source at all, recognizes it only as a threat to him or as a bad causa-tion which only he can right.

Usually such cases as the TOTAL SOURCE case flip-flops between the two extremes in his considerations - "he is either a guilty, horrible, blameworthy creature" or "he is a genius, a fantastic Being whom others are trying to get at."

In Clearing such a case as the TOTAL SOURCE case, the Clearing Practitioner for this Preclear does not exist either, as such a Preclear can admit of no other source or if the Clearing Practitioner does exist, the Clearing Practitioner is only to this Preclear a source of dis-traction or a source of bad cause. If he is in propitiation to the Clearing Practitioner, it will be those "above the Clearing Practitioner" who are the source of bad cause.

What the Clearing Practitioner must recognize and know about both the NO SOURCE case and the TOTAL SOURCE case, and the various har-monics of such as dramatized on various dynamics, is that neither case can as-is, either because there is no source at all or because source is mis-assigned. As-isness can only occur with the proper assignment of source or authorship. Since the ability to perceive source is the key to solving problems, such people have enormous numbers of problems, but never seem to describe the real problem; thus they seem quite baffling.

II. EXISTENCE

Definitions:

EXISTENCE: An existing state or fact of being; life; living; continuance of being; an occurrence; specific manifestation.

PRETENSE: A claim, profession, or alle-gation which is falsely made or assumed or stated.

AS-ISNESS: This is the basic state-ment of Reality in the technology of Clearing and one of its major contri-butions. Instead of puzzling as to WHO made the universe or WHAT made it, the Clearing Practitioner simply perceives that it IS. However, if you attempt to erase an "engram that didn't happen" (dub-in) or get relief by running a problem that never existed, there is no case gain.

Why? Because one can only confront or erase what IS, not an alteration of what IS. To AS-IS something is to look at it AS it IS really, with-out decoration, excuse, embellishment, dub-in, lies, twists, and all that. The alterations prevent the erasure of the actual IS-NESS of the existence or the past or a problem, etc. One has to confront the truth of it without twists to erase it.

ALTER-IS: To introduce a change, and therefore time and persistence into an AS-ISNESS to obtain persistency. An introduction of an alter-is is, therefore, the addition of a lie to the real, which causes it to persist and not to blow or as-is.

OBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, in the environment.

SUBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, into incidents on the Time Track.

EXISTENCE PROCESS COMMANDS

1. What is?

2. What isn't.

FLATTENING THE EXISTENCE PROCESS

The Existence Process is ended when the Preclear gets into present time. Some Preclears are "stuck in present time." In such cases they will begin answering in present time and then cycle back on the Time Track and back into present time, many times repeating the cycle from present to past to present to past to present, each time going less far into the past until they are finally "in present time" for many commands.

EXISTENCE PROCESS CLEARING OF COMMANDS

1.Clear the word "is" and clear the word "Isn't" by having the Preclear look up the definition in the dictionary.

2.Clear the question, "What is?"

3.Clear the question, "What isn't?"

THEORY OF THE EXISTENCE PROCESS

The Existence Process is used to unburden the engram the Preclear is stuck in so the Preclear can appear to come to present time. This process handles obsessive pretense, chronic alter-is, and dub-in, both in present time and on the track or objective dub-in and subjective dub-in.

With the Source Process, the Clearing Practitioner improved the Pre-clear's ability to be aware of the sources of things. Now with the Existence Process, the Clearing Practitioner is to improve the Preclear's ability to be aware of the existence of the actual and the non-existence of the inactual. This process removes the extraneous incidents off the engram in which the Preclear is stuck so that the Preclear apparently comes to present time.

A Preclear who twists things, looks at birds and calls them birds when they are really chickens or was "punished every day" when no one actually touched him, cannot erase any part of the bank. Thus, one sees no Range Arm or improvement. The Pc is working on fantasy or reputational excuses and isn't AS-ISing. This must be cured before a Preclear can make any real gains. The way to handle it is by getting the Preclear to gradually come to looking at things as they are. When the Preclear can do this, he or she can now "AS-IS," which is to say, erase bank by looking at it. This is the purpose of the Existence Process. The Pc does not have to understand why it works to have it work. It just works.

III. CONDITIONS

Definition:

CONDITION: Anything called for as a re-quirement before the performance, completion, or effectiveness of something else; provision; stipulation. Anything essen-tial to the existence or occurrence of something else; any-thing that modifies or restricts the nature, existence, or occurrence of something else; external circumstances or fac-tors. Manner or state of being. Proper or healthy state.

CONDITIONS PROCESS COMMANDS

1. Tell me an existing condition.

2. Tell me how you've handled it.

FLATTENING THE CONDITIONS PROCESS

The Conditions Process is ended when the Preclear has a revivification of the engram in which he/she is stuck on the Time Track. It is preceded at times by anaten or a secondary engram (misemotional) or both.

CONDITIONS PROCESS CLEARING OF COMMANDS

1.Clear the words, "existing" and "condition" by having the Preclear look up the definitions in the dictionary.

2.Clear the command, "Tell me an existing condition."

3.Clear the word "handled" by having the Preclear look up the definition in the dictionary.

4.Clear the command, "Tell me how you handled it."

THEORY OF THE CONDITIONS PROCESS

The Conditions Process handles the engram the Preclear is stuck in and knocks apart the stuck point on the Time Track. When you give the command, "Tell me an existing condition," you are actually asking the Preclear for an incident from the past that hasn't resolved. It is aimed at the Preclear who is out of present time, but who is fighting a backtrack enemy as though it was in present time, and who is, therefore, solving a problem in present time which has ceased to exist in life. Because of this, the Pre-clear is hostile, covert, and antagonistic.

The case of the continuing perpetrations in present time is resolved with the Conditions Process. All of this case's continual perpetrations in present time are efforts to solve the engram in which the Preclear is stuck.

The Conditions Process results in a revivification of this engram in which the Preclear is stuck and thereby frees the individual on the Time Track so he can now really be in present time.

While the Preclear will recall or remember many inci-dents, and while he seems to be in many, he is, in actual fact, only in ONE and has been there for a long time with other incidents piling up on it. The Pc will eventually REVIVIFY (relive) the actual engram briefly and come for the first time to present time. That is the end of the process.

A secondary (misemotional incident) has to have an engram (a moment of pain and unconsciousness) under it to be a secondary and remain in place. That is why it is called a secondary. A Preclear commonly goes through the secondary (misemotional) charge be-fore he revivifies. Thus the appearance of a secondary is a sign that one is approaching THE engram.

One does not run the secondary or engram as a Clearing Practitioner. One just goes on running the Conditions Process commands. It is a severe goof to stop or change processes just because the Pc has hit a secondary or the key engram. One runs the pro-cess exactly. When the Pc revivifies, a few more commands usually gets him into PT and ends the process. It is a severe goof to overrun or underrun the process.

END WORDS

Sometimes persons who couldn't run R-6 well have had end words fly off for a while when run on one or another of the Power Processes. This soon ceases and the Pc runs quite normally. It's just their R-6 Clearing coming off.

However, the major symptom of overrunning the process is that the Pc, his "Time Track" blown by a revivification, begins to clear off real end words much like R-6EW.

If a Pc has revivified and the process is overrun, it can become quite severe in reaction as the Pc will stick into the R-6 bank! However, a Preclear can be overrun for several days without being smashed. But don't do it.

* * *

THE DEFINITION OF "IS"

31 MARCH 1991

Definitions:

Regular (adj) 1. following some rule or principle; according to rule. 2. Grammar. Having the usual

changes of form to show tense, number, person, etc.

Irregular (adj) 1. not regular; not according to rule or accepted standards. 2. Grammar. not conjugated in the usual way.

Conjugation (noun) 1. Grammar. a. a systematic arrangement of the forms of a verb. b. a group of verbs having similar forms in such an arrangement. c. the act of giving the forms of a verb according to such an arrangment.

Conjugate (verb) 1. to give the conjugation of a verb.

There are two types of verbs: regular and irregular. The conjugation of an irregular verb such as "BE" does not follow normal grammatical standards. For instance, conjugating the regular verb "to walk" (in the present tense) would be done as follows:

I walk

You walk

He, she or it walks

We walk

They walk

However, an irregular verb does not follow normal grammatical standards. In other words, we do not say, "I be, You be, They be," etc. The conjugation of the irregular verb "to be" (in the present tense) would be as follows:

I am

You are

He, she or it is

We are

They are

So am, are and is are irregular forms of the verb "to be" and mean being or existing. For example, if a person says, "I am," that person is saying, "I exist."

* * *

THE POWER PROCESSES

31 MARCH 1991

POWER PROCESS 1AA (Pr Pr 1AA)

1. What have you done?

2. What problem were you trying to solve?

3. What haven't you said?

4. What problem were you trying to solve?

POWER PROCESS 1 (Pr Pr 1)

1. What have you done?

2. What problem were you trying to solve?

Run the above when there is no Range Arm action on Pr Pr 4 or when the Pc is committing present time perpetrations. A continuing perpetration case is committing perpetrations as a

solution. Continue the process until a floating needle or there is no more Range Arm action. Then go on to Pr Pr 4 (source). Another, additional, way to handle present time perpetrations is to List and Null "What are you trying to prevent?" and run what you find R3R Quad.

POWER PROCESS 2 (Pr Pr 2)

a) Make a list using the command "Give me some practices, treatments or beliefs you have been connected with, whether you have left them or not." Run to the first blowdown item.

b) Then take the blowdown item, plus the two items up and the two items down from it, and assess those five items to one.

c) Run on the item:

1. Tell me a condition you have encountered in_____.

2. Tell me how you have handled it.

POWER PROCESS 3 (Pr Pr 3)

1. What condition have you encountered in Scientology (Clearing, est, Dianetics, the Catholic Church, etc.)?

2. How have you handled it?

Power Processes 1, 2 and 3 are corrective processes and are used when the Pc is not running well on Pr Pr 4, 5 or 6. Power Process 2 is used when the Pc brings up End Words on Pr Pr 5 and is collapsed into his bank by former practices. Power Process 3 is used when the Pc has been destroyed by a specific former practice.

POWER PROCESS 4 (Pr Pr 4)

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

The word "source" and the phrase "no source" should be thoroughly cleared with a dictionary before clearing the commands. The end phenomenon of this process is that the colors in the room seem brighter and walls seem more solid. Run to this point. In the case where the Pc doesn't originate the specific EP, run to the point where the Pc looks bright and happy with a wide floating needle.

POWER PROCESS 5 (Pr Pr 5)

1. What is?

2. What isn't?

Clear the words using the Language of Miracles with the Pc on the cans. Run to a floating needle with VGIs or 3 consecutive answers in present time. If the Pc gives dichotomies (e.g., good - bad, etc.) go immediately to Pr Pr 2.

POWER PROCESS 6 (Pr Pr 6)

1. Tell me an existing condition.

2. Tell me how you have handled it.

Be sure to clear "handled it" as "how he or she reacted to it" as well as "what he or she did to handle it." Run to a revivification of the incident that the Pc is dramatizing or to a floating needle with VGIs.

* * *

EXCALIBUR

FROM CLEAR TO ETERNITY

19 MARCH 1989

As research continues on the advancement of the technology of Clearing those doing the research never cease to be amazed at the amount of gain potentially available to an individual.

The gains available to people through this technology fall into six rough divisions.

1. The realization that there is a path to real self-improvement. An awareness that change is

available. This usually happens in Introductory Clearing, The Communication Course or Life Repair.

2. The awareness that, through Clearing, an individual will not get any worse. This normally happens on Recall Clearing.

3. The whole band of gains called the lower Grades (Grades 0 through VI). The very least of these gains, by personal testimony, exceeds any advances achieved in other practices.

4. The band that achieves a final burst of glory and freedom, the State of Clear. This usually occurs on Life Incident Clearing.

5. The Advanced Courses or Advanced Ability Levels (Entity Clearing) leading to personal spiritual freedom. What is amazing here is that each section of this level, according to rave reports, has its own spectacular level of gain.

6. The levels of Excalibur through the Super Static Rundown.

It is a never-ending source of wonder to people that there could be such QUANTITY of gain available to one Being.

Thus in an aberrated state, the person cannot have much reality on how good it can actually be.

The other challenge is that we live in an age of speed. And if gains are available, then people may conceive that it all should happen in a minute. Or maybe a minute and a half. Or as the result of a needle jab which will make them free forever.

Alas, this universe isn't built that way.

This universe is based on QUANTITY. There's an awful lot of it.

The number of electrons in an atom, the number of atoms in a molecule, the number of molecules in a drop of water is awesome arithmetic.

The number of planets in systems, the number of suns in a galaxy, the number of galaxies add up to mind-boggling figures.

On this hectic planet where a life-span is very short, time is hardly conceived of at all. Just recently geologists concluded that Man might have been here for a million years. Each of us can decide for ourselves, through Clearing and our own Time Track, just how long we feel man HAS been here.

One thing is for sure. The age of this and other universes is very, very long. It is not eternity, but almost.

That brings us to the next question: If a Being had half an eternity to louse herself up, how loused up could she get?

Right. You've got it. Plenty!

And you now can get an inkling of how much spiritual gainmight be available. And this could explain why, at each one of the six divisions, there are so many new gains, according to testimonies collected.

We now come to the next question: If it took a Being half an eternity to louse himself up, how long would it take to "unlouse" him?

Now, before your mouth turns down at both sides and before you collapse with apathy considering it, remember we have technology here to help.

It doesn't take half an eternity. It doesn't take millennia--though this could be reasonably expected. It doesn't take centuries. It only takes years.

That's right. Years.

The above six rough divisions of gains are a sort of expanding scale.

The first one could take, with an Intro Session or an assist, maybe a few hours or so, plus a few evenings reading a book.

The next level could possibly take a month or two.

The third level, consisting of the first run on Life Incident Clearing and the lower Grades, could take a few months.

The fourth level, depending on the case, might take a bit longer. But it can result in Clear.

The fifth band now begins to really lengthen. To do the training up to and including the Qualified Solo Clearing Practitioner Course could take a year. Add to this the time spent on the Entity Clearing Levels (Advanced Ability Levels) and thetotal is certainly over a year. The gain a Clear makes on the Entity Clearing Levels in 5 or 10 minute sessions is sometimes equivalent to 5 to 10 hours at lower levels.

Now when you get to band six (Excalibur through the Super Static Rundown), get ready for an exciting journey. It won't happen in a minute.

Some balk when they have gone a month. Life looks too interesting. They are, after all, moving at a much faster pace personally--their interests may have multiplied.

It takes a commitment to keep at it, step by step, to be able to experience the tremendous wins available.

So what is one really looking at? The Future.

Just think of the time behind us.

Now think of the time ahead of us.

There's eternity!

And we'll be in it.

We'll be in it in a good state or a bad one. Really, we're sorry to have to say: there's no choice. One may be able to step off the planet. One isn't going to step off life.

In this time and in this place--for possibly just a little while, we have this chance. To go free and to make it. Planets and cultures are frail things. They do not endure.

No one can promise us that we will make it. But with the knowledge available, we are being given a chance.

The rest is up to us.

Work hard at it--don't waste this brief breath in eternity.

For that is our future--ETERNITY.

It will be good for us or it will be bad.

We hope it will be good for everyone.

POSTULATES AND INTENTIONS

THE DIFFERENCE

19 MARCH 1990

BELIEF (noun) 1. mental acceptance of something as true, whether based on reason, prejudice or the authority of the source. 2. an opinion; expectation; judgement.

BELIEVE (verb) 1. to take as true, real. 2. to have confidence in a statement or promise of (another person). 3. to suppose, expect, assume. 4. to hold views or opinions.

CONSIDER (verb) 1. to think, believe, suppose, postulate. 2. originally, to look at carefully; regard attentively; examine. [Latin considerare, to look at closely, observe]

CONSIDERATION (noun) 1. a thought; a postulate about something. 2. a continuing postulate. 3. the highest capability of life, taking rank over the mechanics of matter, energy, space and time.

POSTULATE (noun) 1. something taken for granted or assumed as a basis for reasoning; a fundamental principle; necessary condition. 2. a consideration generated by the Being; a

self-created truth. 3. a self-created thought which shapes, forms or creates past, present or future existence. 4. a causative thinkingness. 5. a self-created idea or consideration on which intentions are based. Example: a woman considers or has the idea (postulates) that eating meat is not good for her body. Based on this consideration, she intends to not eat meat.

POSTULATE (verb) 1. to take for granted; assume without proof as a basis of reasoning; require as a fundamental principle or necessary condition. 2. to cause an idea or consideration. 3. to conclude, decide or resolve a problem or to set a pattern for the future or to nullify a pattern of the past.

INTENTION (noun) 1. a command from the mind that helps to bring about a result. (It is not the verbalization but the carrier wave which takes the verbalization along with it.) [Latin intendere, from in- toward + tendere stretch (the mind or thought)]

INTEND (verb) 1. to have in the mind as a purpose, plan; something to be done. 2. to hold an idea before the mind to its manifestation.

The words postulate and intention have generally been thought to be interchangeable; however, there is a distinct and fundamental difference between them.

A postulate is a belief about the way something is - a personal law out of which your reality is created, whether you are aware of it or not.

We have postulates about everything and only some of them are counter to our survival. To very few of them do we pay any attention. We just act as if they are true, as true as the law of gravity. Notice that we neither question nor think about the law of gravity, yet everything we do is based on it. It is a given which, in our every day lives we don't examine or set about to change in any way, yet we operate in alignment with it 100%. This is how it is with postulates. They are our personal laws and they have the same magnitude of influence on us as the law of gravity.

Out of our postulates comes our reality - the way our lives are. Everything about the way are lives are! Some of these postulates are known to us and are easy to spot. Stop a moment now and think of some postulates you know you have. It may be something like, "It's better to be healthy than sick," or "Having enough money is important," or "Decent people work for a living." When you are aware of a postulate, you can look at it with your analytical mind and see if it's rational and acceptable to you. If it is not, you can change it.

It is the postulates you have that you don't know about that cause the trouble. Submerged in the reactive subconscious mind are postulates, created during real or imagined threats to survival, that are outdated, illogical and a source of trouble; yet, they are still operating in full force. In running traumatic incidents you are bringing these postulates to conscious awareness where they can be re-examined and changed. In Clearing you are able to look for, examine and change the postulates you didn't know you had.

Let's say a person subconsciously had the postulate, "I don't deserve any time off." The person doesn't know he has that postulate, but will he have much time off? Not much. He doesn't think about or consider the issue. The postulate is like an automatic pilot; it thinks and considers FOR him.

How about another example: a person has the postulate, "Pain lets me know I'm alive." As insane as it may be, and as counter-survival as it may be, yes, this person will create a certain amount of pain in his life, especially when he's starting to doubt that he's alive.

In the process of Clearing, this postulate might come up. The person would see it and say, "Hey! That's crazy! I don't need pain to know I'm alive." In that moment of cogniting, the old postulate is as-ised, and the person consciously makes a new postulate in present time - one he's aware of and accepts as supportive to his survival.

How does a postulate conclude, decide or resolve the past, present or future? In order to discuss this, we first have to realize that everything is an illusion of some sort to begin with; it is our view or opinion of it, consideration about it, etc., that determines any qualities it has.

Something happened to you when you were five. Was it a good experience or bad? That is determined only by you. So now, right in present time, you can change the past by simply saying it's changed. You can't change what actually happened but what difference does it make what happened? The factor that has any effect on your life is, how do you view what happened? In order to change the past, all you need to do is change your opinion about it. And that opinion is the new postulate.

To intend is to want to achieve a particular goal. An intention could be something we want to be: "I want to be a cowboy when I grow up." Or something we want to do: "I will work hard so I can retire at 65." Or something we want to have: "I will have that parking space in front when I get to the store." Every intention is preceded by a known or unknown postulate. All intentions are secondary to postulates. Intentions are about the doing of something while postulates are about the beingness of something.

Postulates compose the belief system that determines your reality. The conscious intentions a person has are based on his postulates. For example, a person would have to have a postulate like, "Cowboys are great people," or "Cowboys have good lives," before that person would intend to be a cowboy. Likewise, we've had intentions that were not in our best interest, but because of unknown postulates we had, we automatically had the intentions that align with those postulates.

You may have heard someone say, "I postulated that parking place in front of the store" or "I'm going to postulate a new job," etc. These are, in fact, intentions, not postulates.

The following are examples of postulates and the intentions a person might "logically" have as a result. After reading them, stop and think up 5 or 10 examples of your own.

Examples:

Postulate: It is good to have a lot of money.

Intention: I will save 10% of my income into a savings account.

Postulate: When I write, food helps me concentrate.

Intention: I'm going to keep some healthy snacks by my computer.

Postulate: It is unwise to jump out of an airplane without a chute.

Intention: I'm not jumping out of any planes without a chute!

Postulate: There are more crooks in the world than decent people.

Intention: I need to go to the hardware store and get those extra locks for every door in my house.

Postulate: Too much sleep can kill you.

Intention: I'm going to work on my project day and night till it's done.

There are some postulates that don't necessarily elicit conscious intentions; they create your reality for you and you are not aware of intending anything. Some examples:

Postulate: Temperature changes cause colds and flu.

Postulate: Being happy makes you crazy.

Postulate: Living on the street in a cardboard box is not OK for me.

Postulate: A family isn't really a family unless there are 10 children.

Postulate: It's all hopeless.

Postulate: A life of struggle and effort is very satisfying.

Postulate: Being critical proves you're smart.

Postulate: Things never turn out as good as you thought.

Postulate: I'm ugly.

Postulate: Other people get what they want and I don't.

Postulate: Nobody loves me.

Postulate: I can never remember anything.

It is interesting to note that Postulates appear at Tone 30 on the Full Scale of Emotions directly below the highest tone, Tone 40, Serenity of Beingness. Postulates are the rules for the game, so to speak. "Coincidentally," Games is right below Postulates at Tone 22. It seems that we made the rules, "forgot" we made them and so off we go, playing the Game of Life while forgetting that WE made up the rules and can change them any time!

Lacking the proper amount and levels of Clearing, you can't control the Game because of the subconscious postulates you have; you can only dramatize them.

The good news, of course, is that we do have excellent Clearing processes designed to handle this. However, the widespread misunderstood that postulates and intentions are interchangable is a barrier, just as any misunderstood is.

Postulates and intentions are not the same. Postulates are considerations; they are conclusions the subconscious draws that it then turns into personal laws carved in stone! Intentions are plans, things you put your attention on because you want a specific result. Intentions imply that you want to cause a particular effect. What effect you want to cause depends solely on your postulate.

EXCALIBUR

THE THREE UNIVERSES

31 MARCH 1991

There are three universes:

1. Your universe (U1)

2. The universe of others (U2)

3. The physical universe or MEST universe (U3)

The MEST universe is made up of your universe plus the universe of others. This gives us the equation:

U1 + U2 = U3

There is a definite relationship between each of these three universes. If you don't put anything there in your universe, it will not happen in the physical universe. If you want to put something in someone else's universe, you will need to put it there by means of intention. If you don't think it and intend it, it won't happen and the other person won't pick it up.

There is a continuous interaction of action, thought, intention and postulate going on between your own universe, another person's universe and occurrences in the physical universe. The physical universe does not think, it does not intend and it does not postulate. A live Being intends and postulates. Your universe is the universe in which you think. It is your mental matter, energy, time and space and it co-exists with the physical universe and the universe of every other person. Your universe is infinite and you are capable of putting into it anything you desire. The physical universe

is patterned on the thoughts, intentions and postulates contained within your universe and other's universes. You will notice that any object that you have in the room with you right now has not moved since it was put in that position. The only way it can be moved is by you putting it in another position in your universe, intending it to be there and then picking it up and putting it in that position.

What does this tell you? It tells you that unless you think, intend and create a mock-up within your own universe, nothing will happen within the physical universe. If you are in a position of being in charge of other people, unless you put it in your universe first, they will not pick it up and duplicate it in their universe and be able to carry out your intentions. If you are confused in your universe, others around you are likely to get confused also.

MOCK-UP: A mental model, construction or picture created by a Being. A mock-up is distinct from a facsimile in that it is created volitionally, does not necessarily copy any previous experience, and is under the control of the Being.

When a person creates an intention within his own universe, it will always come about. When an intention does not manifest within the physical universe or within another person's universe, there are three reasons why it has not happened:

1. He did not really intend it.

2.He bought someone else's intention.

3.He has counter-intentions within his own reactive mind or from Entities and Clusters, which keyed-in and countered your own intentions.

In fact, we have found that for a Clear all case and manifestations of case come from Entities, Clusters and other more complex telepathic and sympathetic interactions with other Beings who are still very aberrated. It can finally be stated without a doubt that a Clear has no case of his own.

You should become aware of picking up other people's thoughts or ideas and going along with them. These are intentions which they have intended within their own universe. Because it co-exists with yours, you pick it up and go into agreement with it. Something can only happen for you when you go into agreement and you also intend it.

There is an interesting relationship between your universe and the physical universe. You can have only those things in the physical universe that you create in your universe. They will not be there for you in the physical universe unless you can first mock them up in your own universe and hold them there. The reasons why a person has difficulty creating and holding something within his own universe are:

1.He lacks knowledge of how to handle his own universe and how to mock up something.

2.He has a reactive mind and/or Entities and Clusters which come into restimulation on that particular subject causing counter-intentions which interfere with his own intentions and create difficulty within the physical universe.

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EXCALIBUR

THE THREE UNIVERSES

8 APRIL 1993

There are three universes:

1. Your universe (U1)

2. The universe of others (U2)

3. The physical universe or MEST universe (U3)

The MEST universe is made up of your universe plus the universe of others. This gives us the equation:

U1 + U2 = U3

Close your eyes and have a look around. This is your universe (U1). Now have another person close his eyes and look around. This is the universe of another and is an example of the universe of others (U2). With your eyes open, look around. This is the physical universe which is composed of the universe of others plus your universe (U3).

* * *

WHY BEINGS MOCK UP

8 JANUARY 1988

MOCK-UP (noun) 1. a mental model, construction or picture created by a Being. (A mock-up is distinct from a mental image picture in that it is created volitionally, does not necessarily copy any previous experience and is under the control of the Being.)

MOCK-UP (verb) 1. to create a mental model, construct or picture volitionally or compulsively.

Why do Beings mock up pictures compulsively?

This question has been the most plaguing one in history of Clearing.

The ONLY way a Being ever gets into trouble, the ONLY way he can get trapped or become part of a cluster is by mocking up and making pictures of bad experiences.

And why record all bad experiences? This too is not good sense.

One can explain it by saying that Beings become bored and have "a yearning for event or excitement" or that Beings mock up pictures as an aberrated form of "havingness." Other ways can be invented to explain why Beings compulsively mock up bad pictures, but these do not factually lead to a total solution to the compulsion.

The real reason stems from a basic characteristic of Beings and that is "a Being never totally gives up."

There is, seemingly, a streak of resistance or resentment that makes a Being wish to persist in the same place or location. If he cannot, he will do so covertly.

The definition of "power" is "the ability to hold a position in space." All power comes from the ability to occupy a point. In an electrical generator the base that separates two terminals must be firm or there will be no exchange of energy or power generated.

The effort to weaken a Being is to make him relinquish his point in space. Covertly or overtly a Being seeks to assert his position in space. If he cannot do so overtly, he does so covertly or mentally.

When a Being is moved unwillingly from a point or position he even then refuses to give up that point and begins MOCKS IT UP mentally. He also mocks up the events of his departure as a part of the action of mocking up the point he is leaving. This, unwittingly, gives him a picture, an engram.

Now let us see if this theory holds true in practice.

A. Just ahead of any engram there must be an effort to retain a position and there must be a point or location being mocked up.

This is true. You can blow an engram without running it by spotting its first point in space and time. In a secondary, "where did you first hear of the loss?" is a vital question.

B. In a contact assist getting a person to touch again the point where he was hurt with what was hurt will blow the engram.

C. Getting a person to locate areas (locations) that are not safe produce blows of engrams without running them.

D. Exact and accurate dating sometimes blows an engram. Those times when it does not, it should blow when the location is exactly spotted.

E. Implants and traps were done mainly to keep Beings out of an area. The Being, resenting and resisting, mocks up the place anyway and so implants himself.

A Being too easily substitutes a mental mock up for a point in the real universe.

One could also say that a Being, by mocking up, warns himself against certain points in space or areas in the physical universe.

Anxiety is solely not being able to be certain places and not being able to be where one is, either.

Making people leave is the most unpopular action unless one also frees them to be anywhere.

Transferring people is a degrading thing to do to them.

Jail denies a Being all spaces except where he has been placed; note that Beings are made very miserable in jail. Jailing is a sure way to make confirmed criminals and also to make them crazy as well.

Any Being, stuck in an engram, is asserting the effort to be at and hold the point where he was hit at the beginning of that engram.

An engram therefore is a refusal to leave a place at which force was exerted to drive one away.

Reversely, one can refuse to be held at a place where one does not wish to be but this is a negation of a place, a not-is of it and its time.

Power of choice over where one is and where one is not is thus a key to engrams.

Finally - a Being mocks up because he covertly refuses to abandon a location under duress and not-ises the place where he does not wish to be but must.

Using these facts one can blow engrams without running them.

Some sample questions:

"What point (location) is unsafe?"

"What location could you have held absolutely?"

"Where did you first get an intimation of danger?"

"What place would you rather not be in?"

"What effort would it take to hold (that) (a) location?"

Working with this you will see a door open to a higher level than Alethanetic R3R. But realize that it is only for a high level Being.

This is the road to returned personal power in the physical universe.

THE BASIC TENDENCY OF LIFE

4 MARCH 1990

Axiom 1 of Excalibur: Life always tends to organize.

Life always tends toward a state of organization. It is a natural tendency. From the chickens in the barnyard ("pecking order") to galactic federations, from the cells of a body to the street gangs of L.A., there is always a thrust towards some type of organization. This is a survival mechanism. No matter how sane or crazy, life organizes itself. This is a natural and normal state of affairs. So it is with Clusters and Entity Beings. They organize.

Axiom 2 of Excalibur: Life seeks to hold a position in space.

Axiom 3 of Excalibur: All life is seeking to survive.

Axiom 4 of Excalibur: It is more survival to be organized than to not be organized.

Axiom 5 of Excalibur: Organization promotes survival.

Axiom 6 of Excalibur: Life brings order to MEST by organizing it.

Axiom 7 of Excalibur: Life organizes itself.

Axiom 8 of Excalibur: An insane or aberrated organization is adopted in preference to no organization at all.

* * *

THE RIGHTS OF A BEING

31 MARCH 1991

ALIENABLE (adjective) 1. capable of being transferred to the ownership of another.

INALIENABLE (adjective) 1. not capable of being transferred to the ownership of another: as in, inalienable rights. (also unalienable)

Beings have certain inalienable rights and these are:

1. A Being has the right to life, liberty and the pursuit of happiness.

2. A Being has the right to his own self-determinism.

3. A Being has the right to his own sanity.

4. A Being has the right to his own power of choice.

5. A Being has the right to leave any game at any time.

6.A Being has the right to choose a game that suits his reality as long as he does not interfere with the right of another Being.

7.A Being has the right to create his own game as long it does not interfere with the rights of

another Being.

* * *

EXCALIBUR

INTRODUCTION

31 MARCH 1991

You can spot the EBs (Entity Beings) you handle on AA III on the Scale of Emotions. Most of them are above Death on this scale. They do have some free theta. On the Scale of Emotions you find these Beings anywhere from death and above through grief, propitiation, sympathy, lining up for Clearing or being really quiet, propitiating the solo Clearing Practitioner, even being antagonistic. You'll find many different things. They are usually at tone levels above death. Earlier Incident I and Earlier Universe are important buttons in the III case. That's AA III.

The Clear on AA III releases all the EBs he can easily get into communication with. Then he hits the solid wall or the solidity factor of Excalibur. The Excalibur area is where we have the EBs below being able to be a Being, i.e., below death on the Scale of Emotions: failure, pity, shame, accountable, blame (punishing other bodies), regret (responsibility as blame), controlling bodies, protecting bodies, owning bodies, approval from bodies, needing bodies, worshipping bodies, sacrifice, hiding, being objects, being nothing, can't hide, total failure. You are actually handling Preclears all the time, but these Preclears are below death. All the other scales also apply to the Excalibur area, including the Know to Mystery Scale and the Lower Awareness Scales. You find these Beings very low on these scales also.

Clearing Axiom 29 states: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own, otherwise his view of it would cause its vanishment." Any space, energy, form, object, individual or physical universe condition can exist only when an alteration has occurred of the original as-is-ness so as to prevent a casual view from vanishing it. In other words, anything which is persisting must contain a "lie" so that the original consideration is not completely duplicated. In the Excalibur area, we are dealing with severe MISOWNERSHIP. It's a misplacement of time, place, form, and event, and ownership in the extreme.

It's interesting to look at it from the viewpoint of Axioms. These are Being Axioms and apply to all Beings. They also apply to the EB you're running on Excalibur. If an EB is NOT blowing, then YOU

HAVEN'T GOT THE EXACT TRUTH ABOUT HIM.

We have discovered some interesting new data about these EBs below zero on the Scale of Emotions which includes the EBs who are being "solids."

The first important point is the ORGANIZATION of these EBs. If run properly - if you're approaching the Excalibur case properly - you'll find the thing is ORGANIZED. It has an ORGANIZATION to it. Now it's the CRAZIEST ORGANIZATION you may ever come across. The stable here datum is: "The point where a Being goes crazy (or criminal or out ethics) is where HE CAN NOT WORK or do a useful job." We find every Being is holding onto whatever sanity he has BY PERFORMING A DUTY. This is true whether he is a good guy, bad guy, an SP, or whatever. When you wake him up and get him talking, in communication, you find out he is performing a job or duty and is part of an organization with a specific purpose.

This guy needs to be ACKNOWLEDGED for that duty, no matter how crazy it is to you. To him it's a very serious one because if he COULDN'T DO THAT he would be or go TOTALLY insane.

He's been a spot on the bottom of a coffee cup. He says, "Well, somebody has to do it." They always think they are a REAL GOOD SPOT. It's an incredible thing. These guys are holding on to their sanity by doing something that they feel is useful. Whenever we acknowledge them for whatever they are doing, we get an as-isness. That's where you have to acknowledge VERY WELL when they give you a valence answer to the question "What are you?" "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" They think they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. It's important to get THIS as-ised first so you can handle them. The Being reckons he's doing that job. If he DIDN'T believe that, if you invalidate him, if you totally not-is it or don't believe what he tells you, he goes nuts. To THAT point he'll be sane, but if not, he'll be insane.

tableau (noun) 1. a depiction of a scene usually presented on a stage by silent and frozen in place, motionless costumed participants. [short for tableau vivant, French for living picture]

Again, there IS an organization here and no matter how crazy it is, you must recognize and acknowledge it. Get the idea of some cups, saucers and things on a table. That might be a whole Excalibur setting or a tableau that you come across. You ask the question, "What are you?" and first thing you see is a table with candles, cups, saucers, etc. This turns out to be in an office and there's a desk there and so on. There is a chair waiting for somebody. Then you ask, "Is anyone being a spokesman for this group here?" You get this voice coming out of the candle flame, "I'm the flame of life!" You ask him: "OK, what's this all about? Any BPC here?" And the answer comes, "We're keeping the office ready." You know now they're all smashed down to little spots or something like that, but they have been keeping this office ready for eons and eons and eons and eons. There used to be a big Being there. They all got wiped out in one of those captures on the Whole Track or something like that. Then they got smashed and put together for millions of years and have been keeping the office ready ever since. Maybe all the office staff were herded into a room and then vaporized with the Laser guns. They tried to protect the boss' office; so they all grabbed part of the MEST as exterior Beings. Then they got smashed together, put down on some planet and blown-up. More incidents, more incidents, more incidents and NOW they're just

there in the Excalibur case keeping the office. They would go totally crazy if they couldn't do that! It is a whole organization.

It doesn't have to go together THAT logically. You can hardly imagine how illogically it CAN go together. When you run a session you'll find out how illogical it is. This whole office may be under a button which is on a uniform of somebody in another service. There HE is with a spear and there's somebody else being the spear. And there's that guy in an airplane about 30,000 feet up and the guy with the spear sees him for the 1st time. He got shot by the plane and he's the "bad guy" (the one in the plane). That's how weird it can get.

That whole thing holding together all the way down is an ORG BOARD. If you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. This whole thing is an ORG BOARD all the way down from guys with the evil intentions at the top to the juniors at the bottom. For example, these Beings got blown up at the SAME TIME by a missile! It's a mutual thing; all were captured and put together or they got together later in that relationship because they sort of belonged together. They ARE organized in that RIGHT NOW and they are all doing THAT, frozen in time. They're FROZEN IN TIME. They're sitting there doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks he has a duty in it and it's a frozen duty as well. The whole thing is frozen. This guy is shooting those guys or this guy is resisting that guy. He's an officer and he has the spear and his button. There is a GOLD BUTTON just shining in the sun; it's the last thing he saw. Underneath the button he's got a group smashed with an Incident II. Maybe he found these other guys had a nice office and he really wanted to be an executive; so he's clutched it through all time to his breast using some kind of weird computation.

In other words, there is some kind of crazy illogical A=A=A=A=A holding this whole Clustered mass of EBs and Clusters and solids all together. You run it knowing that. You sort of "poke" into it at the level of the "flame on the candle" where you are not getting any as-is-ness. You can't get these guys to "break up" or get the little office mock up to dissolve or get them to realize who they are. Then you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board. That's one way to look at it. Just ask, "Is somebody holding you?"

Try to get a spokesman for the group. Get the spokesman talking and in communication. You try to get into communication and you are not getting any blowdown; you're not getting any reads. The EB IS telling the story, but nothing is happening. You get a "what?" and you get "who?" but it's "sticky." If you can't get an as-isness, there are several things that can be wrong:

1. The EB is NOT REALLY EXACTLY WHAT HE TELLS YOU HE IS.

It could be a picture you're talking to or it's only a via with another guy in the background or

2. You're talking to a Cluster instead of an individual.

3. Someone is holding him from a position higher on the "Org Board."

4. You're not handling the mutual incident yet.

The mutual incident occurred earlier so it's holding this EB together with the others. HE CAN'T OPEN UP AND LET GO OF THE REST.

5. It's also possible that he's being HELD BY SOMEBODY ELSE, even if it IS A CLUSTER.

The Cluster doesn't break and blow on finding the mutual incident because SOMEBODY ELSE IS HOLDING.

* * *

RULES FOR HANDLING

All the fundamental concepts of good Clearing and C/Sing are used. This is what, in essence, lies behind the allegation that there is nothing "non-standard" or "squirrely" about Excalibur. That is, once you accept the idea that there were implanters who conceived the notion that a cluster of almost-dead Beings could be given a persistent "mission," then all the rest falls into place without any conflict with the rest of Clearing technology.

Stacks are identified in a metered interview or case assessment. Questions are asked about the person's overall viewpoints on life, in such a way as to focus attention on his/her difficulties or remaining case problems. The bottom line question is: What hasn't been handled?

The result of this interview is a written record of key phrases and other identifying data, along with the amount of read associated with each. After the interview the Clearing Practitioner puts obviously similar items together, and adds up all the reads within each group. As a first approximation, in attacking the case, it is assumed that each group is a separate stack and the stack with the greatest total of reads is the one that is ready to run first.

This "stack list" is then made up in order of decreasing reads, with the one with the greatest total on top. The top three or four are given to the Clear with the first C/S if the Clear is beginning solo

immediately. Normally, the Clearing Practitioner will give the Clear as many sessions as it takes to get the Clear running easily and well on Excalibur. Then the Clear is gradiently put on solo Clearing by having the Clearing Practitioner present in the solo sessions until the Clear can handle solo Clearing on Excalibur. The Clear next gives himself solo sessions at the Clear Practitioner's home or office until be can do that well. He then does one or two solo sessions at home and comes in for a C/S. Finally, the Clear works at home for longer and longer periods of time between C/Ss.

If the Clearing Practitioner has done the work well, the Clear will show great interest in running what is at the top of the list. Thus we follow standard procedure in going by interest and by decreasing gradients of reads.

The next step is to get the correct stack wording. Remember, the wording will be close to the exact situation, but only the Clear can spot it exactly.

The correct wording may be considered as the name of the stack, or its function; it doesn't matter what wording comes up, so long as the Clear shows great interest and VGIs in it and it reads well. This part is done after the initial interview.

It is not necessary to have an F/N at the start of the session. Any out-ruds are assumed to be part and parcel of the hottest stack, which is directly handled in the body of the session. So if this is the case, we simply look upon such a session as an assist where ruds are always by-passed.

OVERALL ROUTINE

Get the stack list from the interview.

Address the hottest stack first.

Get the correct stack wording: INTEREST plus VGIs plus READS WELL.

"Is there an EB/Cluster connected to _(stack wording)_ ?"

Handle the plug fully, to floating Range Arm or broad, clean F/N and CERTAINTY that the plug is fully handled.

End the session. One should do only one plug per session.

Usually many sessions must be done on any particular stack. Loss of interest is often NOT an indicator that a particular stack has been completely handled. Running Excalibur is ALWAYS interesting. If it isn't, there's a hang-up such as an incomplete Clearing cycle or something still hanging around with a negative postulate. Thus we have a rule:

ANY STALLED CASE, NOT WANTING MORE TRAINING OR CLEARING, EQUALS AN INCOMPLETE ACTION. FIND IT!

The whole idea is to get ready for the next level after Entity Clearing. There may be disagreement at the moment as to just what those levels are, but we can be certain that it doesn't involve going off and trying to spend a year or more figuring out what one should do with his life! If you've really completed this level, would there be any doubt?

A SUDDEN LOSS OF INTEREST MAY BE COMING FROM WHATEVER IS READY TO BE RUN NEXT. If this is the case, spotting it should result in an immediate resurgence of interest with good reads and VGIs.

There are times when it might be useful to be slightly suspicious of a cognition that a particular problem is TOTALLY handled and will NEVER return. While the good feeling and the fact that something was handled should indeed be validated, one should at the same time be alert for indications of what has just be slightly restimulated but not yet handled.

MISCELLANEOUS HINTS

The entire Excalibur course includes the text of "Revolt in the Stars" and "Sector 9" plus many descriptions of various Clusterconstructs (for example, a vacuum cleaner-like device for trapping other Beings). Some have objected to this on the grounds that EBs are so very suggestible. Whose case are we running, anyway?

Let's see if others can run this without all that Space Opera. And if they do happen to come up with items that duplicate what Captain Bill describes, why then everybody wins.

Also, those who feel they must have the whole story can always take the entire course. And if they do it with the background and experience they can get with just what's here, they'll be better prepared and ready to ask the right questions on the course.

So we include the following hints and general instructions, to help get you started:

1.Be prepared to confront several very evil, uncomfortable and very incredible things on the track. As Ron said in Book One, "Be surprised at nothing."

2.If you are not very familiar with just what makes up an Org Board, don't worry about it. Just visualize a stack as a business organization with all the normal little jobs that add up to performing the overall function. And be alert for some that you may not expect.

3.Some of the Beings in a plug (or the entire plug) may be ANYWHERE. So let your looking be directed outward at times. A little outside reading on Geography or Astronomy might help. Within the body, Beings can be discovered behind ridges, "being" a molecule or tiny body part such as a cancer cell, or just "hiding." Gray's Anatomy might come in handy. Also look at some of the locations where you have been during this lifetime. And some places you haven't been.

4.If a mass breaks up on discovery and all depart then that's it; just continue by making sure that external "holders" are also handled. If any don't depart on spotting then run "What/Who," plus the rest of the usual Entity Clearing techniques, if needed, until they do.

5.If you feel strong emotion, remember it's not necessarily "your." Spot where it is coming from as above. A Being may be in desperate need of reassurance. Soothing thoughts are in order: "It's OK, now." "That's not happening to you anymore." "I get the feeling you could use a friend." "Do you really want to continue doing that?" These are just a few example of what you could say. And then the "What/Who" intention or whatever would normally come next.

6.After session, if any loose Beings are still hanging around, treat them with compassion; they've just lost that all-important function that was their last hope. Spot them with the "What/Who" intention and relief if often immediate.

SAMPLE PROCEDURES

The Clear has attention on or is concerned with "XXX." "Is that the stack?" (Small read) Ask for a better way to state this - to pinpoint exactly the functional area to be handled.

New wording is "YYY." (This will be related but not necessarily keeping any of the original words. Or just one key word might be retained.) The Clear is now much more interested. "OK, we'll run "YYY." (Good read, VGIs and lots of interest.) (If not, just keep looking for a better wording.)

"Is there an EB/Cluster connected with _(stack wording)_?" (READ)**

"OK, location? EB or Cluster? WHAT/WHO?"

Continue handling that one plug, until big F/N, Range Arm OK, VGIs, THAT'S IT.

Next session: same as above. Continue until no read on **. Also interest is gone. Any more connected with this one?" No. Next assessed item was "ZZZ." Check for reads and be sure to get wording right, then repeat as above.

ADDITIONAL HINTS

Some Incident Is and IIs were major Cluster-making incidents, and some EBs may have to be run on these incidents before they go release or Clear. Note that some explosions took place on mountains tops that were not volcanoes. The idea that it WAS a volcano may have been a false picture in the 36 days implant.

For a particular Being Incident II begins the first time the Being felt the evil intention to destroy Beings on the 7th dynamic - usually during a capture.

A Cluster will break up by spotting the mutual incident that jammed them together. If an EB doesn't blow, the exact truth has not been found(Axiom 29). Correct TIME, PLACE, FORM, EVENT, OWNERSHIP must be found.

Find the leader of the group; who is holding whom? Who is the spokesman for the plug? What's the mutual incident that made it in the first place? Who is holding the Cluster and where is he? (A Cluster is less able than a single Being; the holder will be outside or hiding.)

Find those that are out of valence: experimenters, implanters, operators. Some weird concepts that won't resolve may be based on pictures from an Incident II or some other Incident that is an implant. Also be prepared to look earlier than Incident I. Also check the flows; was the Being a perpetrator or a victim or just watching, and is he watching an actual incident or a picture in an implant or a copy?

All plugs in all stacks have to be run. Subsequent interviews may reveal more stacks after the initial batch has been completely handled. Excalibur is done when the body is very light and transparent. VGIs with a floating Range Arm are really in.

ALL IN A FLASH

Have you ever had the experience of communicating a great deal to another in a split second or of receiving such a communication of flash of insight?

Once an EB is awakened to the point where he is interested in what you can do for him, he might be able to pick up your entire life history, including all your Clearing Practitioner training in a flash. When this occurs you don't have to laboriously ask the "What/Who" question, complete with acks, or anything else. Just think the intention to help at him and it's done.

That is a possible explanation of how it is only necessary to spot a particular EB/Cluster and it blows immediately. Sometimes the body jerks, followed by immediate laughter.

NOTHING LEFT TO HANDLE?

Check again on the end phenomena of Excalibur. Have you really reached that point or are we kidding ourselves? Here's a little test:

WHAT'S MY ATTENTION ON?

WHAT'S MY ATTENTION AVOIDING?

FINAL COMMENTS

Remember the statement about not needing ruds; whatever needs to be run next is sitting right on top. In any case, be sure to start by getting the right stack wording. You'll know when the right wording is reading strongly; you'll feel great about it and can't wait to start running it.

EXCALIBUR

OVERALL ROUTINE

25 FEBRUARY 1990

Get the stack list from the interview.

Address the hottest stack first.

Get the correct stack wording: INTEREST plus VGIs plus READS WELL.

"Is there an EB/Cluster connected to _(stack wording)_ ?"

Handle the plug fully, to floating Range Arm or broad, clean F/N and CERTAINTY that the plug is fully handled.

End the session. One should do only one plug per session.

Usually many sessions must be done on any particular stack. Loss of interest is often NOT an indicator that a particular stack has been completely handled. Running Excalibur is ALWAYS interesting. If it isn't, there's a hang-up such as an incomplete Clearing cycle or something still hanging around with a negative postulate. Thus we have a rule:

ANY STALLED CASE, NOT WANTING MORE TRAINING OR CLEARING, EQUALS AN INCOMPLETE ACTION. FIND IT!

The whole idea is to get ready for the next level after Entity Clearing. There may be disagreement at the moment as to just what those levels are, but we can be certain that it doesn't involve going off and trying to spend a year or more figuring out what one should do with his life! If you've really completed this level, would there be any doubt?

A SUDDEN LOSS OF INTEREST MAY BE COMING FROM WHATEVER IS READY TO BE RUN NEXT. If this is the case, spotting it should result in an immediate resurgence of interest with good readsand VGIs.

There are times when it might be useful to be slightly suspicious of a cognition that a particular problem is TOTALLY handled and will NEVER return. While the good feeling and the fact that something was handled should indeed be validated, one should at the same time be alert for indications of what has just been slightly restimulated but not yet handled.

EXCALIBUR

INTRODUCTION

31 MARCH 1991

You can spot the EBs (Entity Beings) you handle on AA III on the Scale of Emotions. Most of them are above Death on this scale. They do have some free theta. On the Scale of Emotions you find these Beings anywhere from death and above through grief, propitiation, sympathy, lining up for Clearing or being really quiet, propitiating the solo Clearing Practitioner, even being antagonistic. You'll find many different things. They are usually at tone levels above death. Earlier Incident I and Earlier Universe are important buttons in the III case. That's AA III.

The Clear on AA III releases all the EBs he can easily get into communication with. Then he hits

the solid wall or the solidity factor of Excalibur. The Excalibur area is where we have the EBs below being able to be a Being, i.e., below death on the Scale of Emotions: failure, pity, shame, accountable, blame (punishing other bodies), regret (responsibility as blame), controlling bodies, protecting bodies, owning bodies, approval from bodies, needing bodies, worshipping bodies, sacrifice, hiding, being objects, being nothing, can't hide, total failure. You are actually handling Preclears all the time, but these Preclears are below death. All the other scales also apply to the Excalibur area, including the Know to Mystery Scale and the Lower Awareness Scales. You find these Beings very low on these scales also.

Clearing Axiom 29 states: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own, otherwise his view of it would cause its vanishment." Any space, energy, form, object, individual or physical universe condition can exist only when an alteration has occurred of the original as-is-ness so as to prevent a casual view from vanishing it. In other words, anything which is persisting must contain a "lie" so that the original consideration is not completely duplicated. In the Excalibur area, we are dealing with severe MISOWNERSHIP. It's a misplacement of time, place, form, and event, and ownership in the extreme.

It's interesting to look at it from the viewpoint of Axioms. These are Being Axioms and apply to all Beings. They also apply to the EB you're running on Excalibur. If an EB is NOT blowing, then YOU HAVEN'T GOT THE EXACT TRUTH ABOUT HIM.

We have discovered some interesting new data about these EBs below zero on the Scale of Emotions which includes the EBs who are being "solids."

The first important point is the ORGANIZATION of these EBs. If run properly - if you're approaching the Excalibur case properly - you'll find the thing is ORGANIZED. It has an ORGANIZATION to it. Now it's the CRAZIEST ORGANIZATION you may ever come across. The stable here datum is: "The point where a Being goes crazy (or criminal or out ethics) is where HE CAN NOT WORK or do a useful job." We find every Being is holding onto whatever sanity he has BY PERFORMING A DUTY. This is true whether he is a good guy, bad guy, an SP, or whatever. When you wake him up and get him talking, in communication, you find out he is performing a job or duty and is part of an organization with a specific purpose.

This guy needs to be ACKNOWLEDGED for that duty, no matter how crazy it is to you. To him it's a very serious one because if he COULDN'T DO THAT he would be or go TOTALLY insane.

He's been a spot on the bottom of a coffee cup. He says, "Well, somebody has to do it." They always think they are a REAL GOOD SPOT. It's an incredible thing. These guys are holding on to their sanity by doing something that they feel is useful. Whenever we acknowledge them for whatever they are doing, we get an as-isness. That's where you have to acknowledge VERY WELL when they give you a valence answer to the question "What are you?" "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" They think they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. It's important to get THIS as-ised first so you can handle them. The Being reckons he's doing that job. If he DIDN'T believe that, if you invalidate him, if you totally not-is it or don't believe what he tells you, he goes nuts. To THAT point he'll be sane, but if not, he'll be insane.

tableau (noun) 1. a depiction of a scene usually presented on a stage by silent and frozen in place, motionless costumed participants. [short for tableau vivant, French for living picture]

Again, there IS an organization here and no matter how crazy it is, you must recognize and acknowledge it. Get the idea of some cups, saucers and things on a table. That might be a whole Excalibur setting or a tableau that you come across. You ask the question, "What are you?" and first thing you see is a table with candles, cups, saucers, etc. This turns out to be in an office and there's a desk there and so on. There is a chair waiting for somebody. Then you ask, "Is anyone being a spokesman for this group here?" You get this voice coming out of the candle flame, "I'm the flame of life!" You ask him: "OK, what's this all about? Any BPC here?" And the answer comes, "We're keeping the office ready." You know now they're all smashed down to little spots or something like that, but they have been keeping this office ready for eons and eons and eons and eons. There used to be a big Being there. They all got wiped out in one of those captures on the Whole Track or something like that. Then they got smashed and put together for millions of years and have been keeping the office ready ever since. Maybe all the office staff were herded into a room and then vaporized with the Laser guns. They tried to protect the boss' office; so they all grabbed part of the MEST as exterior Beings. Then they got smashed together, put down on some planet and blown-up. More incidents, more incidents, more incidents and NOW they're just there in the Excalibur case keeping the office. They would go totally crazy if they couldn't do that! It is a whole organization.

It doesn't have to go together THAT logically. You can hardly imagine how illogically it CAN go together. When you run a session you'll find out how illogical it is. This whole office may be under a button which is on a uniform of somebody in another service. There HE is with a spear and there's somebody else being the spear. And there's that guy in an airplane about 30,000 feet up and the guy with the spear sees him for the 1st time. He got shot by the plane and he's the "bad guy" (the one in the plane). That's how weird it can get.

That whole thing holding together all the way down is an ORG BOARD. If you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. This whole thing is an ORG BOARD all the way down from guys with the evil intentions at the top to the juniors at the bottom. For example, these Beings got blown up at the SAME TIME by a missile! It's a mutual thing; all were captured and put together or they got together later in that relationship because they sort of belonged together. They ARE organized in that RIGHT NOW and they are all doing THAT, frozen in time. They're FROZEN IN TIME. They're sitting there doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks he has a duty in it and it's a frozen duty as well. The whole thing is frozen. This guy is shooting those guys or this guy is resisting that guy. He's an officer and he has the spear and his button. There is a GOLD BUTTON just shining in the sun; it's the last thing he saw. Underneath the button he's got a group smashed with an Incident II. Maybe he found these other guys had a nice office and he really wanted to be an executive; so he's clutched it through all time to his breast using some kind of weird computation.

In other words, there is some kind of crazy illogical A=A=A=A=A holding this whole Clustered mass of EBs and Clusters and solids all together. You run it knowing that. You sort of "poke" into it at the level of the "flame on the candle" where you are not getting any as-is-ness. You can't get these guys to "break up" or get the little office mock up to dissolve or get them to realize who they are. Then you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board. That's one way to look at it. Just ask, "Is somebody holding you?"

Try to get a spokesman for the group. Get the spokesman talking and in communication. You try to get into communication and you are not getting any blowdown; you're not getting any reads.

The EB IS telling the story, but nothing is happening. You get a "what?" and you get "who?" but it's "sticky." If you can't get an as-isness, there are several things that can be wrong:

1. The EB is NOT REALLY EXACTLY WHAT HE TELLS YOU HE IS.

It could be a picture you're talking to or it's only a via with another guy in the background or

2. You're talking to a Cluster instead of an individual.

3. Someone is holding him from a position higher on the "Org Board."

4. You're not handling the mutual incident yet.

The mutual incident occurred earlier so it's holding this EB together with the others. HE CAN'T OPEN UP AND LET GO OF THE REST.

5. It's also possible that he's being HELD BY SOMEBODY ELSE, even if it IS A CLUSTER.

The Cluster doesn't break and blow on finding the mutual incident because SOMEBODY ELSE IS HOLDING.

* * *

EXCALIBUR

MISCELLANEOUS HINTS

20 JULY 1990

The entire Excalibur course includes the text of "Revolt in the Stars" and "Sector 9" plus many descriptions of various Cluster constructs (for example, a vacuum cleaner-like device for trapping other Beings).

So we include the following hints and general instructions, to help get you started:

1.Be prepared to confront several very evil, uncomfortable and very incredible things on the track. As Ron said in Dianetics - The Modern Science of Mental Health (Book One), "Be surprised at nothing."

2.If you are not very familiar with just what makes up an Org Board, don't worry about it. Just visualize a plug as a business organization with all the normal little jobs that add up to performing the overall function. And be alert for some that you may not expect.

3.Some of the Beings in a plug (or the entire plug) may be ANYWHERE. So let your looking be directed outward at times. A little outside reading on Geography or Astronomy might help. Within the body, Beings can be discovered behind ridges, "being" a molecule or tiny body part such as a cancer cell, or just "hiding." Gray's Anatomy might come in handy. Also look at some of the locations where you have been during this lifetime. And some places you haven't been.

4.If a mass breaks up on discovery and all depart then that's it; just continue by making sure that external "holders" are also handled. If any don't depart on spotting, then run "What/Who" plus the rest of the usual Entity Clearing techniques, if needed, until they do.

5.If you feel strong emotion, remember it's not necessarily "yours." Spot where it is coming from as above. A Being may be in desperate need of reassurance. Soothing thoughts are in order: "It's OK, now." "That's not happening to you anymore." "I get the feeling you could use a friend." "Do you really want to continue doing that?" These are just a few examples of what you could say. And then the "What/Who" intention or whatever would normally come next.

6.After session, if any loose Beings are still hanging around, treat them with compassion; they've just lost that all-important function that was their last hope. Spot them with the "What/Who" intention and relief is often immediate.

EXCALIBUR

SAMPLE PROCEDURES

25 FEBRUARY 1990

The Clear has attention on or is concerned with "XXX." "Is that the stack?" (Small read) Ask for a better way to state this - to pinpoint exactly the functional area to be handled.

New wording is "YYY." (This will be related but not necessarily keeping any of the original words. Or just one key word might be retained.) The Clear is now much more interested. "OK, we'll run "YYY." (Good read, VGIs and lots of interest.) (If not, just keep looking for a better wording.)

"Is there an EB/Cluster connected with _(stack wording)_?" (READ)**

"OK, location? EB or Cluster? WHAT/WHO?"

Continue handling that one plug, until big F/N, Range Arm OK, VGIs, THAT'S IT.

Next session: same as above. Continue until no read on **. Also interest is gone. Any more connected with this one?" No. Next assessed item was "ZZZ." Check for reads and be sure to get wording right, then repeat as above.

EXCALIBUR

NOTHING LEFT TO HANDLE?

25 FEBRUARY 1990

Check again on the end phenomena of Excalibur. Have you really reached that point or are we kidding ourselves? Here's a little test:

WHAT'S MY ATTENTION ON?

WHAT'S MY ATTENTION AVOIDING?

TECH BRIEFING No 4

"EXCALIBUR"

CONFIDENTIAL - SUPER NOTS AND OT C/SING

CAPTAIN BILL ROBERTSON

22 August 1985

Hello everybody! This is the 22nd of August 1985. And this is Captain Bill Robertson, Frankfurt, RON'S ORG.

<Bravo!>

Bravo. Ah so! And we'll give this R-factor: This will be Tech Briefing # 4 - but it's a CONFIDENTIAL BRIEFING. And is just for people who are starting NOTs, or on Solo-NOTs.

And just to bring you up to date since the last Tech Briefing a little bit: In the last year we have done the things which for instance RTC or the Implanters would call "Our usual suppressive and squirrellish acts". Like bringing people to the State of Clear and straightening out their messed up DCSIs. Getting them programmed to go up the Bridge and getting them onto the Bridge, and making real OTs, where they are Cause over the data and CAN apply it.

So, we say to the other side: "Those are Suppressive Acts and we are very proud to be able to say that we have accomplished quite a few of those and have many people on the OT-levels, at least 12-15 and have produced in between 20 and 30 - maybe a couple more - Clears. Or straightened them out from their misdeclares or their invalidations, plus a lot of other grades, and so on."

Now, what the purpose of this particular meeting is - from the C/S viewpoint - to show some of the traps and tricks and problems that cases get into and that cases do not know about. Even people who are - ah - went up the Bridge in other areas, because they didn't have the benefit of Flag C/Sing, and the benefit of reading the LRH C/Ses on Advanced Levels.

And to handle some of the possible misunderstoods, possible confusions, possible things that would affect their ability to audit NOTs successfully - that is the purpose of this particular briefing.

To start off - let us assume, as we are all here OT III or above - I will talk from the OT III - NOTs-viewpoint. So, we don't have to go back and look at very simple things, but I will assume that you understand, that first of all we are dealing in the beginning with the composite case. All right. That means it's a complete mass of BTs and clusters. The guy's stuck in there somewhere and he is dramatizing whatever occurred - maybe on his OWN track - maybe on somebody ELSE's track. And he is totally the effect of all these charges, BPCs, wrong items, things, events, engrams, secondaries, locks. Everything that you can imagine in Dianetics or in regular grade charge or anything you can find on a list can be wrong with a guy. All right?

So, it is very difficult to get a guy from a "no auditing" up to the State of Clear. But basically we know that is what's done on the lower levels. All right, now we DO that. You have got a Clear.

Now, this is where the confusion starts with the most people, that I have talked to, because of the security, that was put around this area. And even in the beginning, after the people are on it, they are treated like they shouldn't know anything about it. They were just given, totally robotically, to "Run this". And, "That will be your next level".

So, first I want to straighten out the confusion of - from the OT III and above viewpoint - like "What is a Clear?". And, "Why do we therefore define this guy as a Clear and how come there are four different ways of Clear - the ways that they could BE Clear - but there is really only ONE STATE OF CLEAR?"

Well, this is interesting, because if you look back the time track, you will find that ... I'll just make a diagram here, but it can be given out with copies and so on ..., if we look at - from the OT III data we have, what LRH calls - Incident I. It occurs at start of track, right?

So, just let us take a single being now and we have start of track here as a line, and we have here Incident I. Now exactly why is that the start of the track? Because that is the first point, that he started COMPULSIVELY to make pictures. You may say: "Well, yeah. But why?", and so on. "But that implant, that's weird!". Well, this comes up again and again, but the point is that he is COMPULSIVELY making pictures FROM HIS OWN VALENCE from that point.

In other words: He, having gotten his Incident I, is now somehow making pictures. And we've run guys out from Incident I, that have discovered the reason WHY they make pictures like that - and it's because they had BTs stuck to them from EARLIER INCIDENT Is, who went into THEIR VALENCE - all right? Therefore they don't see them. Some of them do sort of feel it as a little something, they can't get a hold of around the back here. But some BTs, that were so much -

shall we say - at effect, or just totally ready to be robotically inclined, that this BT you are handling started making pictures, or at LEAST he saw things and then he found out, he had MEMORIES of these. He could have RECALL after Incident I. And no matter if he looked at it, and he COULDN't as-is it. Why? Because of ownership. It's actually THESE guys, that are holding the picture, you see?

So, he looks at the picture - HIS picture would as-is of it - but then, there is still the other guy's picture, that he would have left. And since they are all SHARING THE SAME VIEWPOINT coming up the track, you don't get a blow on this guy, you don't get an as-isness.

So, however, he CAN DECIDE for himself and FOR HIS VALENCES - you see? Because he IS in CONTROL of them - that they DON'T NEED THESE PICTURES ANYMORE - all right? So this is not the only point where Clear can come. It can come there, but it doesn't have to. Because he CAN decide for himself and get the agreement of these guys NOT to make pictures. It doesn't make a STABLE Clear - but it makes a Clear, all right? Because they are not having to have pictures and they can create them and unmock them all as a team. "We all do it - because the boss says we do it - right?"

Anyway, the difference here being that this guy is NOT "out of valence" - OTHER PEOPLE ARE IN HIS VALENCE, see? And he is the boss. He says "OK, you guys, now ..." Or whatever he thinks it is. After Incident I there is a confusion. He never knows exactly, what happened in the "snaps" of Incident I, etc. WE know, that there were OTHER BEINGS PUT WITH HIM, ok?

So, if he can therefore handle these guys and control them easily enough by his more ability, he can get them to agree NOT TO MAKE PICTURES. So, we have what we call "a Clear". It would be a guy who doesn't NECESSARILY have to have run out his OWN Incident I, but somewhere up the track, right? he may have gotten (graph) - you see? - into Incident II here and let's put back here (graph) I think it's dating 1 Quadrillion - 1 and 1/2 Quadrillion was the CC Implant, (graph) Incident II is 75 Million with the 36 days and the OT II stuff, ok?

Now, so there is THAT on his track and then here we go, he is up into PT (graph). Single being, except with these guys IN HIS VALENCE. So, any point along here ... . Now we are in PT AUDITING this guy, right? Now we KNOW, that essentially he is NOT just this - he IS A COMPOSITE. He has other beings, who have done the SAME STUFF in various cause-effect points and they have all come conglomerated around him - all right? And that guy, we are auditing, is the most strongest or the leader you might say or the boss or whatever.

So, in essence, since Incident I he may have had (graph) more additions to his composite case at any point along the line because of mutual incidents or because of implants or because of whatever. But these guys have their OWN tracks down the line, all right? Have their OWN tracks,

no matter HOW they come into HIM. So, when you get into this PT auditing, you have the guy somewhere in here, as a thetan, with all these other thetans around him, shaped up into his body form and everything else. Well, it's what we know as the NOTs and OT III Case, right? So, this is what we get.

Now, how does a guy go Clear? OK, he can do it in several ways: One is, he can run Dianetics. And he gets in back of an engram, which has got THAT POSTULATE in it that HE (needed pictures) - or he UNMADE the postulate, so that now "he didn't need pictures". Your see?

"I MUST remember this" or "I must HOLD onto this" comes from that Bulletin - I think some of you have seen - where "a thetan can do anything forever". He also tries to HOLD POSITION forever. So he gets in a certain incident, that he didn't want to happen. So he tries to hold on and says: "No, I'm not going to let that happen". So, he is always making an impression of it. But also, SO ARE THE GUYS IN HIS VALENCE. So, he can go UNCLEAR at that point.

Now in Dianetics, if you run to that point of that engram, he does: "WOW, Oh God! Man! No wonder I was holding on that that thing! Ahh, I didn't need to make that picture. Hey! WOW!" As soon as he doesn't need to, then he goes out of agreement of course with all of these guys in here (the composite), that HAVE to make pictures, right? HE doesn't need to make them, HIS VALENCE-GUYS (IN HIS VALENCE) don't even have to make them, right? So right away all the pictures, that are NOT his (but that he copied) and all those that ARE his and the guys in his valence - Phffft! - disappear!

They don't need them anymore and he clears out some space. Because of course, if you are the BOSS of an org, you keep your OWN files closer to you, than other guys keep their files to you, (than other guys keep their files close to you), you know? So in YOUR office - your files - and in your office - Boom! - right away, you've got a LOT OF SPACE! No matter if some other guys may have been duplicating his files, they certainly move out of they way: "Uh, what's, what's going on here? All those - all that stuff - that was holding us - disappeared!"

So he as-ises his part of it. So he clears out a little bit here - a little space around himself. These guys (composite) are still hanging around. They're stuck in the body and still ... and everything like that. Basically the guy has cleared out a little space around him - and we say: "Ok, this guy is Clear". HE DOESN'T NEED TO COMPULSIVELY MAKE PICTURES ANYMORE. And you notice how "delicate" that the Clears are, right? If you don't hat him properly on "Nature of a Being", if you don't get them up through the non-interference-zone quickly, if you don't treat them with very - you know - handle the grade charge, that may still be left, so THEY DON'T COMPULSIVELY PULL IN BTs OR OTHER PICTURES FROM OTHER PEOPLE. If you don't cut these little lines delicately, because - realize the guy is Clear here - and you didn't HAT him yet. He's not hatted. TWO sides of the bridge, you know: You get the auditing side and the training side. He's not hatted - doesn't get the knowledge WHY he is Clear, and "What did he get out of?" or "What's in his space?".

It's VERY delicate. He may start having little comm lines back in here, back into the bank. So, you get off the grades charge by severing those possibilities of these guys - let's don't just say HIM - or charge in reflection from the environment, HITTING them and they're influencing HIM. And HIM seeing the environment and then wondering about it from something, he knows in the bank. Anyway, he's gonna get connected up again, if you don't handle him. So we try to handle the grades charge and the guy who needs anything as a "wants handled". Get his OCA stable. Get him hatted on "Nature of a Being", so he realizes, if he sees any pictures, it's NOT his. It's gonna be handled LATER. So he isn't going" "What is it? What is it? Is it mine? MUST BE MINE!". As soon as he decides that - Zap! He's got an increased ability to postulate here - that's the other thing - an increased ability to postulate as a Clear - means that HE CAN POSTULATE HIMSELF UNCLEAR. That's simple, it's simply it.

So, some point on the track he decided to HAVE TO MAKE PICTURES and later on, now he decides, he DOESN'T HAVE TO. All right? That's all a Clear is. Now he can go that way on a Dianetics cognition - getting that - pffft - at the back of one of this "must-hold-on-to-it"s.

He CAN get it from contacting a BASIC on a BASIC-CHAIN of engrams - which is like - something in Incident II, you know? Like that explosion or the big holder of ALL this engram stuff. These pictures are very much then "explained" to him and he realizes, that he's just been mocking them up and - pffft - the whole thing goes. So he can get it through (graph) C.C., Clear through Dianetics, through hitting a large holding incident - right? - which is causing him to be connected into all the others' pictures. That's also a Dianetics type thing.

But it CAN happen on other processes as well, 3D Criss Cross - 3DXX - as we can call it, the old Criss Cross; goals processes - if you get a 'reliable item' on the guy, he goes back to a purpose line or something like that - you possibly can get it blown by prepchecking it - the postulate comes off - BOOM - and he doesn't need to make it. Anyway, there are ways to do it. Or he can get totally in P.T. with Objectives, and realize all that other stuff is pictures and he isn't making them. This is sort of - again he is not very hatted about it - he realizes:"Hey, I don't need to make pictures!" Even Power Processing can make a Clear, because it blows off the engrams he's stuck in. OK? So there's a lot of ways you can make that.

Now, what is a "Past Life Clear"? Well, that's a guy, that has had auditing since 1950 here (graph) and somehow went Clear in auditing. So he - but he did "Bunk" there and he went from one body life into another one. So you are just really dating, where he went Clear. Just like a Dianetics Clear, but :"What process?" and "When?". All right?

So you have a Clear and your "Past Life Clear" (graph). Then you have the "Clearing Course Clears". Now the Clearing Course is where it gets interesting, because the Clearing Course Clears - the ones who did the Clearing Course... It's this particular incident. It's one which forces a guy to mock up these certain items and pictures and it's done with a lot of pain and

unconsciousness. And since Incident I is the FIRST time, that he can go really out of valence as being - see? - and has not recognized, he's got other people in his valence... But he can REALLY go out of valence on the CC too. There is a LOT OF FORCE in that and also, there were other beings going through that. But not all at the same time. They were done one after the other.

So, if you happen to get smashed with them later - or with people (beings) who have done it (gotten the CC-Implant) later - there is liable to be a great confusion about it. Now, because as he is ALSO going OUT OF VALENCE he can't as-is it, because it's somebody else's as well, you see? Even if they had it a second later or 3 years later or 1000 years later, he says:"Well, yeah, I cognited, 'Oh ho!' I'm not an animal!" He still has got this PICTURE of an animal. So, he runs the CC. He runs the item. And he is not only running it on himself, he's running it on ANY BT that he's got around him, that has that item.

So that's why it produces a Clear, that ... - pffft - it blows all the COPIES in his space, all the copy charge, that would have connected him up and confused him since the CC all the way to PT. And then puts him back basically to this state again, to where he's got his - you know - his Incident I charge and that's about it.

Now, it's not necessary to have Incident I charge - understand that. This is what makes him delicate. Because he can get into the unknown of "Why?" If he changes his mind, he can't quite get out of it, you know? He can't quite understand, what's happening. He still hasn't handled the Incident I. OK, but that's people IN HIS VALENCE. We're talking about now what makes him OUT OF VALENCE. The cc, Dianetics engrams, other major events on the track, Incident II especially. OK, (graph) this is another. So, in any one of these points, he can have or make a cognition, that he's "making up these pictures"' and - pffft - knocks them off.

Now, what's a Natural Clear? This is a guy, that's HAD THE COGNITION only, OR HAS MISSED THE STUFF. Either (graph) from there (Inc I) or somewhere in there (Inc II) has come along into PT and he therefore knows - essentially - or at least when he came to the planet, he knew it - (he might have forgotten since then) - that HE IS NOT HAVING TO MAKE PICTURES. That's all it is, he's not making them compulsively. He's not mocking up mental matter, energy, space and time, yeah? Now, it's no definition of a Natural Clear how FAR back from Incident I (or Inc II) he became that way, you see? He may have gone UNCLEAR at some time and then really took a look at it and blew out of it. By being clearly - you know what I mean - by being VERY observant, very, very,...

And then, other people, who were Natural Clear, have decided to do missions. For instance, to come onto THIS planet after Incident II and find out how aberrated it was and then work out experiments to try to handle it. So in case of a Natural Clear, that comes to the planet, has a job to do to get aberrated, to bring in the case and try to explain it to an auditor, so they can work out methods to handle it - you find these. I mean, several of us were in this type of experiment - you know? And I did the whole Clearing Course and went Clear after 80 hours of running the Clearing Course. Later on, on OT III, I realized, that I was Clear before I came to the planet. But I came to

the planet with a purpose: To build up a case and then to use it for research, whenever that was going to be, and to bring it with me all the way to that point. And I got there too late, because the research had been done already! I didn't arrive at Saint Hill until LRH HAD the Clearing Course.

But when I ran it, I had all these data sitting in it, that I wanted to lay out for LRH. So I started writing to my C/S, writing my reports - all this data how they did it - bap bap bap. And that's when the C/S was saying: "Hey! That's not necessary. Just run the items."

I said: "No, send it to LRH, it might be important!" It is my mission, you see? Now, I WAS a bit late. And then they send it up to him. He wrote back and said:"That IS how it was done." - you know? - "He has those cogs - let him write that, all right? - that's all right." So he knew that was somebody, that was doing the mission to find out that stuff.

So, anyway, that's basically what it is. A Natural Clear has already - before he came here - he HAD that state, right? Now he MAY have gotten aberrated. We found a few Natural Clears in the last year, that have had a severe life time or something. They got very much drugs, sick, hospitalization, baby, childhood stuff, and they got MADE, or postulated themselves, essentially UNCLEAR, by their desire to keep that body or something. And they then had a hell of a lot of engrams and invalidation and then they decided, that this is really theirs, so they immediately mocked it up themselves. And they decided, they were unclear. Essentially we get them back to the beginning of that and they realized, they WERE CLEAR ALL THE TIME. And then they went into agreement with all this composite.

So, any questions now about the State of Clear? Because I wanted to clean that up: It's a guy, who is cause over mental matter, energy, space and time on the first dynamic. That means, he can knowingly mock up or unmock mental matter, energy, space and time. OK? Well, a lot of people do have confusion about that, let's say. Right?

But now we get to the interesting thing: What is OT I? Well, OT I is the getting of the guy a little more stable, you know? He goes out and he looks, spots beings, spots bodies, looks at things, this and that, notices how people operates their bodies, etc, etc. Find a place where there aren't any beings, you know what I mean? He's getting more stable and we are sort of waking him up into the spiritual universe - 7th dynamic. A lot of people think, when they are Clear on the 1st dynamic, it means their BODY is Clear. It doesn't mean that. It means HIM as a spiritual being. Clear - 1st dynamic. Huh? You have to orient him, which is OT I. Doesn't mean, that he still can't have a pain or a rash or an itch or "Do I have to smoke?", or what ever that is. He does not clear his body. There's a lot of misunderstoods and so on. It's the BEING - means he's SEPARATED OUT FROM THE COMPOSITE - it's all it means. So, OK. Any questions on OT I?

OT II. What is OT II? Well, on OT II, you're NOT running the guy. This is something they FAIL TO TELL YOU on OT II. You're not running it on a Clear. All you're doing on OT II - and by the way, if

a guy hasn't done the Clearing Course, I also have him look over those platens, until he gets a persistent F/N on that - but basically, these two are the major incidents of the line-plots and Implant GPMs, that occured to most, most, most all thetans in this area. This one for the universe (CC) - and this one (OT II) for the Sector - and this one (CC) near the start of track for all. So this one (CC) is the more general, and this one (OT II) is a little less general, because it's mostly just Sector 9 and it's just this planet, where Incident II was done.

And I know you all ran BTs, that you found out bypassed that, and they came here later, after Incident II. You know? But they got associated with other people, who GOT it. You know? OK.

So, OT II takes these items, the actual line-plots - the CC, and actual line-plot of Incident II - and there's lots of them - we don't need to go into that - that's just a lot of garbage, that the implanters put in and CONFUSED the guy and gave him WRONG VALENCES or WRONG ITEMS and keeping him being MEST or a BODY or WHATEVER, OK?

Now, these items were not "cluster-making", when they were given. Exactly WHEN they were given - they were given on a machine or an assembly line, that gave it to "SINGLE" BEINGS. It was for SINGLE BEINGS. It was NOT a composite making incident IN ITSELF, you understand? It was just like if you have a hundred people in the same picture show, that are all seeing the same picture, but at the same time they are NOT being mashed together with a big A-bomb, you see? So, it's not just a composite making incident.

What it IS however, is that EVERYBODY HAS THE SAME PICTURE AND INCIDENT. So everybody has the SAME PICTURE and he's maybe moved along a little track (machine track) to get the SAME VIEWPOINT OF EVERY PICTURE, you see? Then they ALL have an IDENTICAL PICTURE of the item and the run. And they confused that even more, because they were given it at DIFFERENT TIMES. One guy went through, then another guy a week or a bit later, and another guy over here and in another place.

So, TIME, LOCATION, DURATION, ALL that is different. But the PICTURE IS THE SAME. So, there's a confusion. And by confusion they go A=A=A, because they all have this picture, right? They think it's ALL THE SAME.

Before you can run, of course, the Incident II and I, you HAVE TO GET THIS CONFUSION OFF THE TRACK, because otherwise all the BTs think they are the same, because they all have the SAME MAJOR PICTURES OF THE IMPLANTS. And they all run at the same - TRY to run - at the same time. And you'll either end up stalling the PC or they all go through together and into a free-wheel or something, into the 36 days or they all experience the explosion at the same time and maybe blow the guy right out of the body, maybe killing the body. That's what LRH said. That can be a hell of an impact, you know. 20 000 BTs all running the explosion at the same time, you

know? Be enough to stop the heart. Boom!... you know? So, you can't run the guy on OT III with these guys acting as a composite.

So, the running of OT II, and the CC Platens - to check them - to get the BPC off these, is to get this composite thing around the guy - after he's cleared out the space - it breaks it up in fragments (graph). Right? BTs and clusters, basically. It does not much touch the NOTs case, by the way. It just breaks up the BTs in his space, like this (graph). Instead of being a thing like this (graph), where it looks like "my case" - and I tell you it's EXACTLY, what they tell you, as I'm just doing it on an OT II. He really had to cog, that first of all he WASN'T RUNNING HIMSELF on the process. And then he got that. And then he couldn't understand, why there was an "earliest" run. Why do you have to intend the "earliest run" and he says: "In the materials it says, that the "entities" have these runs." You see? That EACH have ALL of this thing and he couldn't really quite get that, until he demonstrated it and then he finally understood, that what you are doing, when you are doing this, is: You are running the "earliest" on each entity, that has it and as you go through it, other guys WILL BLOW CHARGE ON HIM TOO. Because they realize, "That's the same pictures", "Hey, hey, hey". They get interested - bap bap bap bap -and you are running them through later and later items and finally - wham! - it all breaks apart and all the guys are discharged on what's been holding them together as pictures - all these items.

So, they then break apart into this sort of thing BTs & clusters (graph). Any question on OT II? Those are the MAJOR incidents, that hold together people by pictures. Same picture, different times.

These are NOT the ONLY incidents on the track. You can also have Fac Is, and stuff like that, but they come up - they're not as universal, not as basic. And I'll say one more thing about this, before I ask for questions. One more thing or reason these are basic - more basic: It's because they affect MORE DYNAMICS. These ones, these ones, that LRH put onto the OT levels. Why didn't he put Fac I? Why didn't he put the Helatrobus Implants? Why didn't he put..., you know? Well, those were minor game implants in a large history of the universe. You also have local wars and whatever they did to each other during the "take-over-scenarios" - bababap. But THESE (CC & OTII) INVOLVE MORE DYNAMICS. They were done with an INTENTION and a SPREAD, a widespreadness to affect the 3rd, the 4th, the 5th, the 6th, the 7th dynamic. And too, with an EVIL INTENTION behind it to handle all thetans that way. Even if they didn't succeed totally, they were INTENDED to handle all thetans, not just a game of "us against them", you see? It wasn't local war. It was a 7th DYNAMIC handling for ALL.

And of course you recognize the insanity of Xenu in that. He was connected with most of this. He was connected with Incident I, Incident II, and also part of the CC. Also that was used - also that's part of track warfare and stuff. He was big backer of that kind of implant, see?

So you get DYNAMIC CONSEQUENCES with these. And what is a Clear? He is Clear on the 1ST DYNAMIC. He must be expanded now on more DYNAMICS. He's going to find these processes

are handling things up through the dynamics with most at these incidents. Any questions?... Yes?

"What is the technical aspect of the repeat of the CC in Incident II?"

That was at first supposed that that WAS done. And I'm sure in my data - that I picked up from people around this planet, that have this stuff - is that it was put in a few places. We'll say it was "saved" from the old civilization a long time ago or something and the implanters had it in their files. Sort of like archives. They put it in in some places. It did get stuck in some places - shall we say - 36-Day-Implant-Places.

What we've been finding out essentially by running these guys and getting all their stories off and so on like that through the "What happened here on Earth?", is that there was a bit of a sloppiness. You can't expect renegades to do everything perfectly, you know. And there was sloppiness. I mean, we found guys, that were dumped here to be A-bombed and they MISSED the bomb, because the guys said: "Oh shit! I'm late! Man, let's just dump'em." So they were dumped into the ocean, and they go back you know? So he dumped them into the ocean and they didn't get NEAR the bomb, you see?

"And maybe some of them were afraid to put down or land on earth. So they missed the whole planet."

They missed - maybe missed - the whole planet! We found out all kinds of weird things like that... some guys go through - and like you say - you sometimes find these funny implants, where the machine breaks down and you'll find the guy sitting there, looking at something in front of it for like days, before it starts up again - bup bup bup - and on he goes. You know?

Or we hit another guy, who had missed. Now they dump him off target or something - they didn't want to get themselves fooled around down there and they started to drop the bombs or either were late coming from another planet with a shipment, so they just threw it, just opened it up, and this guy fell down in the ocean near Africa. His interest was Natural Science, and he saw: "Jesus, look at all the shit, that's happening over that way!" And after he melted out of his ice cube with his cluster - he didn't have a FULL cluster there, except from Incident I - but he went into Africa and he tried to save all those animals, that were dying from the radiation. That was his old game and he had been down there trying to save all these animals - they were all dying from the fall-out, you see? Very, very strange stories you hear from these guys. But is IS true. They didn't really get everything exactly like it says in the things. And that is your MAJOR stuff. That is a 90%, 99% that's all that. Right?

"And what was the purpose in repeating the CC? To restim? - or what?"

Just implanting. I mean, that's - look, they got the 36-days-pictures. All these were in stock - let's put it in this way: The Incident II stuff - most of it - was in stock, in the usual stock. Files of an Implanters trade, right? Because it's not their first attempt, you know? The CC was also in stock, you know? But it took a little more finesse to set up a CC implant. They had to be really well organized. It was a real tuck-tuck-tuck, you know, and different items in sequence and all that. So it was a bit too sophisticated for some of these places, but they did set it up in a couple of places, where they had time.

You see, they were really on a tight time schedule. So they were reporting half-dones, not-dones, you know, false compliances, and all that. So some people did get the CC again there. But their BASIC on it is really earlier, see? You WON'T find that on all the guys, that were in it. But you will find the Incident II mostly or the 36-days-pictures, and maybe some guys - we ran one guy - the machine broke down, as he came down from the electrical ribbon - electronic ribbon - it captures the thetan and tracks him down, puts him through this - sort of a tubular flow line with the implanting (Incident II) stuff - Ahh sorry - OT II and 36-days-stuff. So, he's down in there, going along the line, seeing all the pictures - and once we had a guy - the thing broke down. You know, it stopped for a while. And he exteriorized from it. He just - Whooop!... - came out and he only had a piece of it. But then they caught him again later - this is why, it wouldn't blow - you see - they were still going around with the "Hoover" - whoosh-whoosh - and the ribbons, and they caught him again - Foom! - and put him through it AGAIN. So he had sort of - like you would get that far of it and he had some more later, you know what I mean? It was just weird. So you get all of these possibilities, you see? OK.

So, if the guy's attention is fixed on that, you can always figure there's something in there, that isn't completely as-ised by the exact time, place, form and event. OK?

So, then we get this guy's case broken up like this (BTs & clusters), by the time he is on OT III.

Now, why?... now we go back to Incident I (graph) here, and Incident II here, and PT here. Now, let's ask: WHY is Incident II and I run on OT III? Anybody know that? Why don't you run other stuff? Why do you run Incident II and I on OT III? Why do you run II and I on OT III?

"It's the basic of it."

The basic of what?

"His charge."

The basic what?

"Of the dynamics."

The dynamics also. Yes, much 7th dynamic and it put a basic in in terms of implant side and technical side. What are we trying to do here, now that we got the case split up into BTs and clusters?

"One can handle it with one go, break it up. It can be done with..."

Yeah, but why? Why are these two implants VERY, VERY important?

"Because they make clusters?"

That's it! That's it! They're CLUSTER MAKING. These two - the 36 day by itself - and the CC by itself, were NOT cluster making incidents. They were the same picture, but at different times. Accidently a guy might have been put through it with another guy, but it was NOT THE INTENTION of it.

The INTENTION of THESE TWO incidents (Incident II & I) - and they WERE the major track incidents - was to MAKE CLUSTERS. As you know, there are also, so called MUTUAL INCIDENTS. They can make clusters too, but they are individualized . They are more like... for each cluster there is a different one. But these (Inc II & I) are the MAJOR ones that MAKE CLUSTERS. So, on the OT III (graph)... we have these two cluster making incidents, THE BASICS. So with running that, you're freeing up thetans. Essentially you're starting now the procedure of getting the thetan to realize, what gets him OUT OF VALENCE or what gets others

IN HIS VALENCE, OK?

And that's, what is keeping him on this little continuous idea, of... only a Clear on the 1st dynamic. Because he can suddenly go UNCLEAR by another dynamic force - you know - by 3rd dynamic catching him again, throwing him through another one, or whatever dynamic, you know? Or he can go unclear because of a lot of 2nd dynamic stuff, that he gets into. He saw pictures from this (composite), or from his BTs and clusters. And he can attach all his lines of attention on them and hold onto it and decide, that he needs all that. Once he does, forget him. He picks up all the other stuff from those guys too, so he's now going unclear. I mean, these guys (Pre-OTs) are delicate!

So, now we get the Cluster Making Incidents, II and I (graph). Now we know those ARE the two main cluster incidents, because THIS (Inc II) was a mutual incident taking place on Earth, where the guys were exploded on top of the mountains. And whenever we get a false picture of a volcanos and all that, he went through the 36 days. But the important thing is the INCIDENT ITSELF, that made the cluster - AND the EARLIER BEGINNING, which is the CAPTURE. The capture.

And that's why you have to run from the capture on, because it's like the earliest beginning of that incident. The first time he felt the EVIL INTENTION, you see? This is an intention on the 7th dynamic to destroy thetans. The first time he FELT that, is that point, he gets in the capture. You know, what I mean? "Hey, something wrong here, these guys coming after me...", and you get it. If he doesn't... if he just hits a guy and he contacts his Incident II, it MAY not blow, because he hasn't got the EARLIEST BEGINNING of it, when he felt the first hint of evil intention. Because the evil intention is always present throughout the incident, more and more intensified.Because behind everything, of course, you have in the 7th dynamic a communication of evil intention. But as soon as you start to "do thetans in", they feel it. So the incident will release, when he (BT) spots that exact time, place, form, event and gets the first indication of the evil intention.

Now the cluster, however, - part of it - will break up by spotting the mutual incident (graph). So, here we have a Cluster up in PT from the old Incident II. These guys - or say a "Cluster" - so these guys must audit THAT and let's just say, they don't have another mutual incident in here. Let's just say here is Incident II. So, they go back and they spot the explosion here as the mutual incident and they go - zupppp... - and right away they separate out. That WAS their mutual incident, right?

Now, each of them MIGHT have a different capture. They even might have a different first part of the incident, you see? So the key thing is however, that you find the MUTUAL INCIDENT, THAT'S HOLDING THEM TOGETHER.

Now we found also some of the guys, and you will probably find too - that on some of the guys -

THE CAPTURE W A S THEIR MUTUAL INCIDENT. The earlier similar mutual incident of theirs. (graph). There was a whole group, that got blown away all at the same time or later. Out of existence... a Laser or something to wipe them out - fffft - collect them up as thetans within communities: non-conformists, artists, people who spoke against the government of Xenu's.

* * End of Tape 1, Side 1 * *

This is side two, 22 of August, 1985, Tech Briefing #4, CONFIDENTIAL SUPER NOTs.

We have just gone over, on the 1st side, the basic reasons for Dianetics, Grades, Clear - what Clear is - definition of OT I and OT II - what it does to the case - and then we were on OT III and we just went over the basic Clustering Incidents, why they are on OT III. It's simply because they ARE the basic clustering incidents, with the evil intentions spread across the dynamics, especially in dynamic 7, to suppress thetan. So, it is more of a generalized incident. And we're just now speaking about that in running (Incident) II on a Cluster. II could be the Cluster making incident, but ALSO the capture could be a Cluster making incident on that Cluster. If not, they may have an earlier similar, even one between Incident II and Incident I, that is a Cluster making incident, or they could have a later one.

This is something, you have to sort out with a meter and with the Cluster itself, if you can get a "spokesman" even for it or you get it talking to you as a "unit". And you can date/locate it and find out what it is, OK? But the basic thing is, that the Cluster Making Incident can occur: AFTER Incident II (closer to PT), Incident II, the CAPTURE of Incident II, BEFORE Incident II. All right? And it can also BE Incident I in some cases. All right?

"Could it be even BEFORE Incident I - as we do have earlier Incident Is?"

We have only found... -yeah, it's not a general thing though - we've only found a couple of examples about it and that's something, I want to bring up later. Why, why that can be, right?

So, Incident I IS a Cluster making incident. It didn't make as big Clusters as Incident II. Incident II you had like maybe millions of thetans put on the mountain top. Incident I you maybe only put him together with a guy in the incident plus a number of other BTs - 20, 30, 40, maybe only 5, some of them - depending how early they had their Incident I - some were only like 2 or 3 thetans put

together.

The interesting thing is that it has the COMBINED CHARGE of the Cluster making incident AND the same thing we were dealing with in Clearing Course and 36 days - that it is a SIMILAR INCIDENT, THAT WAS DONE MORE THAN ONCE. You see?

We don't... haven't found anybody, that went from one volcano to another and did Incident II TWICE, because that all happened almost on the same day, you know? Most of the action took place very much in a close area of time. But, Incident I was a bit more covert and was done with a lot of PR and so on like that. So that it was something, the Thetans were very much into, but it was done essentially many, many, many, many times - as LRH says: Everyone, that has a time track, essentially in this universe, will have them, you see?

So, there you go. So, it (Incident I) is also - MADE A CLUSTER WHEN IT WAS DONE, because it IS that. It just goes - Snap! - and the "snaps" are when the beings were put together on the other guy. In the "snaps" part they (BTs) come in. They stick to the being on the "snaps". And that's why the guy didn't see them! He's immediately overwhelmed with all those pictures of a chariot, colors, waves of light and so on.

Now, the tricky part is, that it was done so OFTEN. It's just like "tax collecting", you know? It was "tax collecting" every year, and they do it all over the place, so if the guy has a mutual incident such a paying his tax - income tax - with his whole family paying tax - say that was the mutual incident - then he did it last year, and he did it...He may have done it more than once himself AND he may have been put together with the guys, who had it (Incident I) EARLIER in a different place. So you have all these complexities and that's why you ask "Earlier Incident I?"

That's what the button is, you see? You understand the "effort to stop" and "effort to withdraw"? - that's just from that incident. But the "Earlier Incident I?" is trying to BREAK UP THOSE CLUSTERS, and sometimes it goes - brrr - and they all fall apart! You see? It's even more direct, if you say to them: "Is there - are there beings with Earlier Incident Is, who have confused it with this one?" "Can they please spot their Earlier Incident I?" - bummm - and they start spotting it, see? You see, what I mean? They just go - brr - like that. Now the guy himself, that you are handling, may have an Earlier Incident I, but if that doesn't resolve it, then you can say: "Are there beings connected to you, that have Earlier Incidents Is? Please spot them." - brrrfff - they go off, you see?

"Something is freeing while you are giving the lecture!"

Right! Now you see, that's how that works, Now, the other reason a guy won't blow - after you've run II and I off, and Earlier Is - is the other button we're talking about now: Earlier Universe. And that comes about because - of course, if a guy comes across to play a game and he gets a "snap" in Incident I, instead of doing what his PURPOSE is, you know - he goes in to play: "Wow- wow...I want to build a planet." or "I want to help create some orderly MEST." or "I want to do this.", "I want to have a...have a...I want to be a big Thetan!", or whatever. And the next thing you know, he is snapped in and he's just a Cluster, a part of a Cluster, and he has a great big FAILED PURPOSE.

The only way you can get him out of that failed purpose - because he can not obtain that purpose and he has not obtained that purpose in this universe on his time track - so you have to get him to SPOT THE EARLIER UNIVERSE, where he COULD have the ability to do that. And so he actually gets that ability rehabilitated from there. Now you could say, he gets back into his OWN VALENCE and he is able to create on his own and handle his own purposes. But when you first got him out as a "single being", and you assume he IS a single being - after he has done his Incident I and you have a SINGLE guy - but he can't leave - or as a sort of assist there as he is not "VGIs" - well, on III you just ask: "Was there an Earlier Universe?"

"Haaaa, yeah!" - bummm - "That's where I could create! Yeah!" See? He CAN'T CREATE HERE. He's back (after waking up) in it (the MEST universe) and he's here RIGHT NOW - to him he just woke up from a long sleep. He is just like on the BEGINNING OF HIS TRACK! And he HASN'T ACHIEVED HIS PURPOSE! And he now knows that in all of 4 QUADRILLION YEARS, he never achieved it! So he's in a failed purpose.

So you put him into valence IN THE UNIVERSE, THAT HE FEELS COMFORTABLE, THAT HE CAN ACHIEVE HIS PURPOSE. "Earlier Universe?" The guy goes: "Yeah! Wow! Yeah!" , "Well...Boy, that was OK!" - pumm (blow). So you CAN HAVE IT yet again. You CAN HAVE a universe, where you CAN complete a cycle of action and so on...OK?

Now we don't know, which one he goes to - I mean, he may have been in many games. He may go back to his own. But it doesn't matter. When he gets to an Earlier Universe, that is one, that he WAS AT CAUSE in, and one that he COULD achieve his purpose in, and one he COULD complete a cycle of action in, he'll feel good. You have actually rehabilitated him by directing him from this universe to his OWN universe, essentially, OR one that he at least feels "This is a good place", you see? He may feel, he knew some other people in it and he was playing with them - at least he feels CONFIDENT in it enough to "BE".

So, that's the Earlier Universe part. A lot of people don't understand that, why that works. And it's very important on SUPER NOTs as well.

"Very interesting!"

OK? And it is true...now - because realize, that when you have the guy through Earliest Incident I, his Earlier Incident I is off, and any ones (BTs) that were added - put to him - that are now in his valence off - you get him out of that; HE IS A SINGLE BEING.

So, he's essentially an "OT on the 1st dynamic". A little bit more than a Clear, because a Clear doesn't NECESSARILY have to have the guys out of his valence (in a state that they are not in his valence anymore). He's just totally controlling them, because you find a lot of Clears that have to run their OWN Incident I. Because they were put together with others but they are running (controlling) them all. And they are going: "We won't ..." or "I won't mock up anything!" and they all go: "And we won't either." because they are exact duplicates. He says "Yep!" and they go "Yep!" but all at the same time as they are all in HIS VALENCE. So, actually a SINGLE BEING - from cutting off his Earlier Incident Is and the people stuck to him - you have something: a sort of - like an "OT on the 1st dynamic".

So, what is the first thing you want to do? I mean, the guy can't go, he is feeling "BTs" or he is "sad" or something. You have got to rehabilitate him a little bit, orient him to some first dynamic universe he had, give him a little space, get an Earlier Universe where he did feel ok, did feel safe, did feel good - Yes? And he gets "in valence". He is "in valence" here, BUT he is in an ALIEN ENVIRONMENT, so it essentially comes under the theory of DANGEROUS ENVIRONMENT, ok?

You exteriorized him into the "3rd Universe" (the agreed-upon Universe) as a single being, but he is in the 3rd universe and he knows: "Jesus Christ! I don't feel safe here, man. Last time I jumped into this one (Universe), about 4 quadrillion years ago, I ended up as a BT or in somebody's picture" - you know? "Horrible, I was a Cherub, in a Chariot, some "Zaps" you know - to Hell with it!" So you have to get him into a safe environment so he can feel free again. Then he is free. And that's the key on that one.

Any other questions about OTIII and OT levels? No? I'll end up on that. "OT III handles" - and this is where we will bridge into SUPER NOTs right after this - but I just want to make you sure what OTIII handles - the beings who essentially, by the tone scale - right? - have not gone - well, you can look at it in several ways: they have not totally identified themselves with MEST, they have not totally lost some beingness as a being - in other words YOU CAN STILL COMMUNICATE TO THEM - even if they - they're thinking they're a "thing", they can STILL be a LIVE thing. They still - to some degree - retain Liveness, communication, and some sort of little line that you can get hold of them with, ok?

So, you can spot them on the tone scale. Some of them are in various theta-degrees, but they are - most of them - are below death on the tone scale - Ah, sorry! - ABOVE DEATH on the tone scale, you know? It's not always that simple though, because as you will find out soon enough in the next stuff, there IS other aspects to this, that come with other LRH datums, but basically on the tone scale you find these guys anywhere from death, above that, grief, propitiation, sympathy, lining up for auditing, you know? Or being really quiet, propitiating the auditor, even antagonistic, different things. But they are usually at tone levels above, yes? That's III.

Then you get the guys (Pre-OTs), who has gotten rid of all the ones, he can easily get into communication with. He hits the solidity wall or the solidity factor of NOTs. And the NOTs area is of course, where we have the guys BELOW BEING ABLE TO BE A BEING. But there is a CONDITION on that and that's very interesting about NOTs, and how we found out that you can actually handle it without any reference partly to lists or L&N or anything else, right?

So, that's handled there on NOTs. (And I would actually put on that sheet (graph), that that's important back here: Earlier I and Earlier Universe (graph). Those are important buttons in the III case.) Now, you need to know ALL this data to handle, what you are going to run into on NOTs, because you are actually handling PCs all the time. Yes, PCs, OK? And these are the major things, that you get into.

OK, now we get to NOTs, NED for OTs. All right? And we still have this basic pattern (Incident I (graph), II, PT). Now, what's different about this? It's very interesting, this. I have to give you some references, that sort of give the basic point on this NOTs stuff. You've all heard of the NOTs packs, I know. But I just want to point out a couple of things - besides of the tone scale - which is BELOW zero tone scale items: caring for bodies, hiding, all these different things here - numb, sort of being a ...

"being objects"

...victim - no, that's still above. Right - here we go: "Failure, Pity, Shame, Accountable, Blame (punishing other bodies), Regret (responsibility as blame), Controlling Bodies, Protecting Bodies, Owning Bodies, Approval from Bodies, Needing Bodies, Worshipping Bodies, Sacrifice, Hiding, Being Objects, Being Nothing, Can't Hide, Total Failure". You know what I mean?

So, and all the other scales apply too. Symbols, the Lower Awareness Scales, all that. But the one thing, I want to point out, is in the Axioms. (I wonder where I put that? Here it is.) Interesting Axioms here. This is Axiom 29, of Scientology Axioms: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it will (would) cause it's vanishment." (or as-is-ness) "Any space, energy, form, object, individual, or physiological (physical universe) condition can exist only when an alteration has occured of the original as-is-ness, so as to prevent the casual view" (or casual view) (it's casual here) "from

vanishing. In other words, anything, which is persisting must contain a 'lie', so that the original consideration is not completely duplicated." You see? In other words: We know from NOTs, it's a MISOWNERSHIP thing. It's a misplacement, out of time, place, form, and event, and ownership.

But it's interesting to look at it from the viewpoint of Axioms. These are THETAN Axioms, apply to all Thetans. And to the case you're running on NOTs. So look at the fact there: that, if the guy (BT) is NOT blowing - then YOU HAVEN'T GOT THE TRUTH ABOUT THEM. It's probably this: you haven't got the truth about it. OK?

Now, what we're going over here are the most "usual truths", that you will run into with these guys, plus some more, which I'm going to tell you now, which we found out. It's very interesting about guys below zero on the tone scale and also very interesting about these guys, who are being "solids".

OK, so, let's take point one: Point one in SUPER NOTs is the ORGANIZATION of these guys. It's a very interesting fact, that run properly - if you're approaching the NOTs case properly - I'll tell you, how that's done also - but if you're approaching it properly, you'll find the thing is ORGANIZED. It has an ORGANIZATION to it.

Now it's the CRAZIEST ORGANIZATION, you may ever come across and you'll find this stable datum of LRH's comes (from Policy) out of it. And the stable datum is: "The point, where a thetan goes crazy (or criminal or out ethics), is where HE CAN NOT WORK, or do a useful job." And, you know, that we find every guy, who is in there - whether he is a good guy, bad guy, an SP, or whatever - when you wake him up and get him talking, in communication, you find out, that he is holding onto whatever sanity he has BY PERFORMING A DUTY.

Now this guy needs to be ACKNOWLEDGED for that duty. No matter how crazy it is to you - but to him it's a very serious one - because if he COULDN'T DO THAT, he would be or go TOTALLY insane. You see what I mean?

So, if he's been a spot on the bottom of a coffee cup - "Well, somebody has to do it." I mean, they always think they are - they are a REAL GOOD SPOT. It's an incredible thing, that these guys are holding on to their sanity, because of the fact that they'd been doing something. And whenever we acked for that - you know - that's where you have to acknowledge VERY WELL, when they give you a valence answer to: "What are you?" See? Yeah, it's almost like: "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" You see? And they think, they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. We haven't got to that part yet. It's important to get THIS blown first, so you can handle them. But the guy reckons, he's doing that - and boy - if he DIDN'T believe that - (to THAT point he'll be sane) - but if not - he'll be insane. If you invalidate him or if you totally not-is it or don't believe, what he tells you - Ohh no!

(He goes) nuts... you know? OK?

So I just want to point that out to you: There IS an organization there and no matter how crazy it is - like these cups, and saucers, and things on the table, say that might be a whole NOTs setting - a "tableau" - that you came across. You know - you ask the question and - Boom! - first thing you see is a table with candles and so on. This is in an office and there's a desk there and so on and there is a chair - waiting for somebody. And: "OK, anyone being a spokesman for this group here?" - and you get this voice coming out of the candle flame: "I'm the flame of life!" - you know? You ask him: "OK, what's this all about? Any BPC here?" (or whatever). And the answer comes: "We're keeping the office ready."

YOU know now, they're all smashed down to little spots or something like that, but THEY have been keeping this office ready for eons and eons and eons and eons. You know? There used to be a big Thetan there or something and they all had been wiped out in one of those captures or something like that and then they got smashed, put together for 75 million years and have been keeping the office ready ever since - you see?

Maybe all the office staff were herded into a room then vaporized with the Laser guns. So these guys were all - they took - you know - they tried to protect the boss' office, so they all grabbed part of the MEST as exterior Thetans. Then they got smashed together in the ice-cubes, put down on the planet, blown-up - Boom - totally! More incidents, more incidents, more incidents, and NOW they're just there in the NOTs case keeping the office, and they would go totally crazy, if they couldn't do that! You see? A whole organization.

So now, knowing this, you may find, and you WILL find, that knowing this - now of course it doesn't all have to all go together THAT logically. I can't - I can't even think, how illogically it CAN go together, until you run the session, and you'll find out how illogically it is, right? Because this whole office may be under a button, which is on a uniform of somebody in another service, right? There HE is with a spear and there's somebody else being the spear, you know? And there's that guy in an airplane about 30.000 feet up and the guy with the spear sees him for the 1st time - as he got shot by the plane, and he's the "bad guy" (the one in the plane) - you know what I mean? That's how weird it can get.

But that whole thing holding together all the way down is an ORG BOARD, you see? And if you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. Now, this whole thing, that's an ORG BOARD, all the way down from guys with the evil intentions at the top. That guy - you know - and maybe HE got blown up at the SAME TIME by a missile! So, it's a mutual thing and all were captured put together - poom! - you know, whatever their story is - who cares? Or they got together later in that relationship, because they sort of "fitted" - an "out of valence fit" - you know? It doesn't matter. They ARE organized in that RIGHT NOW and they are all doing THAT - frozen in time like - what do you call it - "the Enchanted Moors" - the music, you know? They're FROZEN IN TIME. So, they're sitting there, doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks, he has a duty in it and it's a frozen duty as well. The whole thing is frozen. So this guy is shooting those guys - this guy is resisting that guy - you know - and he's an officer and he has the spear and then his button - there is a GOLD BUTTON

just shining in the sun and it's the last thing he saw - and underneath the button, he's got a group smashed in on Incident II. Maybe he found these other guys had a nice office and that's what he really wanted to be - an executive - so he's clutched it through all time to his breast - some kind of weird computation.

In other words: There is some kind of crazy illogical A=A=A=A=A holding this whole Cluster mass of BTs and Clusters and solids all together. And so, if you run it knowing that, and you sort of "poke" into it at the level of the "flame on the candle", where you are not getting any as-is-ness and can't get these guys to sort of "break up" or "get the little office mock up to dissolve", or them to realize 'who they are' - THEN you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board, you know? Do you see? So, that's one way to look at it - right? Just: "Is somebody holding you?" And if you have a "spokesman", there's only about two things, that can be wrong, once you get the thing talking - in communication - whatever it is - wherever you hit this. When you try to get into communication and you are not getting any blowdown, you're not getting any reads, the guy IS telling the story, but nothing is happening, you get a "what?" you get "who?" - but uhh - it's "sticky". So, the guy is EITHER NOT REALLY EXACTLY WHAT HE TELLS YOU HE IS - OK? - (it's says in the materials, it could be a picture you're talking to or it's only a via - another guy in the background - that's possible - but also it could be, you're talking to a Cluster instead of an individual.)

So, you're not handling the mutual incident yet, see? And therefore the mutual incident occured before - so it's earlier - so it's holding this guy together - but HE CAN'T OPEN UP AND LET GO OF THE REST. So it's also possible, that he's being HELD BY SOMEBODY ELSE. Even if he IS A CLUSTER. So, even a Cluster doesn't really break and you can't get the mutual incident going, as SOMEBODY ELSE IS HOLDING.

Now this is the key thing: That there IS an organization to this stuff. No matter how crazy. And it occurs IN the body, AROUND the body - WHEREVER you have this stuff. It's there. And a lot of it is by-passed. This is the interesting thing on these orgs - "NOTs Orgs" . They have - some of them - have persisted from here (graph) into PT, right? From Inc II into PT. Some of them have persisted from Incident I into PT WITHOUT EVEN BEING AFFECTED BY INCIDENT II. They were already "MEST", BEFORE they got into Incident II and they may have been the MEST on THIS planet in some other fashion or form or in some animal body at that time and weren't thought worthy enough to be put on the mountain - you can't put everything on the planet on the mountain - they just put the Thetans on the mountains. So, when they saw a dog running around - you know - or somebody's gold watch - they would STEAL it all the while rather than put THAT on the mountain, right? But the gold watch may have been a bloody Cluster, see? (or have a Cluster "being" it). And they may have come across of the "gold watch" in one of these "Hoovering" operations, where they suck up Thetans and stuff - you see? But they (the Cluster) still are a gold watch, see? Got missed going through the 36 days. But later got hooked up with a bigger being, who sucked some other guys for havingness and companionship after the incident. "Oh, there is a gold watch!" You know? He doesn't even realize, he doesn't have a BODY ANYMORE, you know? He still is floating around as a Thetan after II: "Oh, my watch, ohhh...". So he pulls in a little Cluster and it's a gold watch. This - this IS how it happens - so. Anyway...

"That's probably why there are something like two thousand nails of Jesus Christ's cross still existing on this planet."

Two thousand nails...yes. There are BTs on them stuck in that incident. OK. So, we have even found these guys, that were put together at Incident I and of course they haven't - they bypassed Incident II even, or Incident II DIDN'T EVEN AFFECT THEM and they've come up to PT (graph) totally asleep since then (Incident I), and totally messed up since then, right?

Now somebody asked about, "What about before that?" - you know - "Is it possible" - before the earliest Incident I on the case "to have had some kind of thing ?" Yes, it is. Because before they had Incident I, the guys (implanters) who were STARTING IT DID EXPERIMENTS ON THEM. In other words, they didn't just create this Incident I out of "whole cloth". They experimented with "How do you put together Clusters?" "How do you put together BTs?" - "To stick them together the best and to make them most influence the Thetan to get him to accept them but not recognize them being there?" You see? That's very well thought out.

"It's very vicious!"

VERY vicious!

"This is like the dramatizations of transplants now with body parts in the MEST Universe - transplantations."

See - you DO HAVE THIS "EXPERIMENTS" SITUATION BACK HERE (before Incident I) and all of the real "dummy" Thetans - I say "real dummy Thetans" - but they're just not very causative. They have just been sort of dead a long time. Some of them were actually the - shall we say - the "priming " Thetans they used in Incident I. What I mean by "priming" - you know, the old pumps, where you can't get the pump going unless you put water in it to start it. (That's called "priming" the pump.)

So, to start off with, the first Thetans, they wanted to put through Incident I, they had to have some already put together to push on him. In all these different experiments, the way to get rid of the ones, that had an "experimental" incident - we have found a few, that went through that place and they were sent together with some others, through all different kinds of incidents to experiment with, you know?

And some of them were part of a big Cluster, that sort of "came apart" and so they don't use it, and then this, and that, all kinds of real weird stuff. They WOULDN'T BLOW, because you had their Incident I, BUT they had an EARLIER SIMILAR INCIDENT. Not very many, but you DO find them. OK? And then - after that - THEN they can do "Earlier Universe?" - or "Captured from Earlier Universe?"

Now, why do you find "the capture out of their Earlier Universe"? Because they were free and then they were CAPTURED OUT OF THEIR OWN UNIVERSE. So, it's almost the EARLIER SIMILAR of the "Capture" of Incident II! Apparently they were in their own space and doing their own thing around and/or they were playing somebody else's game, and guys (implanters) came around with some kind of "beams" and just - ffft! They were gotten INTERESTED and they then were going - wufft! - and it will pull them in, you see? Or they promised them some kind of - with a theta comm they would say: "Hey! Hey! Why don't you come over here and see? We got a nice..." - Zap! - you see? Give him some kind of electronic - dzdzdzdz - and "What's up? What's up?" You see ? Big confusion thing. And then taken to some experimental area. It wasn't really a tailored implant or something - it was just the capture. And then they were "stored". They did some special kind of "Zaps!" to them to make them sort of nutty, and unconscious, and usable as Thetans. One visio we had on this, was a guy who was kept in a sphere, which had a magnetized interior. So they couldn't quite touch the wall of the sphere, but they couldn't get out of it either. So they were kept in a sphere like that, you know? And then put through the "experiments" to make Incident I.

OK, so that could be there on the track. Don't be amazed at anything you find, There is a total - well, you're starting into the AWARENESS OF INCREDIBLES on this level already. Now the thing I want to - that's the FIRST THING, IT WAS THE ORG, ORGANIZATION, OF IT, right? (Graph) It's ORGANIZED. The second thing is: THEREFORE, IF IT'S ORGANIZED, IT ALSO COMES OFF IN A CERTAIN SEQUENCE. And the other thing I noticed, that they DON'T DO elsewhere in programming cases, is what's mentioned as: "Don't worry if a guy's case doesn't run exactly like this, because it's not STACKED UP THAT WAY".

Well, that little statement in there - after studying it three times, we just passed over that statement. Now we were going to go down this list, and we started the D of P interview. What it says is to cover first these things on the D of P interview and see what the guy needs handled, yes?

This is VERY interesting. We found out in the D of P interview, that there was certain things, that read, you know? You have some questions like: "What is your attention on?" "What is your attention avoiding?" "Do you have any body problems?" "Any mental problems?" "Vitamin deficiencies?" "Any auditing, that you have your attention on from the past?" You know - you're just doing a typical D of P interview.

"It will give reads on this type of stuff and not so much on other. And - hmm - well, by Tech you

should put these into order of reads." MEASURED UP EXACTLY ON THE NEEDLE AT THAT SENSITIVITY HOW MUCH CHARGE, THAT WAS FOR A SMALL FALL, LONG FALL, A FALL, AT THAT SENISITIVITY, WE WERE RUNNING, PLUS THE BLOWDOWNS, AND THEN ADD THEM ALL TOGETHER, AND PUT THEM IN A SEQUENCE.

And we did this, we sort of realized that: "OK, that must be what he's (LRH) talking about, this 'stack up' thing". So we still - at this point, there STILL wasn't very that much importance to it - well, we said: "OK, we should have the MOST CHARGE FIRST. That's obvious, MOST REAL, MOST CHARGE". And then all of a sudden we realized, that by DOING EXACTLY THAT - NO MATTER WHAT YOU CAME OUT WITH AS THE TOP ITEM - IT WAS THE TOP ITEM, you know, what I mean?

In other words: You START WITH THAT ITEM OR THAT SUBJECT - say the guy says: "Well, you know, a pain in my hand, I've trouble with my hands." Or it could be "BTs with Out-Int" or "had bad auditing session with..." or "this is what never got handled" or "had too many..." or "when I, when I go to sleep, I get voices in the head ". You know, things like that. Whatever that subject is. Even if it involves the naming of a solid or a thing, that he thinks it could be, you understand? But it usually is a physical type of location, space, time, form, event type of thing or a bad condition. Whatever that is, it comes off at the D of P interview. We start that - it's amazing - but knowing that it's - what we will find on NOTs is really not our own case - but is the stuff, that's preventing us from being OT. It's amazing, but this phenomenon starts right there and with that particular subject - say for instance, it's "voices in the head", which is quite common. Guy goes to sleep and "voices in the head". Everybody has had it a little bit, and some people are troubled by it, so it's important. OK, let's say you start with that from the NOTs D of P. "First we are going to take up with you this best reading area, 'Voices in the head'. Any BTs or Clusters connected with that?" "MAN UHHH!...." Right away - wumm! - and right away - bumbumbumbumbum! - and you start getting this whole bunch of guys connected with that. And you pull out the PLUG - pumm! - The "plug" is a whole Org on it, and there may be another one and another one. And each session you do ONE plug, until you end up with a FTA. I wanted to say - you get a nice Floating TA, when you pull out ONE of these Orgs. And you get another FTA on, when you've handled the subject (or a "broader" FTA at the end of that subject, when the Pre-OT is no longer troubled by that thought. Added by Capt. Bill)

This last FTA may be looked at as if it may be the same one, that you had in the LAST plug (and plus any copies and stuff). You get this FTA on the guy, but this time he goes..."And that's TOTALLY GONE." "Voices in there?" "NOTHING there." You know? It's totally gone, nothing there, NOTHING! So, we find out that - when you do that - and THEN the next item on the stack list - which may be "BTs with Out-Int" or something - then THAT one is really RIGHT THERE. No matter what the guy says, it's THAT item. He comes in with the TA high, at 4.5 or he says: "I have a problem, I have an ARC Break..." It doesn't matter WHAT he says. It really doesn't matter. It IS the next plug to be run from the stack!

We found out, that when you start a session, you don't have to check a Rud. You can, if you want to, but just ask: " What is your attention on?" (Even if the Auditor just says, "have you had a good night's sleep?" It doesn't matter what you ask, the Pre-OT will think there's "something there". -

And you're going to find out, that that bloody thing is the first entrance point to another one of these plugs and when you pull that one out, you will then find, that he is now connected to the NEXT THING on the stack.) It's almost like you're changing the valence of the body every day! Hmm, you see?

At first, it's a body (or Pre-OT), that has problems with "voices in the head". The next day - when you've handled all that stuff - pfff - it's gone. Now it's one with "Out-Int problems", you see? And when it's gone, it's a whole new body (or Pre-OT) with a whole new thing. You see what I mean? (Note by Capt Bill: Plugs can be attached to the body or the Thetan, or both, just as BTs & Clusters can in OT III to the OT III case.)

And I know you've run into phenomena as well - oh, there is a lot of them! - but the interesting thing is here, that we could not figure out, why other people were having different experiences on NOTs, than we were. Because we've heard of these short "5-minute-sessions" and people "blown-out" and "great cogs" and so on and we didn't have that. Not that we didn't have the cogs, not that we didn't have the blown-outs. But we sure didn't have "5-minute-sessions", you see? Sessions took from 45 minutes to even 3 hours in some cases. But it was always blowing a plug of these guys (or an Org Board of these guys) and making sure of course, that you didn't then start the next, because the next one will be sort of waking up, as you get that one gone. So, when you see the thing blow down, and when you get the Floating TA, just have the guy spot: "Anything left there?" "Any copies left?" "Tell anybody else, that's started up on this or got restimulated, that it's NOT THEIR ITEM, that they will be handled later, this does not apply to them." Whatever statement it is that - ffff - quiets them down. (In the case that the guy says: "My attention is on that one." "All right. Ask the one guy left there, does he want to say something?" Whatever. "Last call." You handle - fffft - and then his TA is just floating, and he says: "OK, they're all gone!")

So, it's great! When all during the session we had cogs, when all during the session we are getting...interest! It's very high. As long as you're running along the correct line, you can't get any losses and you're running it - very interesting, very fun to run. And it's very much making changes on the guy, you know, on his case and on the body. Because now he is progressing in areas, where he's before been blocked up with all this junk.

Now, Ulrich, he will tell you - I mean, he was saying, before he started his SUPER NOTs: "you know, I'd like to find out more about this Inc I. What really happened in Incident I." Well, that was not just an idle statement. That was NOT an idle statement. Yes! He had a whole bunch of these guys, that had a LOT of charge on this Incident I business and experiments and all this kind of stuff. Just because he said that - as an auditor (he thought he was saying it as an auditor) - actually he was, BUT the cases were saying: "Heeeeyyyy...", you know? They were almost like calling for his attention. His attention was - it was enough to where that stack came up real quick, you see? There it was! Right!

So, very interesting, it's a very interesting thing. There is: One, the organization. And the next is: It's organized, AND it's STACKED UP in a certain way. OK? You might say: "That is the

ORGANIZATION and SEQUENCE of the case left to the Pre-OT."

Now, remember, all this case - some of it is attached to your body, some of it is attached to you as a Thetan through the track. But, a lot of this stuff is attached to the body or to other Thetans, who were attached to other Thetans, who were attached to the universe or whatever, you see? A lot of this DID NOT COME TO THE PLANET WITH YOU. Some of it is picked up HERE. You see? So if you get some mystery about it, say..."Oh, how come this Thetan or these guys were in Rome, when I know, that I was in England?" You know? It doesn't matter. They could have come through the body-line, through the genetic-line, they could have come in just from engrams, incidents, injuries, any kind of way, you could have picked them up. This planet is crawling with this stuff. Somebody could have intended it on the guy, I mean. We've found recently many examples already (on getting the more recent charges off of BTs & Clusters) of real witchcraft, using Thetans, using Clusters as magical objects and symbols and so on, right? On this planet - very recently so - a magic sword, you know, magic sword...consisting of a Cluster, which is taken from the body of a dead soldier, so it has heroic qualities. That kind of stuff.

"That's the point behind this Siegfried Tale. Where the sword is hardened by sticking it into the blood of a body."

They kept the courage of the dead body by pulling it out with a Cluster stuck on the sword. They actually did a little more: It was a necromancy type of thing, that the armourers did - they came up to the magicians and got their help. The magician says: "Come on you guys, I want some heroes here, I want some heroes here for a special job, it's the sword of a king!" You know? Then the armourer will beat it in (the Cluster) real hard. Clang ! Clang! OK, now they're REALLY IN THERE - humm - a "Singing Sword", right? The whole Cluster goes - "humming" - . This is what's been happening here on Earth. This is always "mystical" stuff, OK? So, that's the organization and that's the stack.

Now, any questions about that stuff? Because you can also find this by doing a little interview on yourself or down the list to find out what is reading the best if you've run out the stuff to "What next to handle?" It's almost comes, after a while, as easy as: "what's my attention on?" or "What's my attention avoiding?". See? So, there IS a sequence. And it's vital too, not to leave BPC on this or you get this "build up of the charge". We didn't have that. Because - if you don't pull a whole plug (graph) - this is the whole plug - and you contact the top of the Org Board, and you're working till this is all out, and you get the F/Ning TA, OK? Bumm. But if you just cut the top off, just handle the top few guys, now you have an ORG WITHOUT A HEAD. So, it sort of destabilizes and goes into restim - bzzz - all over the Pre-OT.

You sort of have woken them up, you know, what I mean? You've taken off the SUPPRESS line or the HOLDING line on them, cut off the top of the Org, you see? So now you go and run something else and cut off another little bit of it, and so on. You now have this whole failed NOTs case - like you have more people out there going: "Uuuwwwagh, I don't want auditing anymore,

uuuaagh...!" All of their whole case is humming! You know...? You see?

"They are leaderless."

"Erupting like a volcano."

Yes, but it's that they didn't pull all these plugs out completely and sort of keep the case in "PT". And it's exactly like it says; when you do pull out the thing, the whole thing, it sort of grows - boop - expands. It's bigger and bigger and bigger and you handle it in the room and you handle each thing and then you go on finding and cleaning the area. Then you have a few guys on the edges, sort of "waking up" in the other areas, but they are not in THIS area (where the plug was). So you just put them back to sleep, after handling the "last call" guys, looking for copies, whatever.

But gradually - if you just keep looking at the thing - you will see the other guys on the edge of the next plug - not even waking up, but they are just sort of going: Whoo - expanding!! But the space is clean now (or at least cleanER), and it's more CLEAR - it's like water - you know - it's like when you take a bowl of muddy water and pour clear water in it, quickly, you see suddenly clear water and then slowly the dark mud flows back in again. It's just like that. And it slowly goes muddy again. That's the viewpoint, you get of these guys - in the beginning of the case. Later the areas stay clear and clean.

Now I must tell you a very important thing (to sort of end up for you to ask the questions) and that is the thing, that I think most people have trouble with on NOTs (besides the Org and the Stack thing). It's the guys, which I have experience with, on LRH C/Sing. And I know, that it's not very well known around, and this is the guys, which he called "out of valence in R6", which are - this is, shall we say, (graph) along here, they where in "implanter valences". OK, LRH called - this is the guys, LRH called them "out of valence in R6". What he means by that - he calls the stuff, that was done on the Clearing Course (Implant) and those line-plots - he called them R6, just another name for bank items, R6. Routine 6 was one of the ways, they found them. They're called R6.

OK, so "out of valence in R6", what does that mean? That means: " The other guys, they GOT it. He's the one, who GAVE it." He is one of the bad guys. Now here you get all the PTS/SP-phenomena, evil purpose phenomena - what do you call - the "Laudable Withholds" and stuff like that - I mean "implanting" as a withhold: The guy thinks it's OK (or laudable) to withhold HOW MANY Thetans, he implanted, BECAUSE HE WORKED ON THE EVIL SIDE. So a withhold, to HIM, is like, he "let a Cluster get away" WITHOUT IMPLANTING IT, you know? He's withholding THAT, whereas on the other side THAT would be a "good thing" to do. But he withholds this from his boss: "Don't let Xenu find out, I let them go!" You see, what I mean?

So you have these guys, that are "out of valence in R6". Now, this is where it gets interesting, because you find out - funny enough - that they've MISSED Incident II by being in the - implanter Org, or (graph), when they were renegades or some of the guys, that were helping Xenu in Incident II. Now this is where it becomes important again on the organization basis to understand "Sector 9" and "Revolt in the Stars". It's where, it becomes important. Because now you get the knowledge to start handling these guys, who are out of valence in R6 - or let's say - worked on the implanting side. Because you DO FIND THEM - and the reason, I say you'll find this, is because - on these stacks (and I think, that is a lot of the reason, that people are just "chopping off" and just doing a little "by passing side step") a lot of times these guys are HOLDING THE WHOLE STACK or holding one whole plug.

** End Side 2 of Tape #4 **

This is 22 August 1985, this is side 3, Tech Briefing #4. It's a Confidential SUPER NOTs Briefing. And the last thing I was talking about here was that, we have just gone over the organization aspect of these dead BTs and so on, there is an organization there, and the stack up of the case. How you find out by your D of P interview, or by your own assessment of things, that are going on, or you just run into it naturally at the beginning of the session, if you really get aware of it. But the whole principle is to pull out the whole stack - or the plug part, that was connected to that and you run it by going up to the top of the Org Board first and then handle it all the way down. We find it happens much quicker that way. You may go on for 45 minutes handling the guy at the top of the plug and then 15 minutes later, you blown a thousand BTs out - ffftt you know? Because he was HOLDING ALL OF THEM and they all actually couldn't get out of that without a lot of effort, because his intention is on them (either good or bad intention, it doesn't matter). The guy IS HOLDING. Because he's an old Commander of an army troop and he has all his soldiers, he's holding. Or a father and therefore he's holding his family or something, who knows? But we could have an EVIL guy there, a suppressive one. And that's what I am talking about.

Now, because this is the 3rd thing that's not covered very well in the materials. But it IS covered in C/Sing Tech and it is covered in PTS/SP Tech, Evil Intention/Evil Purpose Tech, and some of the LRH's C/Ses on the Advanced Levels having to do with people "out of valence in R6", which means, they were the guys, who DID THE IMPLANTS and therefore didn't receive them. And you find combinations: The guys who got BETRAYED, after they did a lot of implants and they got through them (implants) themselves. And they will stick up and won't blow. You get them through their Incident II and they sort of still have charge or something like that. They say: "I deserved it" or something. "I was betrayed". And they are sort of "mean" about it, you know? And you get the idea of Missed Withhold with them or a Dirty Needle or something. Maybe a little small Rock Slam, you know? "Hey, were you working with the other side?" "Oh, hmm, hmm, you know, I was a pilot, you know, hmm, hmm...., hmm, hmm, I did drop the bomb...: Then you get, of course you have to get him to tell: "How many times you did that?" and so on. A lot of times they take no responsibility: "I was just doing my job!" - you see, everybody has a job. ("Bomb the Thetans!") -

just a job. So you have to get this, you get it off, and you still maybe don't get any needle action, (because you've) not getting it ALL off. So then you have to get, either that the guy is totally overwhelmed and in the valence of the SP, so you have to know: "Who are the SPs in this business?" You know, Xenu, Chu. Chi, all these guys. If he was in banking or in psychiatry or the army, he was working for one of these guys. It's true. That is the names, that come up out of the case, you see? And we even had some guys stuck - like guys we have found, who say: "So what, I did my job, followed orders." NOTHING HAPPENING. "Evil Purpose?" "No, that was just a job." NOTHING READING ON THE GUY, right? Say: "PTS to Xenu?" - wham! - big read- "Whoo? Don't tell him about this!" "I'm afraid you guys were checking up on me. No, I did my job. Who are you? What do you want?"

The guy totally comes out of it, you see? He, and a lot of guys come out of this thing, because they thought YOU'RE MORE IMPLANTERS, that are "checking up on them". They think you are the implanters checking up on them, to see if they are still keeping their "Shut up!" (silence). You see, what I mean?

So always remember, you may have to use that old auditor process: "Who would I have to be to audit you?" Especially for guys, who are - even if you get him in comm - and he "Uuaargh, uuaargh, so what?" And he keeps going silent, you know? Might need: "Who would I have to be to audit you?" And he pops up and says: "Xenu!" or "Chu!", "Chi!". You know, one of these guys, who run the thing. Or some of them are more "religious minded" and may say: "God".

So you have to remember, that when you are dealing with these guys, who are either "resistive cases", because they were in earlier therapy, or because they were on the overt side, and therefore they have a lot of withholds and have lots of "out of valence shifts" from the time, when they were really in their OWN UNIVERSE. They have lots of "out of valences". They were into the "knocking out thetans" stuff. So you have to get them INTO SESSION. And first they have to RECOGNIZED YOU AS AN AUDITOR. So, just to get him in comm is not enough sometimes. You have to find out, WHO YOU HAVE TO BE TO AUDIT HIM?

Then you have to handle the overts, they did. And if there is no charge coming off of that and it won't free him up on the track, even after you get "how many times?" and all that stuff, you have to find out their PTS situation. Or they are withholding because of some association within the organization, or you can go back and date: "When did you start that?" or "What is the date of that evil purpose?" You can date the evil purpose. He says: "Yeah, it's all right to "do in" thetans - it's OK." "OK. When did you make that?" And then you can go - you know - "What were you BEFORE you made that purpose?" - After you get charge off the purpose. You usually find out HE HIMSELF was either "convinced", "PRed", "blackmailed", "implanted", some how, in the normal criminal fashion of Xenu and his boys, MADE to do that - Very much like the Russian do with their population - but on a much broader scale, you know?

You know, "If you don't do this, you will be one of those!" - you know - an ICE CUBE... And boy, we found that these guys, who PROTESTED ANY PART OF DOING INCIDENT II, were marked

down and they were put through. Either there or later. Anybody who sort of went "You know, maybe it's not a good idea to do."...It's always another guy reports him. So when he comes in, he's called into the office - Zap! - you see? So he (Xenu) didn't allow anybody to talk. "You want this to happen to you?" So he kept the lines tight. There negades, you know, if they betrayed Xenu, then they would get SMASHED. So of course they got a big withhold. They got the overts, they got the withhold, they got the PTS situation, they got the betrayal....EVERYTHING. You see it right there on the case, as you run these guys.

But if you know this data in here, you can unravel it, because you can throw a few questions in there about PTSs, about evil purposes, about "Whom you work for?", and you can get the read, you see? And you can unmock it. OK, so that's the little hint on the "out of valence guys" and LRH's C/Sing style.

Now, why are these guys holding on a lot of these stacks? Very simple. A lot of them are holding the stacks, because they are more powerful than everybody else in the stack. Why are they more powerful? Because they didn't have the Implant with the same intention or they didn't have it at all. They got it in a later Mutual Incident or an earlier one or something like that. But they weren't in that particular Incident II. They may have got dumped down to the planet later by betraying the renegades, they may have got just shot and dumped on the planet, because they thought they may be a security problem, you know what I mean? They might have been left there, so there wouldn't be any "witnesses".

So, while some were there, busily doing the other guys in and then, after that was over, they said: "OK, get rid of those guys, we don't want any "witnesses" - rat-tat-tat-tat (machine guns) - you see? That's it. So they got left on the planet. They may even have gotten put through the "36 days" but rarely - sometimes you don't find these guys had the Volcano Incident. They haven't had the explosion of the H-bomb. So they are sort of still more "competent" as a thetan. They are still "there", not so much "made into a Cluster". So they were more powerful.

So, they sort of "take over" a thing and some of them PRETEND to be good guys. This is another thing - they would say: "Well, you know, I'm a good guy, I'm a good guy." (Apart from HOLDING on to these other guys in the plug, they're ready to do anything, that you want.) But you can get the indicators of Dirty Needles, teeny Dirty Needles, and some times little Rock Slams, stuff like that. When you get a Rock Slam, you can just date/locate the evil purpose and you can usually find them.

Now, some of this stuff goes all the way back BEFORE (Incident) II (graph) and you find the guy "out of valence" in (Incident) I as well! This is interesting, because that means, that he came like this (graph), and he may have been out of valence in (Incident) I, he may have done (Incident) I, come all the way down the track here (graph), he got nailed by the implanters back here, for betraying them, doing Incident II (I) wrongly on people - letting some escape from Incident II (I) - (I'm sorry - from Incident I).

But thetans have gotten out of Incident I for not doing it properly on them. We found guys that were only "half-done" on Incident I. They didn't have the full thing or they escaped from the full impact of the snaps, you know? By avoiding various control mechanisms on them of electronic charge, and so on. And if the guy, who was running it - and they have thetans actually running this stuff - who were...who were supposed to make sure, the guy was in position before you "zapped" him with the snaps, you see? And if he wasn't quite in position, then the snaps and Clusters all formed up here (a bit off target) and then the guy wasn't quite in it. And so he comes out sort of "dragging" the Cluster along with him on the time track. And he "sees" it! And we had a guy, who was dragging it like a trailer. He says: "Yeah, I can't get rid of the thing, because I don't know what it is. But it makes pictures for me." You know, what I mean? Then you go back (to Inc I) and find out he was "missed" and then nearby him is another guy, who was - who WAS the guy who did the "errors" and right after he went through, they snapped this other guy through it, because he was on the bad side of Incident I and he messed up. Same Xenu pattern here: BETRAY EVERYBODY!

So, he was an operator here(graph), an operator in Incident I. And these guys are sort of "out of valence in Incident I", see? But then later they got betrayed and thrown through. But you find out, when they RUN THEIR INCIDENT I, they still feel "evil", they still have an R/S, they still...they don't "blow" really. "Earlier Incident I?" "Earlier Universe?", doesn't work on them. Why not? Still CHARGE, evil purpose - bum bum - all of this. And THERE you have to get AGAIN the PTS/SP phenomenon or the evil purpose, because that's...Before he came into the game, he may have had a good purpose, then he got recruited by Xenu, turned it into an evil purpose. You see? Or he might have formed the evil purpose by saying: "Hey! That's the way to do it! I want to work with those guys!" You know?

They really caused some effects though. Because back in those days - I mean - it was like - it wasn't looked at necessarily as a - because it was the first time, that was done, it wasn't looked at how horrible it was, you understand? Back there, people were more - they were free of track before that, so they didn't have pictures automatically and so on - they thought: "Hey, that is a good game, you know, let's "zap" all these guys and confuse them!" You see, what I mean?

So, he could be "out of valence" in INCIDENT I AND INCIDENT II or he could be "out of valence" in ONE OF THEM. So again you find them hard to blow, after you get way back here (Inc I and before) and then ask them: "Who are you?" and he says: "Oh, I'm a nobody" you know? OK, he had a failed purpose. You know? Can't do what he wanted, you know? And "Earlier Universe?" "No." And he's sort of a "Nothing". He is still there and he's still "holding on" there or something. And nothing is really blowing down on this guy. Nothing is getting "loose".

"What were you doing there around Incident I time? Were you connected in DOING Incident I?" You get a little read there on him - dididid (small R/S) - he's coming along, you know? Then you ask: "OK, what's that? What's the story there? Come on, what's the BPC?" "Oh, well, you know - I wanna be free, but if they find out, that I'm talking to you....you know? They won't let me go free -

NO!" You know? All kinds of computations come out of that and then finally it opens up, he gives you the whole story, and you say: "OK, and what were you before that?" You see? Then he gives you: "I only was a lonely simple little guy. I came in. I wanted to play a BIG GAME. I wanted to be a BIG GUY - and they promised me a big post..."

So - you blew him loose of the evil purpose, now he CAN go back to his own universe. He did have to do his purpose - you see, what I mean? He got a "big post", he got to play a "big game", and he got....he THOUGHT he failed, because they betrayed him, they put him through the Incident himself. But basically he's been a "solid" ever since Incident I. A lot of these guys - when they wake up - they are just - "zip" - from THEN TO NOW NOTHING HAPPENED IN BETWEEN TO THEM. They are just very surprised to find themselves 4 quadrillion years later and they have to be oriented. Or sometimes they are very clean and they know, where they are and everything like that. Or you single them up and there is nobody connected to them, but they sort of hang there outside the body or outside the room and sort of just "hang there". And you ack them and he still "hangs" there - "Ack!" - and you get sort of this puzzlement, you know? And then you realize: "Oh, the guy is not oriented." Just orient him, you know, he got the cog, he got the "own universe" business, he got "who he is". But he doesn't know what to do. He is sort of "brand new". You have to orient him: "That is planet Earth outside - right here on Earth was Incident II, 75 million years ago - ..." "There were some bad guys running Incident II, that's what it was, and so on, so this is planet Earth 75 million years later than that. We're trying to rehabilitate all these guys and all that stuff like that."

"Wow, yeah, yeah, I see! Wow! What a game! What are these things...?" Some of them have NEVER SEEN A MEAT BODY. They've only seen DOLL BODIES. Incident I was run with doll bodies. In fact there were a lot of exterior beings at that time, at least until they got captured or "PRed" into it: "Hey, experience the viewpoint of that doll body" - you know? "They're pretty fine, they're amazing, they're nice." "There is the thing - get in there - pshsst!" - you see?

So the whole idea was to suppress thetans and OTs down to a lower level of not being able to as-is, not being able to postulate, not being able to operate. To start them "being" or "pretending to be" MEST, and so on like that. All the things OPPOSITE to the things Scientology is trying to do..

So, back here is the other incident, you find "out of valences", right? (Inc I) And by the way - any questions on the "out of valence in R6" or "out of valence in Incident I"? Remember, these guys are holders - a lot of them are holders - they are either HIDING or you find these guys sort of feel "withholdy" or some feel "mean", you know? So, you get him IN VALENCE, OK? You may have to use any or all of that (given above) as well. One other thing: This is why we don't see the repair list so often on NOTs.

At certain points on the track...if the guy's...if you contact the guy in PT - you know - you get him AWAKE and contact him, then by his ANSWER on the FIRST VALENCE QUESTION, you can usually tell, where his charge is going to be. If he gives you an answer, that is a piece of MEST -

right? - you are going to find out, that he is usually having to be taken through all of these steps, all right?

If he is...giving you an answer as - after he wakes up from being a..."whatever" - you know? - he was a spot, and you woke him up and you say: "What are you?" and "Whaat...? Well, I was a spot, but now I'm really an Officer." If he gives you a body identity or a body name - if it is a meat body or he gives you a picture of meat bodies - then he's usually somewhere - he's going to be stuck in between Incident... between from NOW BACK TO INCIDENT II, right? (graph) And sometimes BACK OF THAT. You are going to find charge of course, but you basically - Bang! - (chart) - you will ALSO have charge on INCIDENT II on this guy, because he's still dramatizing meat bodies, and if his incident was ON EARTH, he definitely WAS in that (Inc II) - all right? But if he wakes up, and is giving you a sort of "space opera" thing - you know - where there were robot or doll bodies and zipping around in very fast ships between different planets and stuff like that - it may be, that's his BPC in that area somewhere - you know? Where he got "zapped" with a laser or whatever. He may have come all the way through this thing unconscious and he may be back of that somewhere on the track, where he has to find his true identity. In other words - especially with doll bodies and stuff like that - we get him into that stage there (chart) usually back around Incident I and from Clearing Course stuff back (graph) - 1 quadrillion, 2, 3, 4, something like that.

Although there were meat bodies at that time, it was NOT, it's NOT THE BIG THING there. Anybody knows there is a much bigger status in having their "doll bodies". So, anyway, it's not an invariable rule, but you can sort of spot, where the guy's charge is going to be. So, if a guy is telling you: "Well, yeah, I had a nice doll body at one time, and man, they fucking got me and - bla bla bla - that's my BPC." "I lost my whole game there." - and so on. And you say: "OK. Well - must have an earlier incident. (Somewhere between Incident II and Incident I). Whenever it WAS a doll body and you ask: "Do you have Incident II?" - you won't get it. So DON'T PULL THE GUY UPWARDS ON THE TRACK. WRONG WAY. He's already flowing forward in time. Usually it's Incident I.

Whereas if the guy's giving you: He was a "priest" or a "conquistador" or some kind of a "space guy in a body" or a... you know - any kind of thing in a meat body - then you are going to say: "OK" - (after he's finished telling you his BPC or answered a few "What's?", and you're not getting any cog on the "Who?") - and then you say: "OK, let's go get Incident II from the Capture." And he will find: "THAT"S where it's at!"

Also, we've woken up guys, who were a whole army troop, or a whole troop of religious people, and they still thought they had their bodies. And they woke up fully on running the Capture of Incident II. They are waking up, and you still see this funny "solid object", and then they wake up and you see this thing come apart - the solid object disappears - until you get this impression of thetans around, and little mock-ups - a group of mock-ups around and these are their BODIES and they're all going: "Yes..." - straightening up their clothes. But then they suddenly realize, they don't have any bodies anymore!

The thing happened so fast, that they - they're just coming "alive" again - you know - like he (LRH) says on the tape - on the revivification - he's revivifying now, he's coming right out of that incident. He still thinks, he has his body there. You know, these people straightening up their coats, and all that, but it's only thin mock-ups. They are not REALLY there. But when you see that, you now that the guy is still stopped on that valence of "being a body". He's still carrying along a thin mock-up.

And then when the guy has come to the point of being a thetan and he realizes: "Yeah...yeah, I'm really me!" "I'm a thetan!" - BUT he's STILL NOT BLOWING, then you can suspect basically, that his charge is going to be back here in (Incident I) - people stuck to him, or he was on the other side of it, or he had a failed purpose - like that, you see? It's more or less way back in this area.

Or we will find some guys, who had missed (Incident) II. All right, they had missed Incident II - were pretty clean - like a Natural Clear or something like that and later the guy got suckered by something on Earth or something in the Universe and got thrown down onto Earth by some spaceship accident or some warfare or something, that the implanters laid on him and he got captured, implanted, thrown down here. And they have been out of valence ever since. But when you wake them up, they're immediately a thetan. They KNEW, they were exterior before that. You do find it - and it's not too rare. But those guys would usually be running around and pick up bodies. Some of them did get fooled into "being" a body. And usually because they had never spotted their own EARLIER INCIDENT Is. So they had with them other people who were smashed and they went with it: zap-zap-zap-zap, see? The other guys got caught up in the pictures and they just went with it. They're "done in" by their own valence. So, we do find guys, that when you wake them up, they are - have theta abilities, right away - zip! - they are Clear almost, or are Clear. But they are VERY EASY to run. I mean - that's not the problem.

The problem is: Where is the guy when he's giving these answers like: "I'm your evil nemesis" or "I'm a bird" or "a horrible beast" - or something like that. Oh boy!

Then you probably have got to look at it, as the guy maybe has charge on the Middle Ages - you know? - some of this religious symbolism or something, which "earlier similar" locked onto an Incident II picture - you see, what I mean? Then he won't answer the rest of the valences questions. He's just giving you a "36 days" picture. IT'S NOT WISE TO LIST AND NULL, BECAUSE THAT JUST BY-PASSES CHARGE ON OTHER GUYS.

It's wise to just know from C/Sing that here's this guy. He is stuck in a fucking religious mock-up. He's giving you the stuff with "hoods" and "capes", and "beams" and all this kind of stuff - you know - and he is saying: "Evil perversions, yes, I must keep all these people from going into evil perversions." And so on like that. He's just "fixed" and he won't give you the evil purpose - no date, nothing like that. So, you say: "OK, you have BPC on Incident II - 36 days picture of that" - you now? And you just - poom! put his ATTENTION on it. "75 million years ago." - poom! - and that was it - psst - it vanishes.

You see, these guys are very easy - ONCE YOU GET THEM IN COMM TO INDICATE THE THING, YOU SEE FROM C/SING, WHAT IT MUST BE. You see? What it MUST BE. Knowing the 36 days - pictures of devils and all these different kinds of things. All the things you see dramatized on television today - it is one of those. Boy, the guy has got charge on that. So, he won't get loose until he runs that BPC out of Incident II. And you might find, that he's on the OVERT side of it. Before he GOT it, he was GIVING it. So, if he doesn't go easily from (Incident) II back to (Incident) I, then you KNOW, that he's got some charge in between and usually RIGHT THERE. He was GIVING it, before he GOT it. And he "pretends" - we have seen some guys totally - fft - like this (flinching) - trying to "get away from responsibility". You've probably seen that.

He says: "Oh! Yeah, I was captured. Right here on "Terra" (Earth). Thrown through the thing and - bup! - Yeah, that was Inc II - yeah - Ohh - feels a lot better. What's next?" And then you would say: "Incident I" (Nothing) "Huh?" "Is there some more charge there in Inc II?" "Did you tell me ALL about that or is there some more By Passed Charge?" - You got a little read - and you say: "Yeah, what IS that? What were you DOING right around Inc II?" - "Ahh - well - uh - uh -." "Where you on the OVERT side of it?" - "Ahh - well - haha - yes."

Then you get off this charge. And then: "When did you make that purpose?" And then you have to get THAT off, BEFORE the guy can get back to Incident I and see it, if he needs to - BEFORE he can get off the other guys, that are stuck to him.

So, what you are doing essentially here in SUPER NOTs is: YOU ARE C/SING EACH CASE, AS IT COMES UP! And that's what we saw immediately - that what you are doing is: C/Sing YOURSELF - by finding what the STACK is in your area. C/SING the FIRST READ, or CONTACT with BTs & Clusters, you get in the STACK - which is the "Org" aspect of it - (You have to know a little policy on that - org policy DOES apply to Plugs) (And there is this data here, about how the organization of the "bad guy" is stacked up, and so on - as well.) Because it's all Org Board knowledge, but BASICALLY, it's FINDING THE LEADER of this group. Getting who is "holding" who. If you're not getting a result, when you first contact - you find out, WHO IS HOLDING HIM, and so on. Or, if it's a Cluster, then: "Who is the spokesman for the Cluster?" and: "What is the Mutual Incident for the Cluster?" If you can't get it this way, then: "WHO IS HOLDING THE CLUSTER?", and so on.

Remember, a Cluster is a less able thing than a single being, so always suspect that there IS a holder. "Somebody holding?" "Suppressed?" "Hiding?", but DOING IT anyway. They may be outside. They may be somewhere else. OK, so you get the stack on your own cognition. Then you get your area of attention. And you get the Org - ORGANIZATION. You start out, go up to the top, and work down. All right? Being ready to handle, or "C/S" any of the guys you find. And expect up near the top to find the "implanter", the "out of valence in R6".

Any guys, that are "out of valence in R6" and any guys, that may be "implanters operating around

this area", could be holders on these things. And these guys - as LRH says - they got VERY SOLID because of their overts. True - but ALSO because of their LIMITED TRACK OF BEING ANY KIND OF A CAUSATIVE BEING. They're always working for SUPPRESSIVES. So he WORKED for a suppressive - what happened - he BECOMES suppressive. Right, and so the guy ends up being a suppressive at a very LOW LEVEL - HOLDING on to a Cluster - who is holding a BT - who is holding other Clusters - and so on.

So, it's not uncommon to find these "out of valence in R6" guys. Not uncommon at all. We haven't yet had to run Power on any of them, which is interesting. But I'm sure you can find them so "stuck in", that you have to run Power on them. I've run other people on Power, but we haven't found any in our auditing, that we had to run Power on yet. But if they just got so STUCK in ANYTHING or the earlier thing they had, they just got so STUCK in the incident, it was PT FOR THEM, and so on, or NOTHING woke them up - then it's a process, that CAN WORK on ANYTHING, you see?

But to run Power, you do need to be in comm with the guy. You CAN do it by straight intention back and forth, back and forth, back and forth, till the guy finally blows loose of it, giving him the Power command - which is also getting him in comm, you know - because it's asking for rudiments anyway, it's asking for EVERYTHING, with a beautiful Tech of ONE PROCESS, that handles everything on the guy all the way down, to where the engram stuck him in. You often WILL need the Power Processes. Especially "Power Process 6": "Tell me an existing condition." "Tell me how you have handled it?" It's for the RESISTIVE case.

The other thing, I just wanted to mention quickly, was, that there is a lot of data in "Revolt in the Stars", which will enable you to understand the actual organization, the factors, that went in to producing Incident II. It tells about Xenu's "3 Phase Plan" and all of that kind of stuff. PHASE ONE: Assassination of Loyal Officers. PHASE TWO: Blowing up the bases of the Armies of the Loyal Officers of the troops, so they could not respond, and then - PHASE THREE: Capturing the populations, bringing them all to Earth and blowing them up. And it gives details of how they did the transports and so on. They just don't mention the ice-cubes and they don't mention the implant. OK?

So this is exactly what happened. And they give a list of "bad guys" and the financial thing, how it was financed. Also the planets where they came from - or at least the stars where they came from. You can't maybe get the name of each planet with the stars, but we've already found guys that want that. To get more oriented to what happened or to who were DOING the capture. One said: "Yeah, I came from Antares." You know, they will give you that. So, it's good to know, what these names are, because it gives more R (Reality) with the guys you are handling.

These are important things, that I think you have to know about. This is that first, thetans are HOLDING ON to a beingness, you know? They are afraid of becoming molecules and cells. That's what they fear. But even then, we find out on lower levels of these stacks, thetans are holding - there's the guy who is right over the cells and molecules and he monitors them. They

blow up by inspection almost, after the other valence stuff is gone. But they're down there and they haven't quite become a molecule or cell. And they are still thetans and they are still holding - they are the "monitor" of those cells.

Now this, this other thing is very interesting to Doctor Prinz: This is probably what prevents medicine from working and so on like that - because THEY are being held further up the line by SUPPRESSIVES. So they are holding the cells, so that the blood stream for instance, in that area, will not flow. So medicine can't work, because this guy is putting intention there: "Don't let anybody in!" You know? You see, what I mean? OK.

And those are the key points of this thing. One is the organization point, and then using it to handle plugs, stacks, and seeing the transparency build up even before the space closes in again. Even so it's always getting less solid. And recognizing that you have, or are going to run into some people, that have these problems of OT III in restim and By Passed Charge in particular, right? And that you have to get some of them - you have to get them into comm by letting them tell: "Who you would have to be to audit them" - and blow any charge on that. Or recognizing that there's a sort of comm of a name: "Aha, that's a ... that name is a bad guy in Incident II". "So, you worked for a bad guy in Incident II?"

Now, the auditing is a bit - because you're dealing mostly with - here you're not dealing with a TOTAL COMPOSITE CASE. You're taking up individuals out of that, that essentially may be hung up by Incident I and II, but not much else. So, they - when you are dealing with them, you can sort of bypass maybe Grades... some of Dianetics, Grades, and so on like that. But not all of them, sometimes you need to get them in comm, you need to get problems or overts handled, if they need and so on. But the valence process, by itself, because - basically you start with the valence process, then you find you can't go any further, you use this data, and then again you can end up with the valence process, after you got all his charge off. Then the guy finally realizes, - for example, you are working with the guy and right away you know it's a waste of time. You ask the guy: "Who is he?" He's "The devil" - "Who's he?" "The devil". And "Who was he, before he became that?" "Ah, I was a picture of the devil." You know? Come on, this is going to on forever...right? You say: "What's the By Passed Charge? Is it Incident II? Another Incident?" "OK, I see, it's II. Good. Was it a 36 days picture?" - you know?

"Oh, oh, oh, I see, I was fixated on a picture of the devil." "Good, OK." "What's your capture?" Right away you got it. Just by pushing him back to that time - 75 million - pumm, pfft, tshh - you see? YOU KNOW THAT. I mean, you don't have to go fooling around with this thing and by pass charge on this. You spot the guy - pumm - back to the incident. It's very easy, you see.

So, you can do a C/SING ON THE CASE, AS YOU SEE IT.And you can always ask: "Holder?" And - the guy must be stuck, you see? Ask for the Holder, "being held by something?" Find out where he is, OK? All right. He will still be there. He's not going anywhere else. Don't worry.

We've had a funny experience of a guy going through a wall, when he was trying to blow, and he just stopped. He couldn't get through the wall. He had to spot, that there were two more Earlier Incident Is, that were stuck on him IN HIS VALENCE. And WITH THEM he couldn't get through the wall. So we blew him loose of those and they ALL got through the wall. You see?

That just shows you, that if you understand the track and you understand the (OT) III, and you understand the basic, where the case is "stacked up". That's a VERY IMPORTANT LINE in NOTs. So if you understand that, you can run it very successfully with a lot of interest all the time, because you are always gaining data about the whole track, and a lot of Incidents. And you're EXPANDING the PLUS GAIN, the POSITIVE GAIN now, not just the "negative gain" to you. But the positive gain to you is: "My God!" "Wow!" And you become informed and causative on the other dynamics. And you find all the things, that caused aberrations on every single dynamic. And you KNOW THIS IS THE TRUTH.

So, the guy gets Clear on all Dynamics, and OT on all Dynamics. It's possible. I mean, this is HATTING for thetan who is running through this auditing either as a PreOT or as a Solo Auditor. You understand VERY MUCH.

So, to see for yourself what happened with thetans. All the Dynamics we have in here. There's thetans, who have entire 4th and 3rd dynamics in these plugs. You can have entire populations, groups, towns, army corps, all kind of different jobs, populations, in there - messed around on Earth - put through Incident II.

And before that, when you get back (on the track), and if you really understand Dynamics 3 and 4, then you go plenty above that. When you're going back here (chart) and start doing the stuff around Incident I, you start finding out, what all the considerations are about Dynamic 5 and 6 and 7 and 8 and 9 and 10. Because back there, they were doing a more of a thetan's game. They were thetans and doll bodies, but not so many meat bodies and they experimented over here with these little woody things, that were only plants, and help that to grow up into trees and so on.

Remember the old Dianetics Axioms: Theta, Lambda, Phi. Theta is Theta. Lambda is the body form, and Phi is MEST. But as you get these guys through Phi, then finally come up from Phi, through Lambda to Theta and then - pffft - then they are single, and they're back in their own universe, OK?

So, whatever happens, that's the beauty of the level. I can not understand how people get bored with it, and so on like that, if they're running it right. I don't expect sessions to be short, right? I don't expect people to get bored with it, because it's very interesting all the way through. And you

think: "Well, I'm not running my own case." But it IS your own case, as you are responsible for freeing it.

If people think, it's not interesting, they must have missed something about it, because it's always interesting to find out what's in the next plug. Like that: You're always getting knowledge and you have to confront several very evil and very - so to say - unconfrontable incredible things on the track, when you run these things. And that makes you ready for the next level after SUPER NOTs. OK?

So, now, any questions...anybody have any questions about what we said? Or on what I am briefing you on here? And what will be the reference data, that are talked about? Any other experiences, that people would like to say or that seems to fit in with this? I know you've been running NOTs. You've been running NOTs as well. So we - does this seem to summarize most of the important points you...go after?

"Yes, it does. I still have one other question: I mean, I don't really...I don't know, that they really blow on Earlier Universe."

Well, they do if it's an Earlier Universe far enough back.

"I wonder about the phenomena of Out-Int. When you are quite a way on the level of this. And they don't have it anymore...a time track. But still, there is that Out-Int phenomena, which...which I don't understand."

OK. Well, first the reference on that is where he talks about flows, stuck flows...

"Yeah, this is the point: stuck flows is the problem I have - stuck flows and the understanding of the thetans. Stuck flows and Out-Int. It's maddening."

Well, he said, that the stuck flow is the sort of an underlying reason for Out-Int. They're stuck on one of these flows, right? Now, what we're dealing with here is what we're calling "Review Auditing". See? Because the "Int" problems are usually a Review Case. What I'm talking about here is the major stuff, you run on the track. That is always handled. But in Review, we have certain things, that don't fit in the usual line-up of auditing. You see? So, this is the sort of stuff like

Out-Int and when you have to prepcheck him or you have to do a repair on a guy. A certain kind of repair auditing. A specific thing on that case, right?

So Out-Int is basically a flows problem. You do handle the grade chart with flows...

"With Out-Int on different flows? You mean, I have to do all that!"

Mhm, I understand, I understand. What I'm saying is: It comes under a different category of ability or disability of a thetan. We now are on to a review thing of - now, see, we're talking about before the time track in this instance?

"Yes, I used that example, that's fine."

Now we're talking about - when you're in Review - you are always looking at: "Are we making this thetan able or has he got a disability, that's affecting his case?" This is a totally different view in order to locate the thing. You know? From the viewpoint of: "Are we achieving the ability for the guy or not." And, "What - if not - what ability does he need to have to get back to the abilities of a thetan to postulate and perceive." And the "Rights of a Thetan" - this is the other thing, we had to brief some of the guys on here - the "Rights of a Thetan" to LEAVE A GAME, if he wants to, or the RIGHT TO HIS OWN SANITY.

*** END OF SIDE 3, TECH BRIEFING #4 ***

OK, this is side 4, now we have the question and answer period about the SUPER NOTs BRIEFING, 22 August 1985. It's TECH BRIEFING #4, CONFIDENTIAL FOR SUPER NOTs ONLY. Question and answer period.

We're just talking about now the review action and we had this special thing of Out-Int, stuck flows on BTs, all right? And I'm saying also now, this is when you have to wear the "Review C/S" hat. This is just straight C/Sing so far. (All before on this tape).

Now, as a sort of "Review guy" you sort of look at the thing as: If the thetan was totally able, he wouldn't be in the situation he was. So, we're looking at the abilities, that the thetan could normally have to be an OT, right? Or be a "Static", OK? This comes under the prepcheck buttons, the postulate and perceive Axioms - you know, where he has the ability to postulate and perceive, and the ability to AS-IS. That covers a lot of that. And all these buttons, that you put on lists, on rudiments, and things, which can be out: False and Inval, Eval, Decide, Altered, and all the different things a thetan can do with things. All right?

So Out-Int is one of these, where he can't flow this way or that way - or that way. He's stuck in at least one way. He can't come in. Can't come out - stuck, stuck, stuck. So, it basically comes under the earlier Axioms of Dianetics, where you have a thetan, who is "bringing order to MEST". The Dianetics Axioms. It's more like: Theta brings order to MEST. And you now have a guy confused with his identity in relation to or his abilities in relation to MEST. That is basically what it is. ALL of these disabilities. The thetan is disabled because he's become - well, he's become Entheta or Enmest, see? Because as I said, a pure thetan could go through a wall. It's no problem.

"He's stuck. He's stuck, you know?"

Yeah. But if he's stuck in with two other thetans, THAT"S THE LIE. So now he's THREE - but he THINKS, he is ONE. If you get them each SINGLE, they should ALL go through the wall. Now one guy MAY NOT go through the wall, and you have done everything else on him, and so he is the guy on the stuck flow, see?

So, you will get, in the case at some point, you'll get a whole bunch of guys, that now have - AFTER all this other stuff has been blown - they may even have been sitting there, listening, the whole time...

"Of course they have! Of course they have!"

Yeah, they monitored, what's going on and now they find out: "Yeah, well, me too - but I, I can't go...". You know, they really say it (telepathically) just like that, right? If the guy has been hanging on to these plugs, all the other guys are sort of "listening" too. They blow charge as the first guy gets handled, the top of the Org Board. He's been holding at the top, so whatever he's been saying or doing, is affecting them ALL. That's why, when we've pulled him out and blow him, the whole thing will start to come apart. And now we are getting to the point, where maybe some don't go, the guys with the stuck flows.

"And they are partially hiding, partially hiding, stuck flows on different flows, see?"

Mmm, you will find, that these guys are the guys who are carrying over a stuck flow from THEIR OWN UNIVERSE - they COULD DO IT from there,you see? I think, they are mistaking their own universe with this one and are carrying an old game, or an old stuck flow or an old postulate with them to another one (universe). You'll find games conditions going on between two or more of those guys, right? If you single them down - once you've singled them - and he still can't go or get free, or can't get out or move or whatever, then you must find the flow that's stuck, like it says in the thing on the assessment on the flows. Do you have that?

But there WILL be a story of it, when you do the recall. See, you have to get that recall, so the guy can be totally free of it. And he could be ANYBODY or ANYTHING, because a thetan can hang himself up in ANY WAY AT ALL.

Now, I would say the reason, you're getting a bunch of these, is because they've been monitoring the other stuff going on during the case and they sort of "cleaned themselves up" on "solo".When you get to them, the only thing they have left is within: They couldn't leave because, they have stuck flows. And that is something you weren't handling on the other guys, so they didn't get it. And then you have to assess the flows, get the recall - bamm - they find out, what it is and blow the confusion, they had on other universes or other things that they misidentified.

"They have no...I mean they are not involved or have no attention, there's nothing. Just nothing. Just stuck!"

Realize, when you get there, you are dealing - once you've singled the guy up - you are already dealing at this point of the track, where the beginning of the track is - Incident I - so now you're dealing with guys behind that point, who have a disability. So you're dealing with pure Theta at this point and you are only working on the basis of the things "Senior to the Bank." So, Incident I isn't real to them. Incident II isn't real to them. It's senior buttons you need.

So, what is it LRH says are senior to the Bank? ARC, KRC, the Grades-charge, and occasionally, problems, stuck flow problems. O/W - his own consideration of his own overts. Not as a "body", but HIS as a thetan. His own idea of an overt, his own Ethics for instance - ARC - of course, because we mentioned that, - AND he can easily create himself a little Service Fac - if he wants to - by playing a game with somebody.

In fact we found out, that when you get to the end of this that "purposes" always have to do with GAMES. And some of these guys are stuck are stuck on the "Theory of Games". They don't

understand the THEORY OF A GAME.

So, now you get him really up there, to where the abilities are blocked by non-understanding of games - you know - freedoms, and barriers and opponents. I mean, just put that up to them, you know: "Game?" "Are you stuck in a game? Freedom, barriers and opponents?"

"Oh, yeah! I got a barrier here, I made because I got opponents! Where's that opponent? Ooooh, GONE!! He was there!" You know? They did it one timelong ago, but it's not there anymore. "Ohh, no more opponents. I guess, I can be free." You see, what I mean? The theory. They knew, that long ago, they were doing something, that they had a games conditions with and they didn't understand the game and now it's gone. See?

So, these are the applicable things on the later part of the case here or when you find these guys when that won't go after Incident I. You find this Earlier Universe, but connected with that is "purposes", "games", "stuck flow", "attributes of the thetan", "abilities", "postulates". "Did you postulate something?"

You can't...you don't even get a reaction to: "Earlier?" They don't look at it as being "Earlier". They sort of still have their attention on it in PT.

"They don't understand that at all. (Earlier)"

Not after you...when they don't have pictures anymore, you don't have an "earlier" concept. To them it's just an "Is-ness". It's an IS-NESS.

"Almost too simple to sort of see that, because it's so high up."

Right! And so it's easy. Because now you're dealing with...

"I don't think it's easy..."

Well, you're dealing with the attributes of a thetan, and you're dealing with prep-check-type-buttons, you're dealing with flows, and you're dealing with abilities and games. So, you can almost be - you know - if it doesn't handle with Int, you can check, whether the guy's stuck in a game. Find out: Is he stuck in a game? "What is the game?" "Who are you playing it with?" Or "Did you have one? Did you win? Did you loose?" Whatever gets the charge off, you know, you dig at it, if "failed purpose" doesn't get it off. Because he could have a failed purpose in a earlier game. And then, when you get his failed purpose in THIS UNIVERSE, you then get him back to earlier universe and it's not his only failed purpose. Because he failed in that one too - he lost a game.

So, now you have to run "games" on the guy. To get him to understand games: "OK" - you know - "That's it!" "The game is over." And then you can get him to basic LRH "Rights of a Thetan", which gives the "ability to leave a game". "the right to leave a game." "The right to your own sanity." That's what we're trying to make here.

"Yeah, I see..." He gets a cog. Sometimes you have to ORIENT him. Sometimes you have to R-Factor him. Sometimes you have to give him some Tech data, so they can understand what's wrong with them - you know? Give them data what happened. Hat them. Get them aware of games. You have to get them aware of failed purposes. You have to get them aware of "this is the MEST universe", and their freedoms or the right of a thetan - as LRH says.That's what we're doing. And...or at least 2% of the time or 5% of the time, you have to orient the guy in PT. Or we have laid out the choices and let him choose, what he wants to do. Give him "power of choice", orient him to PT, so he can decide, what he can do. Or you have to lay out some possibilities, he could do: "What are you interested in doing?"

He says: "Oh, this and that..."

"OK, (give him the choice), in this game right now, you could do this and that... or you could just leave it, if you want. It's up to you." And you can also hat him on some of the Axioms. You say: "what you are, is a free being, and you're a thetan - we call it "thetan" - and you have an ability to postulate and perceive. Do you understand?" You see?

So basically what you're doing is "hatting a thetan", because we're ALL having to do that. They didn't have this Tech. The reason, they all got into this bloody NOTs business, is because they didn't have the knowledge in the beginning. They had the abilities, but you have to have the KNOWLEDGE. Now we're restoring him to the ability state, but we've got to give him the knowledge this time - if they don't get it from having listened to or run through the processes. OK?

So, in that particular case, does that answer your question? You have to go for restoring the Theta abilities, the games, Axioms and so on. The "Rights of a Thetan". So, get them assessed...

"Yes, I'm sure you're right. It helped a lot."

Assess, assess them on that and find out, what the thing is. Ask for the by passed charge. Get it. Get the story...OK? Other questions? That also fits with the tone scale, bring them upscale from MEST through the body area through activity, games and so on. Finally get them up to 40.0, serenity. You know? OK! Any other questions?

So, it's like we should have a lot of successful PreOTs and Auditors around here, because I was interested - just in closing - I was interested in making sure people here didn't run into the stuff, that I have seen, and I'm sure, that others are running into. From the folders I've seen on people C/Sed from outside - first some DCSIs, and on OT-Levels, and then on NOTs itself. And also to show, that in certain parts of the NOTs Tech, there were areas, that were not made - in my opinion - IMPORTANT ENOUGH in the data. Which probably, when it was written, wouldn't have been recognized as to it's importance. But then later, it became more important - as...has told me. Some of the stuff has now appeared on the Solo-NOTs. You have to do all this auditing. You have to assess a list to get this, etc. And the "stacking up" of the case, and this kind of thing ARE mentioned, but only "in passing", almost. You know: "Don't worry, if this thing don't run like this, as it may not be stacked up this way." It should say: "DO NOT WORRY, BECAUSE THIS IS THE WAY, IT WILL COME UP. THE WAY THAT IT IS STACKED UP!" See?That should be a BIG DATUM! It really should, because we have not experienced the...what it says in there: "Don't worry, if in the first few sessions, you have BPC, because the stuff, as it's kept on going, will lessen from session to session." WE DIDN'T EXPERIENCE THAT. Why? BECAUSE WE WEREN'T BUILDING UP BPC. We were removing a whole "plug" (org board), and when that was gone, it was a whole new ball game. OK?

"It's still a worry for me, because I've come across that in (OT) III. Stacks! We take one stack away and the other side collapses. And you have to handle the other side of it."

Right ! Now, somebody may ask: "Why are they stacked up this way?" And I've been looking at that myself. I know they are, but I don't know exactly WHY. But I would say, it is because in essence, YOU ARE THE C/O OF THE WHOLE CASE. And whatever your attention is on, THAT will respond to THAT, see? You can look at it as being sort of "planetary C/O" of the whole Orgs of the Planet, you know, what I mean? So, if you're going: "peacock" - "Yeah, that's a peacock I guess, white peacock (on the table)." All right - if you're going "peacocks", then you're liable to get a whole bunch of things on the stack, that have to do with "peacocks", and birds, and other things having to do with that, right away.

If it's...say you're troubled with sore toes or sore feet or some thing. You're liable to get...your attention is drawn immediately to all the Clusters and BTs around the toes or the feet or guys holding those from somewhere else, you know?

But I would say that... if you realize, that they obey you: "I'm really the C/O of the whole business!" We really get laughing sometimes on these guys, because you have to treat it like...you have to be RESPONSIBLE for this stuff on your stacks, and it's like sometimes these guys are great jokers. I mean, they just...they wake up and they say something really funny. You know, it's like the prizefighter coming awake, after he's been knocked out, and he says: "Where is he???" I mean, they start coming out of this incident, and right away they think, they're still in it. OR at the last moment they were still awake. And they're still carrying on with that action. It's very funny.

So, the whole thing is: You have to responsibility and treat it that way. It's an interesting area and if it's going away from interest, then realize, you may have a wrong assessment on your OWN INTEREST LINE. That's why the stack is there, I think, because it's your interest as the C/O of the whole case. So, your interest will be the monitoring factor here.

And I wanted to put that right at the beginning of any of our SUPER NOTs auditing for the people that haven't started yet, so that they don't get into this BPC phenomena. So they do take the things in the right way and handle it as it comes, all right?

"I do have another consideration on that: Why is attention drawn to some areas or specific points? I think because in NOTs - no, wait a moment please - I think because in NOTs we deal with thetans and some how - by one way or another - they become more and more awake and get bigger or whatever and PULL the attention. Because in former times, I very often was mystified, because I - after completing OT III - I did a lot of III again. Why that? I didn't think, I brushed it off, the III, I was...I did it through. But in the meantime, I think some of the NOTs cases came awake, so I could more or less handle them with III. And I think that's the same here: What pulls the attention, is more awake than the rest, and then that is the first thing, you could handle."

The first thing is the thing, that you have your attention on and has the most reads. There's TA there, and you got more TA there and more reads there...

"And that must be the most awake, I think."

Yeah, that's true, it is the most REAL...

"The most active, I would say."

Hm,..."most active"...But I just thought of another thing, you said that...which is: Remember in III or let's say, remember in II, you're knocking off the charge to expose the III case. Remember in III, you're getting rid of the thetans, who are most alive, so this can expose the NOTs case. And remember, when you are running NOTs - as you get a way through that - you now expose the NEXT CASE to handle for the thetan, right? And if we assume, that SUPER NOTs is going to free up pretty much of his OWN UNIVERSE, like clearing him on all dynamics, out of all this stuff HE'S connected to in it - then it might be, that another universe of - say, the 3rd universe (MEST) - or the 2nd (the universe of others) - may come up, or any connections to them.

But basically, you have to look at that stuff SHINING THROUGH the NOTs case. In other words, the effects FROM the environment. Why do you think, they tell you: "Don't watch television too much, if you're on NOTs", you see? I found a whole bunch of guys sitting around the nerve channels, that were the ones, that were interested in the television flows coming through. Because they had pictures similar to pictures like that on the TV. And they were sort of like urging me to watch it. Just like you feel things in your arm or you feel your heart beat. You CAN feel these guys, they're not totally dead, not totally inert. They have a job. And if the job is to do THIS, they want to have some ack for that or want to have some reward or some flow coming through there.

If they're being a monitor, they want to have something to monitor. If they're being a listening device - a mocked up "listening device", like an earphone or something, it could be - or a space ship, then they want some space movies there! You see what I mean?

So, they actually try to influence you, pull it in from the environment, from the other universes. Either talking with others or seeing it - like the movies on television.

This is why I'm saying: "Everytime you do this in session, pull this whole thing out, you feel a total change of valence of the body, of the things - like your impressions, you're getting through the body. You WILL feel "different", as you feel a DIFFERENT RESPONSE. Different ways to perceive or sense things, or now there's things, you weren't aware of before, or THOSE are gone and now there's a different "balance" in the case. It's very interesting and you can actually determine that as a " case change" all the time. OK?

So, let's look at it as possibly, it's exposing the influence of the next level of the case to handle. Because that's all, the thetan has been doing since Clear. OT I, then on to OT II and OT III, you

are cleaning up THIS, so you can get to THIS. You are cleaning up THAT, so you can get to THAT.

"Like the whole bridge, the lower levels?"

Yes. That's similar...

"This data itself is almost like...throwing things loose, that want to be acknowledged. Waiting to say, "I'm here..." "

So, not only must you be a SUPER NOTs AUDITOR, but you must also be a SUPER NOTs C/S. A C/S for all these "cases" you're handling, because you are being an auditor and C/S at the same time. And that way we will make your run through the SUPER NOTs level very smooth and very interesting.

So, if there are no other questions? No? I would just like to thank LRH for getting all the stable datums for us and putting it out. And what is beautiful about it is the final statement, "Exterior at will". The EP. That was beautiful. The SUPER NOTs data itself - first of all aligns to experience with ALL CASES but even more than that, it goes right back and shows again that all the Axioms - Scientology, Dianetics, ALL these basic truths of Scientology and so on - are totally, TOTALLY RIGHT. Spot on! You know, it just totally validates all the basic Axioms, as you come through it. One just might start off learning the Axioms and then sort of go up the bridge and think: "Well, hmm..." But then if you get off to yourself and think: "God damn, that was right spot on, it's RIGHT THERE, what he says. What's there is exactly as predicted." And ALL Scientology is based on the Axioms, you know. And now it's like going through the "circle of knowledge" and coming back to the beginning, full circle. And saying: "Here's the Axioms!" "And now I REALLY understand why!"

]You know, it's like the data analysis. So, it's a fantastic assembly of data, that LRH did. And just by knowing a little bit more about the data of C/Sing, and what happens on the OT levels, and what happens on the SUPER NOTs case and C/Sing from the viewpoint of these guys, then you can make it very smooth. You go through the level easily. OK?

"Fine. Thank You."

"Yeah, I thought on another subject - if you could say a little word about the bridge over from auditing to SUPER Solo NOTs."

Yeah, that's a good question. Yes, I will mention that. I'm not sure what criteria, they use in the Church - but there's only two (criteria), that I can say right now, that I feel are necessary: One of them is that the guy, who is being audited on SUPER NOTs, can confidently handle the entire of this particular stack (which he's been handling) without hardly any help form the auditor. Which means by this time, he doesn't even need a meter. So, if he HAS a meter, he can CERTAINLY do it. AND he has enough free attention to not have to refer back to the auditor. He's got enough free attention units of his own, so he can keep track of who to handle.

In other words: He hadn't handled THAT guy, but he had to handle the holder, the one who is holding him. And maybe another guy is holding also. So, he handles that guy and this Cluster and so on and now he doesn't have to refer back to find out, who is the next guy, he has to handle. See, if he has enough FREE ATTENTION to handle all of that, then you KNOW, he also has enough free attention to run the admin and the meter at the same time.

And the other criteria - oh, there is one technical criteria: I wanted to - on audited SUPER NOTs - to handle all the missed stuff on earlier auditing and OT III. I think that should be done with an auditor, because it could involve Out-Int and lists and things like that. That should be done with the auditor.

But the other, ONLY OTHER CRITERIA besides that of "The guy being able to run it by himself mostly through the session, maybe only one or two little "steers" by the auditor", is: THAT HE FEELS, THAT IT IS OK FOR HIM NOW TO RUN IT WITHOUT THE AUDITOR THERE, you see?

Because there are TWO criteria here: The guy IS going to be a solo auditor, but it is very good to have another terminal there to discharge the stuff to. You see, what I mean? And - even if he has the meter and the admin - CAN HE KEEP THE SAME LEVEL OF INTEREST? And...interest IS going on when both the guy and the auditor are working on it, you see? If he still wants that a little bit, it's like you have to bridge him off of that.

I mean, I noticed, that I don't have to talk anymore. I'm phasing out of the session - but I'm still there as a TERMINAL for Ulrich and he...I don't need to SAY anything. I just start the session, you know, indicate the first area, and then he's off - bum bum bum bum bum - you know: "This guy, and this guy, and this guy", you know? And eventually I just tell him: "Your TA is floating."

After a few sessions, I didn't have to say much. Now I'm just keeping all the admin. Except for one or two times, you know? And he's going: "Now, let's see, that guy blew. Anybody left around? I

had that stuck one, but I forgot which one he's from." "OK", I say: "that guy will be from the Cluster here.", OK? And the needle read, when checked "Earlier Incident Is connected to him." (that's what he last ran on that Cluster.)

"OK, good!" - ptshh - so, he handles that. Anyway, he's looking around to find if any were left, see, so it's maybe a little thing, but he will spot that sooner or later, if he has free attention. But the other point is: Is he ready to do it, so that he feels that: "Hey!" - you know - "I can do it myself, all the finding and so on like that. I'm ready." But it's good to have another terminal to talk to about it and to discharge to. You know?

"Thanks. Connected to that, I do have another question, a technical question: Rons talks about the facts that...or the reason, if he is audited, that two cans give a deeper read on the meter than solo cans."

Ah, yes, yes. We never had small reads. That's funny! I saw that in there, you know, and then we studied it and all that stuff. And I don't know if M... can confirm this or M... if you had small reads on solo. But so what, it doesn't need to read much on the meter at all. Is that what you mean? So you can spot the BPC? When you get the right one, it reads like crazy - LFs, BDs.

"I think, the reason, you gave before, is more than this. That the person has enough free attention to operate himself. I think that is the main point. Plus to know the real technical thing, that will get the reads and the TA moving."

The telepathic comm is so strong with these guys - I mean - and here you have all these little datums and hints. I mean, you can almost see: "OK, the next thing is this..." Just Standard Tech. Because, when you can have a PreOT sitting there and he goes the whole of session without having to refer to the meter or to the notes and in YOUR session he doesn't have to confront the ADMIN either...

"And your ARC, and your communication to the stuff is of major importance. ARC!"

ARC! Very important on that. It is: You are their auditor and they respect you and whatever. You're always senior to them. Remember that. And the guys have to have a senior. And you have been their senior - that is, what you have to realize. When you took that body, you got to be a senior to the whole bunch of them - you know? And...so...you ARE the senior. So take responsibility for the Org - audit them. Free them.

Anyway, that's - if there's no other questions? Anyway, these guys, you can always send them out on missions, if you get some real big ones. We got some real big ones, who came out of this stuff, and so on, and they want to do missions. They say: "Hey, want can I do to help out?" You see?

"Which kind of mission?"

Well, you know, nudge the reporters, and things like that. You know, to look under the news and see, if there really is a world take-over scenario. Anyway, that's a lot of fun.

"Do they report back really?"

Well, they can do that, telepathically, if they want. But, you know, it's just to give them a game - if they want. They want a game and some of them do want to help - they feel really betrayed by these implanters. So. it's up to you - anything to help a "freeing operation" on that.

And...Oh, one other comment about "Black NOTs": They just like "bypass and try to restim" your plugs and stacks. I got session data of them having done this and then...and then I got a copy from Australia of a C/S - it looks like it was altered. From the Church. It was a C/S of Black NOTs. And it was altered, because it was made to help Thetans. It was like: "We can help other people, or help the SPs get better or run some SP's case off." - or "Help leaders make better decisions by handling some of their Engrams, that their NOTs BTs are stuck in." "And we can audit this on them by contacting them, and finding the BTs there, who is suppressive and handling."

And this was their C/S, you see? It isn't the REAL C/S. That was the altered C/S. The REAL C/S was "to take the squirrels and the out-ethics-guys and to put NOTs phenomena ON THEM, restimulate NOTs phenomena on people by trying to take over control of their BTs and Clusters, and urging them to restimulate." Now, that's bypass. This was a Big Thetan, coming from over here, rather than the guy in the body doing it. The guy running that body, is the real C/O, you see?

But, after going through all this - I can tell you, IT DOESN'T WORK. It can't and doesn't work. Because of this "Organization" factor. All they can do, is get in there and interfere with these guys. And they can't tell then, whether they got a blow or not. Because they can...they can maybe make it "worse", and they can maybe make it "better". But there is no way, they are going to be able to actually do a POSITIVE ALL-THE-TIME-JOB. Because first, they haven't got the AGREEMENT

OF THE C/O to be in the session and handle it.

"It's other-determined."

Yes, it's other-determined! I found out, it's much more easy to handle SPs by getting in comm with THEM - the guy who is RUNNING THE THING, the C/O of the thing - and try to audit HIM. Or to give him some indications like: "How long have you worked for the implanters?" - or - "Fucked up in an Earlier Universe?" - you know? Or: "Did you ever look at the fact, that you may be monitored yourself?"

You know, those kind of things. THAT works. You can see some changes: Some, "What's - what's that? Was I an implanter?", you know? - Or..."Did your seniors find out about your non-conformities?" - "Oh! Maybe they have. Oh!"

"Missed Withholds..."

Yes, you CAN audit the guy, and you CAN get a direct telepathic link with the guy. But to REALLY HANDLE this "Black NOTs Guy", and not just sort of "try to handle his case", which is the "C/S" I saw. As I said, that's what came out in the Free Zone. They thought the Church was doing "something" to help handle the SPs on the planet. It wasn't that at all, as we well know. The "Black NOTs Guys" are putting attention on your "old case" from PC folders. Knowing you had an injured leg in the past, and then using this "Black NOTs" shit, and trying to PUSH SOMETHING INTO YOUR LEG NOW or RESTIMULATE SOMETHING IN IT, you know?

"I know!!"

Yeah, we ALL know. OK! So, any other questions?

Maybe in the next level...we'll have another handling for those guys. OK? Very good!

("Note by Capt. Bill: The best handling found for "Black NOTsers" is to treat them, when contacted in session, EXACTLY LIKE AN IMPLANTER, you might find in a plug, as "Black NOTs" IS

IMPLANTING.) So:

"END OF TECH BRIEFING #4

This is CONFIDENTIAL SUPER NOTs BRIEFING 22 August 1985"

Thank you very much!

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TECH BRIEFING No7

"EXCALIBUR Continued"

17 NOVEMBER 1985

RON'S ORG FRANKFURT

FOR SUPER NOTs AUDITORS AND C/Ss ONLY

This briefing is only for Super NOT's C/Ses and Solo Super NOT's Auditors and people who are taking or have taken the Super NOT's Course at RON'S ORG. Before one hears this lecture one must hear Tech Briefing # 4 which is the Confidential Super NOT's C/Sing tape, and also the LRH Tapes which are referenced to get a full understanding of what will be discussed here in this tape. This tape is beginning from the point where Tech Briefing #4 left off.

In that tape we discussed the problems of C/Sing on the Super NOT's level, and in fact it was brought up all the way from Clear, with definitions of Clear, all the way up into the Super NOT's level. We discussed what each OT level does, what charge it removes, what you are handling and the things to watch out for. This is all very applicable and it all is very successful in making good results on the OT levels.

Now we're going to talk about some more aspects of the Super NOT's case which were not fully covered in Tech Briefing #4. These aspects are necessary to be brought up at this time because they WILL be found in running Super NOT's and it is necessary for each C/S and Solo Auditor to understand what they are, where they come from, and how to handle them. It is also necessary before starting Super NOT's or being a C/S for Super NOT's to understand "Revolt in the Stars", the film play by LRH about things happening around the time of Incident II and it is also wise to understand "Sector 9", the book put together to describe exactly what IS happening on the Planet at this time in regards to Models, Scenarios and World take-over Plans.

Well, on this Super NOT's level you will find out that there's also very much a "7th Dynamic aspect" to all of this, and you will find out that you ARE engaged in it whether you like it or not. You will be finding out that it IS there, after you have gone through enough of the level to find it. I must stress at first that the technology of the STACKS and PLUGS is entirely correct and workable and it has proven so in many cases. It removes the charge in the super NOT's area very completely per session, and it has the advantage of not leaving any amounts of BPC around, unless there were, at that time, STILL OTHER UNHANDLED PLUGS from other stacks. We're talking here about: If a case is smoothly introduced into the Super NOT'S level, AND they remove one plug per session, WITH knowing what stack it is connected to, AND handle that plug, AND then the next session the next plug until that stack is no longer reading, AND then to the next one and so on. Then there won't be any BPC building up. There just will be the continuing wins and so on and more awareness and reality improvement.

However, most people do arrive at the beginning of Super NOT's with several plugs in restimulation from different stacks, but THE PROCEDURE REMAINS THE SAME. It is: To assess in a D of P Interview what the person's most attention is on by reads, measuring up ALL the reads, LF's, F's, SF's, B/D's, on certain areas, and IT IS VERY IMPORTANT. It has been determined that you DON'T JUST TAKE WHAT HE SAID in the D of P Interview or what the auditor asked the question about. You take the most reading one and you list them in order of reads, these different areas, and so on. BUT THEN YOU ALSO GET THE PRE-OT TO MAKE HIS OWN WORDING OF THIS. This is very important, that the wording that he makes will read VERY, VERY WELL and it will ALSO READ WHEN THE AUDITOR SAYS IT.

I'll give you an example of that. Suppose a person is concerned in the Super NOT'S level with, well, "Pictures coming at night." He says "when he is sleeping, pictures coming at night." And this reads. And the auditor says: "Is that the stack?" and he says: "Yeah, yes, pictures coming at night". But when the auditor says: "OK, well we're going to handle "Pictures coming at night," and

there's a very tiny read or no read. Then the auditor should say at this point: "You know, is there a better way you can state this so that it's worded that it really, really means exactly TO YOU what the area is we're handling here?" "How can you word it?" And the Preclear goes: "Well! Lets see, "somnambulistic pictures", "sleep dreams", "dreams", the whole thing would be connected, you know, would be sort of all connected with "sleep", you know I always wondered WHY a Thetan needs to sleep anyway. "Sleep!" Yeah, that's what it is - "sleep!". And boy THAT READS "Sleep". Aha, just by itself. "Sleep!" There it is.

It could be a little more complicated wording, you know, it could be "somnambulistic pictures" but the point is, IT'S THE WORDING THAT THE PRE OT FEELS VGI'S ABOUT, IS INTERESTED IN RUNNING, AND WHEN THE AUDITOR SAYS: "OK. We're going to handle it as "sleep". "Sleep!" And he says it, and boy, IT READS FOR HIM TOO. Wow this brings up the point that if the auditor CAN'T get it to read he shouldn't run it. Just because the Preclear is making it read, that's one thing, but the auditor is, in the audited part of Super NOT's, necessary to handle the meter, the admin and indicate to the Preclear what to do. And if the area is not reading for the auditor then he is going to be very - shall we say - hindered, and actually won't be able to technically direct the Pre-OT.

Therefore, IT MUST READ WELL FOR THE PRECLEAR, IT MUST READ WELL WHEN THE AUDITOR SAYS IT, AND IT MUST BE OF INTEREST TO THE PRECLEAR. Right, and IT MUST HAVE HIS GOOD INDICATORS ON HANDLING THAT. So these are the points on this assessment that we have found are VERY NECESSARY and you CAN "get by with it" just as people have "gotten by" with other ways of running Super NOT'S. But you can't "get by with it" without having the Preclear express it correctly or directly into the very interesting area that he wants to handle. You can "get by with it", but believe me, we have found out, if you do it that way, of just "getting by" with it well, THEN YOU WILL EVENTUALLY HAVE PLUGS THAT ARE, shall we say, NOT HANDLED BY THAT MISWORDING. In other words, the guy says: "I have pictures when I GO to bed." You might get ONE plug coming up on that is showing him the pictures at night, but later on in the level you will find out that he has OTHER plugs connected with "pictures in his dreams" and "sleep" and so on, that did not come up when you handled that particular plug or what you "thought" was the stack.

It will only come up if he says the one that has really been interesting to him, not only in this life time or yesterday, but maybe for a whole series of life times, or a whole part of his track. Therefore, when he says: "SLEEP, yes, I've always wondered about that. Wow! Why does a Thetan needs to sleep? Yeah, that's interesting." He's got his interest there. Oh boy, it reads like crazy and then you will find ALL THE PLUGS CONNECTED TO THAT STACK. So, that is a very important point on the assessment. As I say, it's not something that is vital, but let's put it this way: To do it standardly on the Super NOT's Level and so it will leave a minimum of BPC, it should be done this way. And it fits in with the theory of running Engrams and Dianetics which of course IS on this level. It IS "New Era Dianetics for OT's".

So we do the D of P Interview. We get the areas the PC is interested in. We add up the reads. We then find out, we take the most reading area and we ask the Preclear: "How would you like to word this?" And when it reads well for him, when it reads well for the auditor, when it has the

interest of the Pre-OT, and he has good indicators about handling it, KNOWS that applies to him or is part of his case, and he will be VERY INTERESTED in running it it will read like mad, and you can start right off by saying:"Good. We're looking now for the first plug here." Once you have established what this stack is, if You are going to handle the 1st plug you just say: "ARE THERE ANY BT's OR CLUSTER's CONNECTED WITH (THE ITEM)?" Bang! You get a read right there. And you tell the Pre-OT: "Yeah. Yeah. There is." And then the auditor starts right in with: "Ok. Location?" "BT or Cluster?" (Handling per the Super NOT's Tech of the earlier tape).

So, right away handle that one plug, and at the end of session he gets his F/N, or F/Ning TA, and next session: "Are there any BT's or Cluster's connected with (same stack)?" Bang!, reads, handle. Another plug and so on, until when, "Are there any BT's or Cluster's connected with (stack)?", no read. Let the Preclear say: "Any more interest in this?", "No, I think it's all handled." Well, don't expect a big F/N right there because the next stack is probably ready to go. If there's no reads there don't run it.

Then say: "Well, the next assessed thing on here was "Stomach pains", "upset stomach", something like that. You were talking about it in the D of P interview." "Yeah, that's something! Yeah!" Well, say: "Well, how would like to word THAT?" "Yeah, well, yeah, let's see. Oh. Ah! Ha! "Genetic Agony". Oh! Wow!" Bing! There it is! It's not "stomach pains" exactly, it's "Genetic Agony", something like that. So I'm just telling you the wording is important and then the auditor has to check that it reads for him, that it reads for the Pre-OT, and the interest is there, and you carry on with the case.

As LRH stated on the "Assists" tape of Class VIII: "You are IN THE MAJOR ACTION when you are dealing with an Engram that the Preclear has recently had." "So don't expect the Ruds to fly. You can get in what you can." If the person has attention on something, ARC-Break, PTP, MWH and so on, you handle it. But don't expect the needle to fly when you are in the middle of handling one of these stacks, because you are PRESENTED WITH THE MAJOR ACTION. This is something the Preclear has had on his case many, many, many, long eons or has picked it up here on Planet Earth, but nevertheless it is a VERY OLD PIECE OF CASE. And therefore, IT IS THE MAJOR ACTION AT THAT TIME.

A person who has, shall we say, no confront and is not really able to have reality on these things, first of all should not have been on this level, but second of all has to be handled very delicately per the earlier Bulletins and Technology on handling a "stress case". But even in that, when you pick up a Rudiment, realize THAT YOU ARE GOING TO RUN RIGHT INTO THE FIRST PLUG THAT IS LIVE IN THAT PERSONS CASE OR ONE OF THE PLUGS THAT HE HAS IN RESTIMULATION AND THE PROCEDURE IS THE SAME. You go on a gradient. You can handle THAT plug. And then on a gradient you handle the NEXT ONE and so on. The key on Super NOT's is HANDLING THE WHOLE PLUG. That's what takes the masses of charge off the case.

You just carry on doing that and when you have finished the 15-16 items, or how many, on your D of P assessment, usually they're right in order just like they came out by the reads. That's the way the stacks will go. And after that of course, you can do ANOTHER D of P. Or by that time, if the person has loosened up his case so well that he can handle by appending his interest to anything he wants, putting his interest THERE and THAT'S what he is interested in, why then I'm sure he could go down the whole checklist of Super NOT's and take whatever was interesting to him at that time and finally handle the whole thing. But in the end it is better to go by the Preclear's INTEREST and it will handle the entire of the STRUCTURAL part of the checksheet.

The datum here is, again on the LRH tapes, which is that FUNCTION MONITORS STRUCTURE. The FUNCTION of these particularplugs and so on is going to monitor the structure of whatever technical field they come into or whatever part of the body they're affecting and so on, or whatever part of the thetan's awareness and abilities they are affecting. This Function is going to affect that. But THOUGHT is going to monitor FUNCTION. And the THOUGHT of course IS THAT OF THE PRE-OT. So, when you are following along that line, THOUGHT monitors FUNCTION monitors STRUCTURE, and you are addressing it from the Thought of the Pre-OT, you are keeping his interest first, you are not bypassing him, you are not leaving him out of it. So then he gets very real gains, very real cognitions, very real new awarenesses about what's been troubling him all these centuries. So this is where we do it this way. It IS the way to do it per LRH's Tech.

Now there are two liabilities in running Super NOT's which you will find in people who have been on it previously, that didn't start this way. And the two main liabilities, besides, of course not being ready for the level are: ONE: That they have run it so that they have only taken out, shall we say, BTs and Clusters from the lower parts of these plugs, the lower parts of the Org Board. More or less the "easy" ones, the ones that could be bypassed and handled, you know? And any "senior" could come in the Org and order them around. So they take orders from anyone. So they came out. They disconnected from the org, they blew etc. etc.

And you do this long enough, these easy ones, wake them up and handle them, wake them up and handle them and pretty soon - what are you left with? You are left with the top of the executive strata of each plug STILL THERE. And this top executive strata, as mentioned before in the last tape #4 were more or less the HOLDERS of the whole plug. So if they are the holders, they are a bit more POWERFUL and usually, as mentioned in the Tech Briefing # 4, they can be "out of valence in R6" or "implanter" type evil purpose beings.

Therefore as the person runs the lower part, or the "easy" part, of his case and just takes up the lower "juniors" of the Org Board of all these plugs, he ends up with a case with NOTHING BUT HOLDERS. Holders of a little more powerful nature and shall we say, some percentage of them VERY EVIL INTENTIONED, but ALL OF THEM HOLDING and what are they holding NOW? They are holding HIM, THE PRE-OT.

So what do you expect? Him to get increasingly feeling like he is in some kind of a "tight situation". He is a bit "bothered by things". He doesn't LOOK like he is a NOT'S completion at all. He is sort of worried about "PTSness" and "sickness" and "illness" and all these various phenomena. He is going on "dramatizing" around here and there, and he is feeling an EFFORT to keep his "sanity".

Those are the indications if a person who has run out the lower parts of the plugs and has left the "tops", or the holders, or the "out of valence R6 people", there. They feel anxious, they feel like the real "core"of their case has not been reached. And they are worried about it, anxious about it, and so on. This is merely the fact that they have put themselves at the mercy now of the TOP HOLDERS IN THE ORG BOARD. And THEY are the ones being held at the moment, because they took away all the juniors. So if you take away the game, What's now the game? The game is GETTING YOU. You didn't give them a new game. You didn't set them free. So the game is GETTING YOU and they're going to hold YOU tighter and tighter and tighter if you don't take out the whole org board. And that's the first liability.

The second liability is this: There are some people who decided: "Yes, it's a tough level. We are going to handle all these bad guys first." So what do they do? They go in there and handle all the bad guys first. They take one of these rundowns that are current in the "independent field", and they handle the bad guys first. So they take the top off the org board. They handle the guys that are out of valence and dramatizing, have evil intentions, evil purposes and so on. And they work through this, through this, through this, through this.

Now you have the other situation, which is: That once you take the TOPS off the org board, if you have NOT also handled all the juniors, and remember, down there, some of them are quite asleep, some of them are tied into little "knots" and so on, so that they cannot move, so when you take off the top you still have to open them up, wake them up and let them go. So if they DON'T get out the whole org board connected to these top guys that they are handling on these rundowns, what will be the effect? Well, then you will have an org board with only the juniors left and no seniors. So they don't have any other senior. So they are going to float around you more and more, shall we say "cuddle" all around the Pre-OT.

And in this case some of them WILL have woken up, some of them WILL have broken loose, but not gotten completely handled. And so what the Pre-OT will do is, he will start feeling like: "Well, this is never ending. I feel almost just as bad as when I was on OT III!" And what do you know? He has woken up enough of his case, by handling these holders, that the plugs now, the truncated BOTTOM PARTS OF THE ORG BOARDS, all the juniors and all, are running around and sort of like they are floating half in and half out, and some of them are tied together, and some of them are not, and they're sort of going crazy, just like: "When the boss is away the staff will play".

So they become to him almost like another III case. He's got the fears back that are BT's all Around him, you know? They're not very harmful, not very dangerous but they are all around him, they're floating around him. "I feel this pressure here and this and so on...." So by taking off the TOP ONLY of the org board and LEAVING THE BOTTOM INTACT without handling it, you create

yourself another III case! The "smoke" from the fire. You take the "hot guys" out and the "smoke" comes up around and there's another III case.

Now, when you do this CORRECTLY AND REMOVE THE WHOLE ORG, then you got it. So that is the Technology and those are the liabilities of running it improperly: You take off the top and leave the bottom or you take off the bottom and leave the top. In both cases it makes a funny type of appearance for somebody on NOT'S. One of them is that they look like they're really caved in, PTS. Which other people look at and say: "What! That's weird, he should be really great! He is on NOT'S, but he looks really weird. PTS, sick and all that." And the other one is, that of course he creates another OT III case.

Then they say: "Well, he's not saying he's making much gains. He even says he feels like he did when he was on OT III, you know, it's not really interesting." And so on and so on. Well, these are the effects and you can spot these. But what is the whole handling of these to correct it? Of course, you do the assessment, you find out what his attention is on, you find out the way he likes to word that area he was interested in, or is interested in, and you handle the first plug that shows up through the BT that is first contacted in it and they will line up and get handled all the way down through that plug.

And in the next session you handle the next plug. And in the next one, the next plug. Next one, next plug. And you just handle it standardly like that and pretty soon the guy will be back, shall we say, on the ADVANCED PROGRAM of Super NOT'S. These are the REPAIR and RETURN actions I'm talking to you about. You have to REPAIR it when he gets into these TWO LIABILITIES. And THE REPAIR IS MERELY TO DO THE STANDARD HANDLING AS IF HE HAD MANY PLUGS IN RESTIMULATION, some truncated half Way, some holders here, some plugs over here, maybe. And you have to do the assessment and very carefully pick the area. Run one, or the REST OF ONE that hasn't been run, until you get a nice F/N and relief and leave it there.

And in the next session take up the next most interesting thing to run and so on. And they will probably come up as RUDIMENTS. But these are repair actions. They have to be done VERY PROFESSIONALLY, so you DON'T GO INTO TRYING TO HANDLE PARTS OF OTHER PLUGS THAT ARE IN RESTIM and doing the same thing "cooking up" a whole overwhelm of the case. We have done these reviews and you can see some of the folders in your training. Ok? That's the REVIEW.

And then, of course, the RETURN program is to continue handling those plugs and stacks that were Not HANDLED before. Ordering it up on the case and getting it down to where he is in PT. In other words: ALL THE AWAKENED AND RESTIMULATED PLUGS HAVE BEEN HANDLED AND HE KNOWS WHAT HIS STACK LIST IS. And then you can carry on with Standard Super NOT's using the plugs and stacks and the interest and so on as I told you before and then he is on his ADVANCED program again.

Now we have covered the main things here that I wanted to update you on since the last briefing. I covered these (on # 4) briefly but I did not give you the IMPORTANCES of them, showing the liabilities of what happens if you run Super NOT's incorrectly. The action of a Preclear losing interest in Super NOT's, a Pre-OT losing interest in Super NOT's, is merely one or the other of those and probably the second one, that he has removed some of the top stuff and maybe some of the lower stuff of the org board too, but he's not been run on his OWN STACK LIST. It's been run on somebody's automatic idea of what he SHOULD RUN.

And so loss of interest in the Super NOT's case is another review action that you can handle just by FINDING THE STACK LIST THAT HE IS INTERESTED IN RUNNING and not just running something like a body part. Like: "Start with the right leg and run up and find anybody there and then up here..." No, no, NO! The Org Boards are connected ALL THROUGH THE BODY. Some of them are localized, and some of them are up and down the spine and in various places, and outside the body and inside and so on.

So you don't keep the interest of the Pre-OT if you're just running it by structure. You must run it by HIS THOUGHT, which is MONITORING the function of the stacks and the plugs and the structure of the body and the structure of the plug Org Boards, you see? WE KEEP the interest of the Preclear. That's one of the prime ingredients in doing successful auditing. Remember the definition of "In Session"? "Willing to talk to the auditor and INTERESTED IN HIS 'OWN CASE'". In this case he is interested ALSO while he has these CASES OF OTHERS. But it IS HIS. He is carrying it around. It is there. It reads on the Meter. It's not his "individual" shall we say, he's Clear, yes, we know about that, but he IS CARRYING THIS STUFF AROUND. So he's brought you this case. It may be to him a 3rd and 4th Dynamic case, but he's got it. And it's his. It is a reflection of the other Dynamics as mentioned in the last tape. It's the "other Dynamic aspects of Clear" from "Clear on the 1st Dynamic". Now he must "clear up" the REST of his Dynamics in regard to the thetan Universe.

Now, I'm going to break into some new territory here, which was only covered very briefly on the last lecture. And this has to do with the composition of Pre-I plugs. Now, in the last lecture I gave you some very amusing examples of plugs that could be composed up from the area of Incident II. And these are something I think everyone has run into. They are very familiar to people. However, the holders of these, and also complete plugs, are sometimes, and in fact I would say, as you get through the Incident II plug areas, you will find more and more of these Pre-Incident-I plugs.

Now what is a Pre-Incident I plug? Well it is a plug that has been MADE UP ORGANIZED. MADE ON TO AN ORG-BOARD. Composed of BTs and Clusters. MADE SPECIFICALLY TO DO CERTAIN HATS ON THAT LITTLE ORG-BOARD AND "FROZEN IN TIME" AND THEN ATTACHED TO A THETAN AT SOME POINT ON HIS TRACK, perhaps Incident I, later, or even up into Incident II. BUT IT IS COMPOSED ENTIRELY OF "FROZEN" THETANS, WHICH HAVE BEEN DOING THE SAME THING AS THEY ARE NOW STUCK IN SINCE BEFORE INCIDENT I.

This is the Pre-Incident I Experimental Area we talked about in the last Tape (TB # 4).

Now, as you get to these areas you find that the normal 'Incident I' and 'Earlier Universe' and so on do not quite blow a Pre-I because there is something else there. Some other BPC and that SOME OTHER BPC happens to be this VAST AREA OF TIME BEHIND INCIDENT I. Well, of course Incident I occurred at "start of track". Of course, FOR THE THETANS, THE BIG THETANS, Yes it does. So he (a big Thetan) doesn't have "time" particularly behind that. Expect, remember: If the track began EARLIER for some OTHER THETAN then THEIR TRACK started back THERE. So some of these plugs, these Pre-Incident-I plugs, date back, so far, from 4 to 7 1/2, or even more, QUADRILLIONS OF YEARS ago. But that's the usual range. If you just indicate: "4 to 7 quadrillion?" - you will get most of them really cooking and coming alive and saying: "Oh, Yeah, that was me! Oh Yeah! Oh wow!"

Now I want to give some definitions and then I'll show you how this is also an "Earlier Similar" to the Incident II, because there was a CAPTURE - from Earlier Universe! In other words: Those Thetans were "whooshed up" with something very much like a vacuum cleaner and Whoop!, caught. What I'm saying is, it's like the FUNCTION of a vacuum cleaner but to "whoosh up" THETANS rather than dirt. Captured and put through these experiments and made then into plugs. And this resulted in some "standard plugs" and some, sort of, "experimental" ones.

Now you say: "Wow - that's interesting. That's not covered anywhere." No it isn't, but you WILL FIND IT IS COVERED ON EVERY ONE OF YOUR NOT's CASES and that's why it is there and is the final barrier to finding out "why you lost Your abilities" and "how this tricky game of implanting was made up" and so on. It is the last barrier. After this, when these are all handled you can confidently say that the person will obtain the EP of Super NOT's, and he will also understand everything concerning his own universe and what happened in it. He will be able then to go and handle other things in "2nd" and "3rd" universes and other universes. And there will be other levels. But right now we're interested in: "What's IN the Pre-I plug?"

Let me give you the definitions first so you can follow what I'm talking about. And these words are made up to be familiar to people on this planet at this time, so that auditors can work with them. But you will find out, as you work with them, you will ALSO groove-in the various BTs and Clusters. And if you intend the right actions with these things, the right... as I say... a "Vacuum-cleaner", but you can INTEND it as a thing to"Whoosh-up" or "pull-in" or to trap thetans, and they will "get it" and they will answer: "Oh yeah... that... I have that!"

So, it is just a communication device, to make it easier for us to C/S and to write the notes in the folder, so it's a short hand for us, just like the rest of the Scientology language, abbreviations and so on, generic terms, such as PTS, ARC Break and so on. So, what are some of these terms? Well, let us start off with.... PLUG: You understand Plug? That is: "An organized group of BTs and Clusters which were put together by either impact, injury, etc. OR intention of an implanter, to operate as a sort of combined unit or an org-board, and it has holders at the top, and sort of junior thetans at the bottom, who are just being something to do with its function, being even mass or

weight in a bag, or being a cell or whatever." Ok?

Now, the STACK, of course, is the way this is "stacked up" on the Preclear's (Pre-OT's) case, and that means it has to do with the Pre-OT. So, he has been having trouble with this area, or has wondered about it. Therefore, to him, it appears like a "stack of charge". But it could consist of SEVERAL PLUGS just as you can have several weights, you know? Those little pieces of metal on a scale-balance, and you have 5 little gram weights on a scale-balance. That would be five PLUGS, and the STACK would be "what the Pre-OT thinks is holding him down", and as he removes each one of these plugs, the scale-balance comes up. It comes up! He feels better.

OK. Now, on these Pre-I plugs, you are going to find the following things: This "vacuum-cleaner" I talked about We call it a "Hoover" and the incident is called "Hoovering", and it is the first or most earliest, usually. The earliest incident on these Pre-I plug thetans. They were "hoovered" out of an Earlier Universe, or "vacuumed". The actual instrument used was itself composed of BTs and Clusters and it looks very similar to one of these outside speakers, or amplifying speakers, which you see attached to poles around a crowd in rock concerts or in public lectures.

You know, the big bell, four sided bell coming out, and the round ball at the back to contain the speaker amplifier. So, it looked not unlike that, or similar to it. Composed of BTs and thetans, with a nice "black hole" Cluster in the middle of the bell inside, and this little "golden ball" inside of that, which was very attractive, and kept putting out a message of "Help me to play this big game, I don't really understand it...." Or similar flows anyway, to PULL THE THETAN IN. Very aesthetic and so on... The black hole... Now, what was the "black hole" Cluster? Well, that's a Cluster that is pretending to be a negative energy. It's doing an "implosion" all the time. It's pulling in, pulling in, pulling in. It's pulling in all things, energies, thetans, and so on. It's like a giant... well, just like a "black hole star" suctions in all kinds of mass, energy, thetans, everything like that.

But it's really a Cluster, which has been PROGRAMMED to do this. And so every thing goes black around it as it gets sucked in there. It just turns it black, because it's now going negative from what it WAS doing, and you find it as the "attraction point" of the TRACTOR AREA which is holding a lot of these plugs together. You find a "black hole" in it. It may occur first to your vision like a little spot, but if it is down on the bottom of a plug, it could be holding the whole thing together, in a sort of "maintained force" area. It is NOT the HOLDER OF THE PLUG. You understand? NOT THE TOP OF THE ORG-BOARD. It's not likely that it is the top of the org-board. And it could be just put in there to give cohesion to the org. They don't usually have much to do with the SUPPRESSION of the plug. They are just sort of automatically charged to just "pull things in", like glue, Except on a SUCTION basis. So, the "black hole" was in the middle of this "Hoover", and it pulled the thetans in to this little "golden attention unit" point, which is giving out the nice aesthetic message. When they were captured, they would then he taken to the "experimental area". And this is... this is "earlier similar" to Incident II, 4 to 7 quadrillion years ago....

These guys were "hoovered up" out of their own Universe and they were usually kept in a thing

called an "Electrosphere". An "Electrosphere" is a large sphere which has a magnetic charge on the inside, an electromagnetic charge on the inside, so the thetan cannot touch the wall. He feels repelled by this. But he also doesn't join up with the other thetans inside. So, you eventually, essentially, get a thing like one of these giant "gum ball machines", if you picture it that way... it's a lot of thetans inside of a giant sphere, and they can't quite get out and they can't move either because of how they're pressing up against each other, and so on.

But they are held in this. And it's kept at a LOW TEMPERATURE (cold). All right. That's the "Electrosphere". And then they are put through various "processes" to make them "amenable" to being Clusters and BTs in PLUGS.

The first, or ONE of these, (we don't put them in order because each one may have had a DIFFERENT EXPERIMENTAL TRACK), but usually these ARE the things which may have hung the guy up, you know? Like the "Hoover" is the earliest one. And then the "Electrosphere". Got stored in the "Electrosphere". Ok. Then they could be put in something we call the "Spin-drier". The "Spin-drier"... you know? Like a spinning machine to dry your clothes out, right? Or a centrifuge, if you like. But the "Spin-drier" was to IMPACT THE THETAN WITH OTHER THETANS, MAKE HIM MORE THAN ONE, and to spin him with this tiny amount of mass that he had been being attached to another, or mocking up something, or the other being mocking up something. A tiny amount of mass, but you spin it now at a high rate of speed in this "Spin-drier", and it makes them feel VERY HEAVY. V E R Y HEAVY.

So, he was then given the idea of "mass", and he could then BE MASS. He was ORDERED to "Be heavy", "Be mass". And some of these guys think that they are as heavy as lead, and some of them, them are as heavy only as water, and some of them are as heavy only as a light gas. But there are different DEGREES OF "HEAVINESS" to these little "jelly bean" thetans. That's how I call the ones that are there in the plug just to be "mocking up mass" and to hold the thetan down, and keep him from doing OT abilities. These "jelly beans" in the plug are usually grouped together in a BAG or CONTAINER, and they just have MASS.

They have the FUNCTION of being mass. And these are what I call "jelly bean thetans", because they look like the jelly beans in the jar you see in the candy stores. There they are. Separate. Just like sort of "being in a container" and "being massy". Usually you can run them easily, by WAKING THEM UP, RUNNING THEM BACK THROUGH THE SPIN-DRIER, THE ELECTROSPHERE, and the Hoover. And they go: Pfffst!.... "Free! Wow! Yeah!" THESE GUYS HAVE BEEN THAT WAY EVER SINCE 4 TO 7 QUADRILLION YEARS AGO. THEY WERE NOT AFFECTED BY ANYTHING ELSE IN THE UNIVERSE. That's what they've been, and they are FROZEN IN TIME. Just like the "Enchanted Moors" in the song.

Some of them were chosen to be more "exciting" parts of the plug. Some of them would emit flashes of light, or flash some kind of "message" to the thetan, or into the cells, or something. These were put on to a thing the "Sun-Lamp". It's just a filament, a GLOWING FILAMENT actually. Just like what you'll find in a lamp or in an arc-light. THEY WERE FORCED ONTO THIS,

ELECTRONICALLY. Once they had a little mass, they could get sent through a wire or along a wire or channel.

They'd been put onto the filament, and told to duplicate that, you know? "Be it." "Be a light." "Be a light." We found a lot of these guys that were put on the "Sun-Lamp", being stars and so on. So, apparently, the thetan would "think" he is exterior, but was only looking into an area composed of BTs being little "stars" and so on. He thought he was exterior in the universe, but he wasn't. He was just being in one of these plug areas, where the guys have run through the "Sun-Lamp" and sparkled, they gave off a little light and so on, and twinkled like stars, but they are just BTs.

And of course, every BT has usually another one STUCK TO HIM, so he has to spot the one STUCK TO HIM IN HIS VALENCE so that he can loosen them up. I mean, once you've not the guy single, he's pretty handled. So, in actual fact, the term BTs and Clusters is a little misleading, because every BT, until he is free, is really a Cluster. Let's put it this way... They may have just been ADDED TO HIM ONE AT A TIME DURING THESE EXPERIMENTS, and to put them in HIS valence, and the guy who is left in charge, IS THE "ONE". The others are IN HIS VALENCE, because HE ISN'T in the valence of another, because he would be one of the guys "down the line" and you'd be talking to the other guy, The one you ARE talking to, he looks, at the last point, he looks for PEOPLE IN HIS VALENCE WHO ARE ATTACHED TO HIM! Ok?

Now, we've got another thing. I've told you about the "jelly beans". That's the way these thetans are when they appear, just sitting in a bag... or something. But, what's this bag? Now, that's a "Bag-man", and these are the thetans that were PRESSED DOWN VERY FLAT AND MADE TO ASSUME THE SHAPE OF A BAG OR A HOLDER OF THESE "JELLY BEANS". Now, you can find the "Bag-men" are LAYERED. They're exactly like a plastic, clear plastic, garbage bag, or a black plastic garbage bag, depending on what way they were made; transparent, or invisible, or dark. But they look exactly like a big plastic bag, and they contain all these jelly beans. And why don't these jelly beans get away? Well, there are LAYERS, first of all, of the guys. Each "Bag-man" is a separate individual, but he is layered as a Cluster, like each layer is separate but there are about 7 or 8 - 6, 7 or 8 bags put around these jelly beans.

So, 6, 7, or 8 bags around, and each layer of that bag, each layer of it, IS AN INDIVIDUAL, and they are clustered together as a bag. So, you have to separate the layers out and then you can audit them.

Now, you might find it hard to handle these guys, because you might find that they are securely TIED at the top. Like with a garbage bag, you might tie the top of it, to stop it from over spilling its contents. And this "tie" you will find is a tiny beautiful little thing, such as a string or a chain. And that's why we call it a "String Cluster". And those are thetans who are linked one to another Cluster, being like a piece of chain, or holding together, just like as if people were in a chain, one holding the other's leg and the other holding the other's legs and so on, in a CHAIN. All these thetans were forced to do this in an experiment, and they were made into a Cluster like a chain. We call it a "String-Cluster", or "Chain-Cluster". And they are TIED AROUND THE TOP OF THE BAG.

So, when you get to the "String-Cluster", you handle it as a Cluster of individual thetans who were put through this incident, to make them that way in Pre-Incident I, 4 to 7 quadrillion years ago. Ok? Run the incident... Bam, bam, bam! Before that, they were maybe in another experiment. Before that in the spin-drier and the electrosphere, and they were maybe hoovered up, and... Pum! And they all go! And then the bag opens up, and the thetans come out or start to wake up "Oh!" "Ah!"... And then you take the bag-men. You say, "Ok. Outer-layer bag-man." "You've got that incident where you were made into a bag?" "OK!" "Go back there." "You were in the... electrosphere... Hoover..." He goes...! And then the others, until all these guys wake up inside the bag, the jelly beans, and they just go: "Wow - Wow!" "We are free!"

YOU HAVE TO WAKE THEM UP SOMETIMES, and you sort of put a little command there: "Ok guys, you wake up, and wake up the other guys now." And you tell them: "Ok. The game is over. The game is over." (Tone 40).

END SIDE 1 TECH BRIEFING # 7

Ok, this is side 2.

We were talking about the "bag-men" and the "jelly beans". And as I said, when you take "String-Clusters" from around the neck of the bag-man and you take the layered bag-men off, then the jelly beans will all be able to run back through the electrosphere containment after they run the centrifugal machine, the "Spin-drier", and then back to the "Hoover" and their capture, and go free on "earlier universe". And they'll probably go off as an "assembly line": You just start it going on one end and wake them up and: "Wake up your buddy, and tell them about this and this and this, and go back and find an Earlier Universe 4 to 7 quadrillion years ago." And just keep your attention on them doing that and you find they go off like a cloud of smoke, and you can get rid of thousands and thousands of these guys - totally individual, and totally free, if you also indicate to them: "Look for other guys stuck to you during these experiments, and when you were captured." Have them locate that, and they will all go off, and no problem. They will all leave because they are single, individual, free beings.

Now, You have the same thing: Some of them may "stick to the wall", and you have them find the guys stuck in their valence they didn't spot. And if you find a guy who needs an orientation, or if you find them needing some BPC handled from a game, or from earlier universe, ok! Go ahead! But I found that most of these are pretty smart thetans. They were just captured and then "frozen" since Pre-I, and they just immediately "wake up" at the SAME ABILITY OR AWARENESS LEVEL THEY WERE THEN, before they were captured and they go - Pum! - immediately back to that area! I think they've maybe learned not to get trapped again, but - I hope they have anyway - by listening to the others getting handled - but, anyway, they leave quickly. Now, ok, I gave you an idea of something that can be there. These are the ELEMENTS of the plugs. Right?

Now, another thing that can come up besides the "normal" org-board functions. Now, these we were already talking about; the strings and bags and string thetans, string Cluster, bag-men, jelly bean thetans, and all these Incidents of the Pre-I. And those were sort of like the "standard assembly line" to make up these plugs. Now the plugs have DIFFERENT INTENTIONS and therefore your more "top of the org-board guys" are the HOLDERS, and the people who are "in charge" have certain other functions. All right? By the way, some of these "jelly been guys" are maybe put into a thing and being used as a sort of memory bank, or file, or some kind of data storage area.

So the jelly beans CAN be used for other things rather than just mass. They may STORE PICTURES OF SOMEBODY and so on, you understand? But, basically, they were made up to be mass. And the lighter ones sometimes are used sort of like a computer, or... "data storage bank" for some other guys in the org, in the plug, ok? They may even store data about YOU! Yes! Yes! Ok!

Now, so... let's find out what the other guys do: The MONITOR is an important beast. The "monitor a thetan" is one of the usual types of plugs. You have a whole plug that was set up to MONITOR THE THETAN'S ACTIVITIES, or to make him BEHAVE IN A CERTAIN WAY, or BELIEVE IN A CERTAIN WAY, and attached to the top of the plug usually near the top, or at the top on the org-board is this thing called the MONITOR. The monitor, quite often, can be a Cluster, yes, and it can be a BT which has a couple more stuck to him in his valence, but it's usually a pretty powerful guy, and is usually either monitoring one way or two ways, and sometimes, three ways.

When we say "one way monitor", we mean he is taking whatever occurs in your universe and relaying it somewhere else. Ah... usually, to the original implanters who made up the Pre-I plugs. Anyway, you say "That's weird!" Well! You have to realize that ALL THE IMPLANTERS ARE STILL AROUND! So, THEY CAN STILL GET DATA FROM THESE GUYS! Now you start to see the game! Now we can get data from them, right? SO CAN THEY. Ok! Now, the monitor - it could be a "two way monitor", which means that, when you find them, and you find out he is sending information about you away to some terminal in the implanter organization, you also find out that when you audit the guy a little bit, he moves kindly off to the side or gives you the sight, or he blows or whatever, and you find you now have a direct telepathic sight line to the implanter org, and you can pick up whatever they are doing at the other end!

If it was a two way monitor in use, then you will find out that you now are directly connected to the guys who were trying to make you PTS, by activating your plugs. Yes, yes! And YOU CAN NOW AUDIT THEM if you want, or you can say "Fuck off!" So, that's a TWO WAY MONITOR. So there it is open on both ends. You can find out what's happening at the other end, and they can find out what's happening on your end. But once you handle the monitor, YOU'VE GOT CONTROL OF THE LINE. Do what you want with it! Ok? Now, a lot of these monitors, when they realize the game is over, and the whole of the plans of the Pre-I implanters, and by the way, the "PTS to Xenu" button works there just as well as it's the same guy, of course! This IS HIS PLAN, HIS

set-up for the whole take-over of the universe: Take the thetans which were "easily subjected" in the shall we say "Third World Universe", hoover them up, make them into various complicate designs that thetans couldn't figure out, and come over here with incident I into the game which was going on at the time, let's say "bringing order to MEST", the "CIVILIZING GAME".

And then taking the Big Thetans and sucking them into Incident I and implanting them with these bloody plugs and other beings, and making them come under control. So, the difference here is that SOME BEINGS WERE JUST CAPTURED OUT OF THEIR EARLIER UNIVERSE AND MADE INTO PLUGS, WAY BACK THERE. They were never anything else! THE OTHER BEINGS WERE PLAYING THE GAME WHICH GOT "INFRINGED UPON", or were trying NOT TO BE UNMOCKED or TAKEN OVER BY THE Implanters.

Now, usually, with the Pre-OT, you deal with that kind of being. He's been playing the other (civilizing) game and he got "zapped" by the implanters. And that's the most usual thing, although YOU WILL FIND SOMETIMES PEOPLE WHO WERE WORKING WITH THE IMPLANTERS ALL THE TIME, and THAT was the "other game" that was going on. So, you can also handle them, and sometimes they want to turn around and play the other, "freeing up" game, or "Scientology" or the "New Civilization". Sometimes, they just want to go back and kick the implanters in the ass for betrayal. And sometimes, they just want to go on a tour, or leave the universe, or make their own game. But that's up to them.

But when you handle them and you get all their BPC off, they're singled up, and they realize IT WAS A BAD GAME. (Yes, yes.) It was bad game to play with the implanters. A lot of "promises" and they ended up being a monitor BT or something on the top of a plug for the next five or six quadrillion years. NOT a good name. Ok?

This is just an idea, so you don't get confused when you look into this. JUST DON'T BE AMAZED AT ANYTHING YOU FIND. "String of pearls" This is a bunch of thetans that were made up to be little balls. And the trick of holding these guys together you know, they are like a chain, they are not holding each other. They are made to have a HOLE in them, like a string of pearls, and they have a "chain thetan" threaded THROUGH them, you understand? So... they are like a string of pearls. But the 'chain' is going THROUGH them, in the middle. You don't see it at first. THAT'S WHAT'S HOLDING. That's why they can't get separated, just like a string of pearls.

I told you about the black hole? Ok! Now, the Sun-Lamp, Monitors... MONITORS ARE VERY IMPORTANT TO GET OFF OF THE CASE, BECAUSE THEY LEAVE THE CASE OPEN TO FURTHER "RESTIMULATION" AND "IMPLANTATION", "SIGNALS" AND "COMMANDS " FROM THE IMPLANTING ORG, OR THROUGH VARIOUS DRAMATIZATIONS OF IT IN THE SOCIETY, OR THROUGH KNOWING - KNOWING RESTIMULATION, SUCH AS IN "BLACK NOT'S". So, when you get a monitor, you may spend an hour handling the monitor, or an hour and

a half with the TA not moving so much. But, boy!... when you get him handled, Wow! And the whole plug comes apart... Poom! And the Pre-OT feels a lot better! Ah, yes! Now, what if the monitor is CONNECTED to other shall we say monitors, ALONG A CHAIN OR NETWORK IN OTHER PEOPLE'S UNIVERSES AND OTHER AREAS?

We have definitely found monitors on the case connected to monitors in implanting organizations, or just the "Tower of Basel" or even an old implant station which is still there! And this was sometimes "monitor spheres", looking very similar to the old astrologists', witches', and mediums' "crystal ball". Within the "crystal ball" there were actually TRAPPED THETANS, CLUSTERS, and INDIVIDUAL THETANS. And that was a big "monitor sphere". It would monitor several of these other monitors or many of them at the time, or at separate times, per program. Now, this is NOT REALLY "in the Preclear's universe", but he finds it, because the monitor says: "Yeah, I was reporting back to the sphere, and that was relayed to the implanters."

Ah Ha! So... What do you do with this? Well, we've found it's VERY HELPFUL that it's part of a plug because it's connected (you don't HAVE to run it on the guy, if he doesn't feel up to it and so on) it isn't REALLY in his universe. BUT it's fun to exercise now, your shall we say, your "aggressive tendencies" as an OT, to do the job of taking apart some of these mechanisms that are making people aberrated. And YOU CAN ACTUALLY AUDIT THAT SPHERE, once you have a line to it by having the monitor turn it over to you and "debriefing" on it and so on, and you know now how it works. YOU CAN RUN ALL THE THETANS OUT OF THAT SPHERE, AND DESTROY THE SPHERE, the monitor sphere for the implanters, AND THEY CAN'T MONITOR ANYBODY WITH IT ANYMORE!

Now, we FINALLY have a chance to get back at them, ok? You also find that in some of the implant stations you might get connected up to in session, there are STORAGE HOUSES Of THETANS STILL IN ICE, STILL FROZEN IN ALCOHOL AND GLYCOL FROM INCIDENT II! They're STILL there. Being used as, shall we say "reserves", you know?...."Got to have your reserves in case some of the thetans go free. You've got to have some more to put down and monitor more people and so on like that, and that's why you've got to keep the population small, in these slave societies, because you haven't got so many BTs and Clusters and plugs to monitor the people with, and you don't want to exceed the number of individual bodies you have because, if you have too many bodies, you don't have enough plugs to go around, and you can't keep control of them."

AND THAT'S THE WHOLE REASON for "OVER POPULATION" SCENARIOS. "Sorry, we've got too much population. We've got to get rid of some of these people." THE REAL REASON BEHIND IT ALL IS THE IMPLANTERS DON'T WANT TOO MANY PEOPLE BECAUSE THEY CAN'T CONTROL THEM ALL. Ok, so... if you find these reserves, you find that most of them are in a state of the "Capture of Incident II", OR they may have been saved from Pre-I! (The "capture before Inc I" and the "electrosphere".) And boy!, you can get them running on the track, and just start having them blow off by the MILLIONS. I advise you to do this, because the more you get rid of the "reserves" of the implanters, the less trouble you are going to have in the future with the implanters, and the less trouble you are going to have with plugs and something like that.

And you also are FREEING THETANS, which is our purpose. Ok? It's just a possibility. You don't HAVE to do it if you don't want, but I tell you, there's a lot of fun in doing this. It's sort of "Now we have a chance to strike back at these guys, and take away THEIR reserves, like they were taking away OUR reserves!" Yes, Yes!

Ok. What do we have here? Some examples of some Pre-I Plugs and why they are so important on the case. Well, let me give you another example you will find on the case usually. It's also a "plug". For instance, a giant, you find it's mocked up in Pre-Inc I Experiments, like a GIANT CRYSTAL BODY, made of THOUSANDS of tiny "honey-combs"... and it's about TEN FEET TALL too, and that's 3 meters high, a BIG CRYSTAL MOCK-UP Of A BODY, You know? Doll body, meat body... it doesn't matter, because the thetans were introduced into these little "honey-comb cells" on it all over. The crystal was like a honey comb. And... they were used (and this is one plug, for instance, this whole structure)... and it was used to "connect" to the other thetans in the other plugs on the case, to plug THEM into THIS ONE. This one is like a giant "socket".

So these insured that the plug thetans were under control. Each "plug" would be plugged into the "socket", and it would affect that part of the body if restimulated. But it, itself, is just ONE PLUG. So that way the "crystal body" or the "honey comb" plug. Ok?

There are other ones. One interesting one makes you understand all the "Eastern religions". It's actually a plug which is composed of several BTs, or MANY BTs and Clusters, in the shape of the "Chakkras" of the Eastern religions. There are AREAS OF SUPPOSED LIFE DOWN THE SPINE. Well, it's six or seven Clusters, put directly on the top of each other, looking like the human spine. And on the top of that, there is a GOLDEN CLUSTER LOOKING LIKE A SKULL (a "Totenkopf"). A golden skull. And, of course, this is the "Crown Chakkra" or "Golden Chakkra". The one they think in the East is where the guy (or thetan) IS, or something. But that's JUST ANOTHER CLUSTER, and it's usually COVERED TO THE THETAN'S VISION FROM OUTSIDE OF THIS PLUG, and it maybe STUCK IN THE BODY.

But if the thetan is exterior, he doesn't see this particular "golden skull" and the "six or seven chakkras" in the spinal area. It's not ALL of the body. It's just these Clusters and the skull. On top of that, there is a whole field of "flower-looking" things, which I called "Lilies of the Field", and it's ANOTHER CLUSTER, which is a bunch of little thetans, being "Lilies of the Field". But, on the top of that, comes a "rod". A "crystal rod" or "transparent rod", going up into the sky, and inside that "rod", there is another bunch of thetans being an org-board! Yeah, like an org-board. A function-board. They are supposed to be different parts of the IMPLANTER ORG-BOARD COMMAND SYSTEM. And it is "rolled up". It's a FLAT Cluster rolled up into like an org-board, stuck inside the "crystal rod", and the "rod" is held by a hand up at the top. And the hand is, of course, the "Hand of God". Yes!

All of this is BTs and Clusters, but it's a whole plug, all the way down, from the "Hand of God" all

the way down through the "rod", through the "Lilies of the Field", through the "golden skull" and to the "Chakkras" down in the bottom. THAT'S A TYPICAL IMPLANTER PLUG, almost a "Standard" plug. I found several of those. In any case you run there may be MORE THAN ONE, or there may be JUST ONE, or it may NOT BE THERE AT ALL. I will tell you why in a minute.

Another example is the "pyramid". The "pyramid cults" of Egyptians, Masons, and so on, go way back to this particular plug. So, they're just a PT DRAMATIZATION OF WHAT THESE PLUGS ARE. It was supposed to be a "body for a thetan", and of course, on the top, there was a cap on it, a capstone, black, which ONLY TOOK ORDERS FROM, you guessed it, XENU. And it's a "cap cluster", which was supposed to be the top stone of the pyramid-looking thing, and right under it, a thetan was supposed to sit, and the thetan was of course, the "All seeing eye", you know? The thing on the U.S. dollar bill, on the back, there is a pyramid with an "eye" in it. And the thing was supposed to be under control of this "cap" and the "cap" was supposed to be on a monitor line to Xenu and the implanter org that was doing the Pre-I Experiments. And below is the rest of the "pyramid", which is not composed of stones and blocks, but is composed of a bunch of "jelly bean" thetans, and glued together with "gluey, tight thetans" in this pyramidal shape, and that was supposed to be the "mind" of the thetan. So, when he goes exterior, he was supposed to be given this "pyramid" mock-up. He was supposed to think that he WAS THAT. Any way, this is another plug.

And there is also the "perfect body" plug. It's a series of Clusters and BTs which were made up to be supposedly "perfect bodies", and, of course, they all have a MONITOR running them. So, if the thetan desires to inhabit one of these "perfect bodies", and puts it into his meat body, or his own mocked-up body, or carries it around with him, HE IS ALSO BEING MONITORED. Ok? So, those are some of the plugs you may find.

You should realize the monitors have been there since 4 to 7 quadrillion years, and their data is VERY FRESH when you wake them up and get them talking. They HAVE been working "automatically", but WHEN You wake them up and get them in comm, and get them to CHANGE SIDES, they will give you ALL THE DATA: If you debrief the monitor, they will tell you how they were made, and how the plug was put together, and what the purpose was. So, I don't tell you too much. Just to give you an idea and you will find all the rest for yourself.

But, apparently, there were THOUSANDS of "experimental" plugs, so on any case you may find any of these "experimental" plugs that are very weird, and nothing like what I've described. And there maybe some other weird things, like "Alice in Wonderland" type things, you know? That's why we call this level "Alice in Wonderland". You get into it on the seventh "Chakkra" down the spine and find out the whole thing which is going to be there as you go up toward the "top" of the org. Wow!

Ok! So, anyway, there are maybe THOUSANDS of these experimental types, but we've found that there were also about a hundred or so, or several hundred, "standard plugs", that were used very much during Inc I, and to confuse thetans with. The "perfect body", the-"Chakkras", the "Golden

Skull", the "Crystal Body", and the "Pyramid" things, apparently were pretty standard. There ARE others which are "set up" in other ways in other cases we've found, but these are a few of the "Standard" ones.

You WILL find maybe MORE THAN ONE on a case. Sometimes, there are "reserves". Like you run out - let's say one of these "perfect body" plugs and you find ANOTHER ONE! And Wow! And what should I do in this case? Because you are running the sessions and you are only supposed to run ONE PLUG PER SESSION. Well, you can do it either way: If the Preclear has not enough horsepower, and says: "Eh, there's something that's stopping the F/N here and so on, and it looks like another, just like the one I ran before!" Well, if he's not up to it, handle it in the next session. But it's better, if it IS an identical one and it's coming up to REPLACE the one that you've just run, and therefore to make the guy think that he never made a case gain, then you can go ahead and run it. And you will find usually there is maybe two or three. And in some cases, I've found a "magic number". They like to make SIX. Six plugs exactly the same.

So, sometimes...., but the 2nd, 3rd, 4th, 5th and 6th, they run very easily, because you know the entire structure, and you just contact the guy at the top, and - Zap! - run them off. The rest of the guys, sort of... "Oh.. Yeah!" And the next ones are listening already, so.... it gets easier and easier. Then you have a REAL Floating TA when you get rid of all six! And this is with the "old magic numbers". Ah? - six, six, so, they really INTENDED those numbers. In fact they are printed around, and pushed around in this society, and are supposed to and INTENDED TO KEY-IN THESE PLUGS. Nobody better believe anything else!

These numbers are there to key-in those plugs: six, six, six. I mean, six plugs of the "perfect body", and the six plugs of this.... key-in! So, anyway, it's starting a whole "one-world" put together! Ok! Now, we've gone over that "standard plugs" examples. Ok

The monitors... a 3-way monitor... I didn't describe that! A 3-waymonitor is something that is set up between you and another, and also has a "tapped in" line from the implanter org! So you may have a monitor line from you, say to a person you know. An old back track twin, in some org-board game, or something. (By the way, Tech Briefing No. 5 is interesting for those of you who want to know more about this. This is the way the implanters "think" and how they handle the people they captured who were against them, and what you might find on those kinds of cases.)

So, it's an interesting area, but it shows up in the "3-way monitors", where you and a buddy of yours who were on the track or something, are monitored by connecting a monitor between you and him, with a "3rd party" on the line from the implanter org. And he is pushing signals out, keeping you two guys from getting back together, because, maybe you were VERY destructive to the implanters at one time. So it keeps you apart by having the MONITOR between you and him and pushing 3rd party signals down the monitor line. Ok? It's like a 'Y'. It's THREE ways: Between you, your old friend, who you hate now probably, and the implanter org. Nice 3rd party arrangement! That's three way. Ok!

One thing I want to mention before closing. About plugs and things you might find on them: Some of these guys were cleverly mocked-up to HIDE from you, so THEY THINK YOU CAN NEVER SEE THEM. And some of them are hiding in "other dimensions", "other universes"... in other words, when you trace up the org-board, you find: "Well, I'm being held, well, I didn't know, it's... it's some great being from another universe.. Ha!" can't point it out or anything, so you just sort of get the INTENTION OF WHERE THE CONTROL LINES ARE COMING FROM, and you find that it goes into sort of an "invisibility field", and then, it goes around the corner or something, and disappears and then reappears around in a sort of "another dimension".

So, you can just check on the Meter: "Is this holder in another dimension?", "Another Universe?", ah, "Invisible?", etc. etc.... And there will be a read on something, and you'll get in comm with him. It doesn't matter, Once you spot him - just put your attention where it's reading, and - Pom! - he will come out of that, and you'll realize he was TOLD TO BE IN ANOTHER DIMENSION. It's not REALLY in another dimension. it's PRETENDING TO BE IN ANOTHER DIMENSION! So, that's the way that these guys tend to hide the lines back to the implanter org. And it's by having BTs who are on the monitor line, or the relay-points - BE IN OTHER DIMENSIONS, OR INVISIBLE. And A THETAN CAN BE ANYTHING! FOR ANY LENGTH OF TIME! Remember that!!

So, it makes it very confusing to the thetan to find it. If, say, the line goes into an "invisible" area, or into "another dimension", or "another universe".. . he goes: "Huh?" Also some of these will be "outside" of the thetan's universe, on these "monitor lines", as I said before, TO ACTUAL PHYSICAL AREAS IN THE 3RD UNIVERSE. Or maybe they go WAY BACK IN TIME to the original "implanting experiments" in THIS UNIVERSE! But, nevertheless, he will be able to trace it as his doingness and OT abilities are coming way up, and IN BETWEEN SESSION HE GETS REALIZATIONS OF MORE AND MORE AND MORE ABILITIES.

So, the Pre-OT gets HIS gains. He is WORKING AS AN AUDITOR in the session. Remember, he is the C/S AND THE AUDITOR if he is on Solo. He is the "auditor", and YOU AS AUDITOR ARE THE C/S, when you are auditing Super NOT's. But when he is on Solo, he is C/S AND auditor. Hah! Oh! Is he WORKING on these guys! IN BETWEEN THE SESSIONS is when he gets HIS case gain That's when he is really winning and cogniting and realizing new abilities and so on. DURING SESSION, he's getting wins from APPLICATION, AND FROM DOING AUDITING ON OTHERS. So, it's a total winning game, and totally interesting, if he stays on the right plug, and stack list. Or... if he will COMPLETE EACH PLUG and stay on the RIGHT STACK BY INTEREST AND READS. Ok?

Now, during the course of the universe, you will find that thetans have "shared" BT's.... with OTHERS, and that in various incidents and so on... the BT's have JUMPED from one to the other, or in the press of a crowd, or emotion, or 2-D or whatever! So, during the course of the universe, BODY THETANS and PLUGS and PIECES OF PLUGS moved around from one thetan to another, and sometimes they come back around, all the way, back to you some of your "own" that were originally put on you will go around or get stuck in an old body after you left it, and, as

thetans have taken a lot of different bodies and so on, you know? THE WHOLE UNIVERSE HAS BEEN MIXED! MIXED! Plugs have been mixed, because some of them are stuck to bodies (genetic line) and some of them are stuck to the thetan (theta line) and so on.

By the way, at the end of the "body's life-time", THE MONITOR LINE INTO IT WHICH DECIDES THAT THERE IS NO MORE "BIG THETAN" THERE TO HANDLE, or to try to handle, the "holder" of the Pre-I plugs at the "local" implant station decides this, you know? And the whole system of Pre-I plugs is supposed to "exteriorize" from the body and be "sucked up" to the implant station through the "monitor line", then it is COMPRESSED into smaller size and put back into ANOTHER BODY. A small body, like a baby, for instance.

So, it's very interesting, because these were their plans. They don't WASTE these BTs, They don't waste them under the ground in a "dead meat body". They zip out of the body at the point of death, and they are sucked back to the implant station, and they get zipped down on another person's body, that is just growing up. And this is shown very vividly in the idea of "2001", the little "baby" coming down in the "little ball" afterwards, at the end of the picture show. You know, "A Space Odyssey", "2001". That was the whole idea. That was a system of monitoring that they described in the picture.

The "big black thing" monitoring beings growing up and so on. And that was based on these implants, these plugs and monitor systems, etc. And anyway, that's how they do it. And that's why they want to computer control WHO are the bodies and WHERE they are, and to KEEP THEM IN A CERTAIN AMOUNT on the planet, monitoring them through implant stations, and satellites, up through a giant computer system connected up to the central implant Station.

The central implant station on, say "Coltus", a planet of Polaris, or one closer to Earth. In fact. they will try to use Mars, which explains to you the "ALTERNATIVE III" Scenario, you know? From the English book that "exposed" it. It was the secret idea that somehow, because of "carbon-dioxide building up in the air" earth people will set up somewhere else, like on the Moon or Mars and construct something like a base to save the "important people" in. Well, that was really the IMPLANTERS that started the.

And maybe, well... they took some Earth people and some "zombies" (psycho-drugged workers) to make them re establish to the old implant stations again, and the way they describe it in the book, it exactly fits. By the way, that station on Mars has been handled, but there ARE other implant stations ON the planet, which we all are having success knocking out, and freeing all their "reserve thetans", that are still sitting "frozen" in alcohol and glycol.

The interesting thing is, that the PATTERN they were using, the ORGANIZATION PATTERN for the computering and so on, the COMPUTERS THEY WERE USING CONTAIN ALSO BTs, to be

a "reflection" of the BTs and Clusters on the case. In other words, the top station monitor used a computer link to the case that was also BTs and Clusters in a circuit. A "live" unit! If they used another "normal" computer, THEY WOULDN'T KNOW WERE "YOU" ARE (because they need a "telepathic" connection to these plugs, and that can only be done with THETANS).

But, anyway, they don't have the right INTENTION in their "Org", but they do have an ORG-BOARD. The "implanter org-board" is NOT operated by BODIES. They are EXTERIOR. They've been around since Pre-I, and you can "turn them around" quite easily when they realize "the game is over", and they usually were "betrayed" and are very tired of doing the game that they are doing with Xenu. And they will try to "zap" you and "attack you", and so on, at first, under their "directions" (instructions or orders from Xenu).

But finally, they realize they can't harm you, and you just go on and audit them. They just audit like any other Preclear. They finally are blowing and THAT LEAVES A HOLE ON XENU'S ORG-BOARD. Just like he blew apart the Church, by taking everybody out that could have exposed him. Well, NOW YOU CAN DO THE SAME WITH HIS ORG-BOARD. You can take away all HIS "Loyal Officers", and his "implanter friends" from way back on the track!

SUPER NOT'S "CLEAN FLOWS" RUNDOWN

Now, this "flows" business and all this exchange has been going on through the universe, for many, many eons, and this game HAS been going on, on the 7TH DYNAMIC, whether people realize it or not. And, you will get to a point in this level where you will recognize your responsibilities for taking care of ANY plugs or BTs or Clusters that have got on to OTHER PEOPLE FROM YOU, or from those OTHERS TO OTHERS, and from OTHERS BACK TO YOU, and BACK TO OTHERS. You understand? There are "theirs" that have come to YOU, that are not REALLY yours, but you feel also responsible to handle this end of it. So, you CAN run it on a "3-Flows basis". If you run into it as a "plug", or it is "connected" to one plug you are running then you run it out on those flows. YOU JUST LOOK FOR "ANY BTS OR CLUSTERS CONNECTED TO YOU THAT WERE ALSO CONNECTED TO ANOTHER?", AND "OTHERS CONNECTED TO ANOTHER?", AND ALSO "ANOTHER'S CONNECTED TO YOU". Foom!... Foom! From each point of view, you know?

Back and forth and so on... and you run it out. And, you can run 6 more flows on it too: The flow OTHERS TO OTHERS, and OTHER TO YOU, and SELF TO SELF, and ANOTHER TO OTHERS, and ANOTHER TO ANOTHER, and YOU TO OTHERS, and back and forth. AND YOU FINALLY FIND A GREAT SENSE OF EXPANSION AND RELIEF COMING to you, AND a whole bunch of other people who suddenly, you don't feel any "bad emotions" about, or "mis emotions" about. Because, all of a sudden the lines are clean of the "third party" and the PLUGS and the IMPLANTS, and all that stuff. You understand? And so you can handle that.

SUPER NOT'S SUPER INT RUNDOWN

You can also do a clean-up of your own universe if you run into it, or if you are feeling that you are creating a little bit more of a "III case" than you need: Some of the guys are NOT BLOWING... or something. Or you can do it as a review action. It is simply to extend your attention and awareness OUT from THE CENTER, ALL THE WAY OUT THROUGH THE LIMITS OF YOUR UNIVERSE, AND, AS YOU GO OUT, SPOT AND HANDLE BY THE NEEDLE, ANY BTS OR CLUSTERS STILL STUCK AT THAT POINT, UNTIL THEY COMPLETELY BLOW. It's like a giant "Int Rundown", working on a basis, on a gradient, from YOU all the way out of your limits of Your awareness. It also includes in that: THROUGH OUT THE BODY AND THROUGH THE PLANETARY AREA, AS WELL, because remember, BTs can also "blow" DOWN or INTO THE PLANET and get stuck into it. As well as get "stuck in the wall", or "out in space", or at the "Van Allen Belts", so... ? Yes, Yes! You can also work it completely THROUGH THE PLANET. That's part of your sphere of influence! All this gives rave relief to Preclears and Pre-OTs, but if you are just running along, these things will probably come up somewhere in the level.

If a person, say, comes into Review complaining: "Well, I don't feel they are all leaving and so on." And then you can do one of these "9-flows" things, if they are connected to other's universe, to other people. You can also do one of these giant "Ext-Int Rundowns". Just run all the incomplete BTs and Clusters that are hanging around in his universe. But, again, ONLY IF THEY ARE INTERESTED AND IT READS WELL. Because I've found out that THAT IS THE WAY TO GO, TO KEEP THE INTEREST AND TO KEEP THE PROGRESS GOING ON THE CASE. Now, this is the WAY, let's say, the thing is sort of "stacked up" in the NOT's level. And don't be surprised if you're running a case, and you first run a whole bunch on Inc II plugs and so on, and they come off, and maybe an Earlier Inc I guy here and there holding it, and then you all of a sudden, you are in one of these Pre-I plugs! Wow! Nothing reads on "Inc II?". Nothing! You've got this PRE-I STUFF coming!

Usually on Solo, this is quite usual. You handle the whole plug and so on, and then, you maybe find some more on the next stack that have to do with Inc II again, It sort of "cycles" on the Time Track. Like any good process, or any good Dianetic type process. It cycles on the Time Track; you run a few engrams and go real early, and the guy will cycle back, and then you run some more, more recent ones etc. And we found that the cycle goes sometimes: He runs some from II, or maybe some PT things, PT monitors, and then, he runs II, and then he runs some Pre-Is and then runs more Pre-Is... and then, he' coming back and there are some more IIs! Some plugs that were MADE around Incident II, because RIGHT BEFORE INCIDENT II, ON COLTUS, THE PLANET WHICH LRH MENTIONS IN THE TAPE ON THE CLASS VIII COURSE, ON COLTUS, WAS AN ASSEMBLY POINT. One of the planets of the North Star the marcabian area.

IT WAS AN ASSEMBLY POINT, and they ALSO did some EXPERIMENTS THERE WITH PLUGS and making up some sort of more RECENT PLUGS. They are a lot "sloppier" and they are not as well organized. Some of them were made up of assassinated & frozen LOYAL OFFICERS and so on, to further CONFUSE other Loyal Officers, and there were all kinds of "Mock-ups" done there to make the Loyal Officers NOT WANT TO GET TOGETHER, AND NOT WANT TO WORK WITH EACH OTHER, AND NOT WANT TO HANDLE THE IMPLANTERS. But

this is covered more or less in Tape # 5: "What the implanters would do to a group, if they captured any members of the group that opposed them." Ok?

So, you WILL cycle on the track, as you run this. And back, and more plugs, etc. And on the next stack, you may find that there is some coming on Inc. II, and some more on PT, and then, maybe back, or maybe that stack is finished after one or two plugs. Sometimes, there are seven or eight plugs connected to a stack and sometimes, 20 or 30.There is no real rule on that. It's just how much the guy has collected and how much he has "ordered" his case in that way by his THOUGHT. How many of those plugs are there lined up by his THOUGHT ACTIVATION?

So, it will cycle, so.... don't be surprised if the guy is running Pre-I, and all of a sudden, is picking up present time monitors or something that has been put on rather recently, in the last life-time, say, or, even THIS LIFE-TIME. And then, he is running a plug which is made up from Inc II and was attached to his body, you know? And the body genetic line had it there when he picked up the body. And, another one was "intended" onto him, when he worked in the Church, you know? ANY POSSIBILITY OR COMBINATION CAN HAPPEN.

The point is: If you go precisely by the action of the assessment, the most reading, the interest, the stack, each plug; and then the next stack, each plug. If you go like that, all will come loose! And all will come clean! And, it will give maximum gains and minimum left by-passed charge on the case. And, I guarantee you, that after several intensives of this, ah... maybe it takes one or two, or maybe a little more sometimes, to get a guy onto Solo; but when he's done one or two intensives in this manner, he will be PAST THE POINT OF EVER BEING, SHALL WE SAY, "GOING TO GET WORSE" AGAIN.

You'll be past that point, and you will get up past that point, and you'll probably be at the point of... "Well, I mean, this IS the way to do it, and it's only going to get better and I can achieve everything I want, and I realize where all those silly fears, compulsions, etc., were coming from, and not only that, I've now HANDLED the guys who did it, and take care of their org-boards and stations, and I'm feeling more and more expansion of causativeness on all my dynamics as a thetan!"

So, that's the way it works, and I don't know how many intensives it would take to complete a case, but I would... (super NOT's Level has been found to complete after 4 - 8 intensives). After he is on Solo, it shouldn't be too many more, if he is handling them professionally, like this.

And the sessions run from twenty minutes to forty minutes to an hour to two hours, or more sometimes, depending on how big the plug is and how complicated it is. And once he has had this data and can run it, very little C/Sing is needed; just tell him to locate the next stack, or the next plug in THIS stack or locate the next stack and run the first plug in it.

Now, there are examples where the D of P interview gives EQUAL READING Items. I found that when you have items "equal reading", (or two items combined that maybe each item reads HALF of what another items reads, but they were COMBINED in the plug), in other words, one guy says: "Well, I had trouble with dogs and cats." Well, first he says "dogs", and then he says "cats". "Yeah and 'cats' too!", and they both read well: LF, and the LF (long fall) was a tenth of a division.

TOGETHER, they would be...0.2; but EACH ONE IS 0.1, so you write them down as 0.1 and then, you have another item which is "Mental Ability". The guy says: "Mental Ability" - 0.2, So, you're going down the list of stacks, and the next stack is coming, and the auditor says: "Ok. 'Mental Ability'. What about 'Mental Ability'?" And he says: "Ummm... I don't know... No, it's ok, I'm interested in that, but not really... but a dog bit me the other day." "Oh Yeah? What do we have here about 'dogs'? Well, that's lower down on the list, Well, that's not reading as well. Umm... but, what about 'DOGS AND CATS'?" "Dogs and cats? Oh, yeah... oh... I've had troubles with them... Wow! Dogs and Cats." "Ok! So, dogs and cats. What's the wording of that?" "It's a... Oh... 'TROUBLE WITH PETS'!!" Yeah! You know? Or, "DOMESTIC ANIMALS"!

It's something like that, But those are COMBINED. So, that's about one of the only "tricky things" that can come up. The guy may run OFF THE CHANNEL OF HIS CASE and OFF THE MOST INTEREST IN HIS CASE because you noted them down as two SEPARATE THINGS, from the D of P Interview, when really they were COMBINED as one. JUST SORT IT OUT WITH THE PRECLEAR. WHEN HE HAS THE RIGHT ONE, HIS INTEREST WILL BE THERE. THE READS WILL BE THERE FOR HIM. THE READS WILL BE THERE FOR THE AUDITOR. (It's Pre-OT by the way; I did say "Preclear", but it's a usual word. I'm very used to saying it, but it's the PRE-OT. He is a CLEAR, and he is really working toward being an OT now. So, any time during this lecture I said "Preclear", I intended the word PRE-OT. Ok?)

So, those are the things that will give you a successful run through Super NOT's C/Sing and Solo Super NOT's - where you have to C/S yourself - and a person who HAS INTERNED and so on, would be able to C/S THEMSELVES AND OTHERS on this Level. After he's done all the folder study and has been an intern on other cases to see how they work, and so on, he shouldn't then have any trouble.

But to a person who is a Solo Auditor, who has come up the line with no training and so on, I do recommend that they get C/Ses, if not every day, at least as you would with a case which is running well on III, which is to review the folder every week or so, to make sure that the guy is staying on the lines, he is running the stack and is not getting trapped with a bunch of "out-int" guys and he KNOWS how to find the next plug and next stack and so on.

So, when you get to the end of the original D of P, and you handle everything in order, you can do ANOTHER D of P, and find what is troubling the guy, and you just keep right on going. At the end

of the case, you would then, when he is finished with everything he can "think" of, you could then check down if there, "are any BT or Clusters connected with..", any of the items on the original Assessment List in NOT's, and you can check that.

But I think, by the time, all these things would have been handled. Because by the time he finishes this, he is so at cause over his case, and so on, he will go right on through to the EP of the "transparent body". And then the ability to freely exteriorize and be in or out of the body at will. He will carry right on to that, because the interest is there: In the total gains of knowledge, awareness and so on. That's what he is working for. So, I wish you all success on this Level, and I want to tell you that WITHOUT RON'S TECH IN BASICS, this could never have been done.

THE END

EXCALIBUR

PRE I FREEING PROCEDURE

31 MARCH 1991

This procedure is for cords, flat sheets, jelly beans, etc.

0.Ask, "Were you involved in the Pre Inc I experiments from 4 to 7 to 10 quadrillion years ago?" (should read)

1.Intend it. Flash picture. Ask, "Were you ever in a spin dryer?" They re-experience it.

2.Ask, "Were you stored in a big thing (electrosphere)?" "Re-experience being held in this big thing (electrosphere)."

3Ask, "Were you Hoovered?" "Were you sucked up by this thing?" "Re-experience being sucked up."

4.Intend, "Find the first sensation you had about evil." "Feeling that something was going to go wrong." "Find the first moment of evil." Get them to re-experience this.

5.Ask, "What were you doing just prior to the first sensation?" Get data.

6. Intend, "Free to go."

Note - If you get a bag, undo the cord.

* * *

EXCALIBUR

BEFORE INCIDENT 1 BUTTONS

REVIEW C/SING

25 FEBRUARY 1990

(Being prior to timetrack, so only use 'senior to bank' buttons)

ARC, grades, prepcheck

Earlier universe

Failed purpose

Out-int

Stuck flow

Orientation in PT

Rights of a Being

Games theory misunderstoods

Axioms misunderstood

EXCALIBUR

OUT OF VALENCE IN R6

21 FEBRUARY 1990

"Out of Valence in R6" means the Being was a perpetrator of implants; therefore, he didn't receive an implant at the point on the track where he gave implants. He may have received implants at other times on the time track.

You also find combinations. These are Beings who got betrayed after they did a lot of the implants and then they got put through the implant themselves. This causes them to stick up and not release or clear. You get them through their Incident II and they sort of still have charge or something like that. They say, "I deserved it; I was betrayed." And they are sort of "mean" about it. You see missed withhold phenomena or a dirty needle, perhaps a small Rock Slam. You can then ask, "Where you working for the other side?" The Being says, "You know, I was a pilot in the incident. I dropped the bomb..." You handle this as a perpetration and get all the data and go earlier similar. You can also ask, "How many times did you do that?" and "How long have been working for the implanter?" "How many Beings have implanted or monitored?"

A lot of times the Being takes no responsibility and says, "I was just doing my job." Everybody has a job! Bomb Beings - just a job! So you have to get this, get it all off, and you still don't get any needle action because you're not getting ALL of it. This Being is totally overwhelmed and in the valence of an SP. So you have to ask, "Who or What gave you an unsolvable problem?" If he gives you a generality like "the implanters of Zorenga," do a represent like which in this case would be, "Who or what represents the implanters of Zorgenga?" One could also use the other S & D questions given in Level IV.

RESISTIVENESS

If you encounter resistiveness you could be talking to an implanter (in PT, Inc II or I or before I) or somebody fooled or implanted into working for them.

The first thing you want to do is get all perpetrations off by asking questions such as:

- How long have you been working for implanters? (order of magnitude)
- How many Beings have you implanted or monitored? (order of magnitude)

Then spot the betrayal (D/L if needed) when he was put through implant incident. Run through earliest beginning of betrayal. Spot any EBs/Clusters stuck on him.

If the above jams then check:

1. Are you PTS to Xemu or somebody else?

2. Have you been threatened?
3. Will you be punished? Get all data.

4. Do you have an evil or destructive purpose?

An evil purpose can be date/located. If it doesn't blow on D/L it is preceded by out-ruds.

Finally, get his purpose before he joined the implanters. Rehab it. Then check for an Earlier Universe and/or "Who are you?" question if needed.

EXCALIBUR

HARD TO BLOW OR GET IN COMM

25 FEBRUARY 1990

When an Enitity Being is hard to blow or get in comm with, check the following items:

1. Who or what do I have to be to Clear you?

2. Find the holder.

3. Is really a cluster, not a EB.

4. Has earlier Inc I EBs in his valence.

5. Perpetration side EB, implanter type.

6. PTS to Xenu or other bad hats.

7. Thinks Clearing Practitioner is an implanter "checking up" on him.

8. Failed purpose.

9. Any of the "before Inc I buttons."

10. Is waiting for someone else - another EB or long gone opponent.

11. Doesn't know what to do, needs new hat or purpose.

12. Weird track in experimental implant lab.

13.Didn't run own track, just copied the cogs of others. (Answers "I'm me too" or is BIs - no release or blowing of charge.)

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INCIDENT 1

4 Quadrillion (4,000,000,000,000,000), start of track.

Loud snap

Waves of light

Chariot comes out, turns right and left

Cherub comes out

Blows horn, comes close

Shattering series of snaps

Cherub fades back

Blackness dumped on thetan

INCIDENT ONE ERRORS

Here are the three reasons why a Solo Clearing Practitioner might have trouble while running an Entity Being on Incident One:

1. The Solo C.P. is trying to run a Cluster with an Inc. I.

The right thing to do is get the character of the incident that made it a Cluster (Type of Incident), date/locate it, run it and then run Incident One on those left when the Cluster breaks up.

2. There is an earlier Inc. I on the same Entity Being.

Find it and run it. The Entity Being may have a chain of Incident One's all by himself.

3. Another E.B. is copying the Inc. I just run so it looks like it didn't blow.

Check for copies or someone copying what was just run and then indicate to a blow.

Failure to ever run an Incident Two can also cause a bog.

INCIDENT II

75,000,000 years ago

THE GROUPS:

Other planet,

Citizen,

Loyal officer,

Implanter

THE INCIDENT:

Capture

Freezing

Transport

Placed near volcano

Hydrogen bomb explosion

Terrific winds

Carried over peak

Electronic ribbon

Stuck to it

Pulled down and implanted

Beginning implant up to pilot saying he is mocking it up

(Various picture sequences

The 7s and CC and OTII materials

36 days of pictures

Transport to Hawaii or Las Palmas for packaging)

INCIDENT TWO ERRORS

Here are the three reasons why a Solo Clearing Practitioner might have trouble while running a Cluster of Entity Beings on Inc II:

1. The location of the Cluster-forming incident is wrong.

Correct by finding the correct location of the Cluster-forming incident.

2. The date of the Cluster-forming incident is wrong.

Correct by finding the correct date of the Cluster-forming incident.

3. The type of Cluster-forming incident is wrong.

Correct by reassessing the TYPE OF INCIDENT list.

MONITORS

21 FEBRUARY 1990

Monitors are an important element in Excalibur. The "monitor a Being" is one of the usual types of plugs. You have a whole plug that was set up to monitor a Being's activities, to make him behave in a certain way or believe in a certain way.

A monitor is usually attached near the top or at the top of a plug (org board). It can quite often be a Cluster. It can also be an EB with a couple more EBs stuck to him in his valence. It's usually a pretty powerful guy. It is usually monitoring one way or two ways, and sometimes three ways.

When we say "one way monitor" we mean the monitor is taking whatever occurs in your universe and relaying it somewhere else, usually to the original implanters who made the Pre-I plugs.

An important point to realize is that all implanters are still around. So they can still get data from these monitors. Now you're starting to see the game. We can get data from them. They can get data from us and relay it to the implanters. The "two way monitor" is sending information about you to some terminal in the implanter organization.

When you do a little bit of Clearing on any "two way monitor" that you find he moves kindly off to the side or he blows off or he gives you the sight of the implanter organization. You find you now have a direct telepathic sight line to the implanter org. You can pick up whatever they are doing at the other end.

If it was a two way monitor in use you will find out that you now are directly connected to the guys who were trying to make you PTS by activating your plugs. You can now Clear them if you want or you can simply say "bug off."

That's a two way monitor. It is open at both ends. You can find out what's happening at the other end and they can find out what's happening on your end.

Realizing that the game is over, these monitors will now cooperate with you fully.

Once you handle the monitor you've got control of the line. Do what you want with this.

EXCALIBUR

YOU GET WHAT AND WHO BUT THE BEING IS STUCK

25 FEBRUARY 1990

1. Is not who he tells you he is.

2. You are talking to picture or via.

3. You are talking to cluster.

4. Somebody is holding.

THE TWO LIABILITIES

25 JULY 1990

There are two liabilities in running NOTS:

Number One - They have run it so that they have only taken out BTs and Clusters from the lower parts of these plugs, the lower parts of the Org Board. More or less the "easy" ones, the ones that could be bypassed and handled. Any "senior" could come in the Org and order them around. So they take orders from anyone. So they came out.

And you do this long enough, these easy ones, wake them up and handle them, wake them up and handle them and pretty soon - what are you left with? You are left with the top of the executive strata of each plug STILL THERE. This top executive strata are the HOLDERS of the whole plug. So if they are the holders, they are a bit more POWERFUL and usually they can be "out of valence in R6" or "implanter" type evil purpose beings.

As the person runs the lower part or the "easy" part of his case and just takes up the lower "juniors" of the Org Board of all these plugs, he ends up with a case with NOTHING BUT HOLDERS. Holders are of a little more powerful nature. Some percentage of them are VERY EVIL INTENTIONED, but ALL OF THEM ARE HOLDING. And what are they holding NOW? They are holding HIM, THE PRE OT.

Increasingly he feels like he is in some kind of a "tight situation." He is a bit "bothered by things." He doesn't LOOK like he is a NOTS completion at all. He is sort of worried about "PTSness" and "sickness" and "illness" and all these various phenomena. He is going on "dramatizing" around here and there and he is feeling an EFFORT to keep his "sanity."

Those are the indications of a person who has run out the lower parts of the plugs and has left the "tops" or the holders or the "out of valence R6 people" there. They feel anxious, they feellike the real "core" of their case has not been reached. And they are worried about it, anxious about it. This is merely the fact that they have put themselves at the mercy now of the TOP HOLDERS IN THE ORG BOARD. And THEY are the ones being held at the moment because they took away all the juniors. So if you take away the game. What's now the game? The game is GETTING YOU. You didn't give them a new game. You didn't set them free. So the game is GETTING YOU and they're going to hold YOU tighter and tighter and tighter if you don't take out the whole org board. And that's the first liability.

The second liability is this: There are some people who decided, "Yes, it's a tough level. We are going to handle all these bad guys first." So what do they do? They go in there and handle all the bad guys first. They do one of these rundowns that are current in the "independent field" and they handle the bad guys first. So they take the top off the org board. They handle the guys that are out of valence and dramatizing, have evil intentions, evil purposes and so on. And they work through this, through this, through this, through this.

Now you have the other situation, which is: Once you take the TOPS off the org board, if you have NOT also handled all the juniors. Some of them down there are quite asleep; some of them are tied into little "knots." They cannot move. When you take off the top you still have to open them up, wake them up and let them go. If they DON'T free the whole org board connected to these top guys that they are handling on these rundowns, what will be the effect? Well, then you will have an org board with only the juniors left and no seniors. So they don't have any other senior. So they are going to float around you more and more, shall we say "cuddle" all around the PreOT.

And in this case some of them WILL have woken up, some of them WILL have broken loose, but not gotten completely handled. The PreOT will start feeling like: "Well, this is never ending. Ifeel almost just as bad as when I was on OT III!" And what do you know? He has woken up enough of his case, by handling these holders, that the plugs now, the truncated BOTTOM PARTS OF THE ORG BOARDS, all the juniors and all, are running around and sort of floating half in and half out, and some of them are tied together, and some of them are not, and they're sort of going crazy, just like: "When the boss is away the staff will play."

So they become to him almost like another III case. He's got the fears back that there are BTs all around him. They're not very harmful, not very dangerous but they are all around him, they're floating around him. "I feel this pressure here and this and so on...." So by taking off the TOP ONLY of the org board and LEAVING THE BOTTOM INTACT without handling it, you create yourself another III case! The "smoke" from the fire. You take the "hot guys" out and the "smoke" comes up around and there's another III case.

When you do this CORRECTLY AND REMOVE THE WHOLE ORG you've got it. So that is the Technology and those are the liabilities of running it improperly: You take off the top and leave the bottom or you take off the bottom and leave the top. In both cases it makes a funny type of appearance for somebody on NOTS. One of them is that they look like they're really caved in and PTS. Other people look at him and say: "What! That's weird, he should be really great! He is on NOTS, but he looks really weird. PTS, sick and all that." And in the other one he creates another OT III case.

Then they say: "Well, he's not saying he's making much gains. He even says he feels like he did when he was on OT III. It's not really interesting." These are the effects and you can spot these. But what is the whole handling of these to correct it? Of course, you do the assessment, you find out what his attention is on, you find out the way he likes to word that area he is interested in. You handle the first plug that shows up through the BT that is first contacted. They will line up and get handled all the way down through that plug.

TYPE OF INCIDENT

ACCIDENT

IMPACT

INJURY

ILLNESS

A DRUG

SHOCK

IMPLANT

HEAT

BURNING

WAR

IMPRISONMENT

A CRASH

FREEZING

ELECTRICAL

EXPLOSION

IMPLOSION

TORTURE

SHOT

PSYCHIATRIC INCIDENT

LIGHTNING

VACUUM

RADIATION

COLLISION

HIT

ACCELERATION

DROWNING

CRUSHING

LOSS

VOCANOES

INCIDENT II

75,000,000

Volcanoes:

Asia & Pacific:

North Japan

South Japan

Krakajawia

Mount Washington

Mt. Ranier

Mt. Hood

Andes

Mt. Shasta

San Gergonio

Indonesia

Philipines

Himalayas

(Hawaii)

Atlantic:

Tangier

St. Helena

Kolomonjero

Canada

(Las Palmas)

EXCALIBUR

END PHENOMENA OF EACH BEING

25 FEBRUARY 1990

1.Knows he is himself, single, no one stuck to him.

2.Knows what to do. Rehabilitated to Earlier Universe, helping in game, recovered purpose.

3.Leaves your U1 (Universe One) on his own determinism.

EXCALIBUR NOTES

CONFIDENTIAL

FAF 3Apr88

PROCEDURE:

BT or Cluster connected with <stack-wording>? - read.

Locate B/C in space.

Identify and analyze, where is it, what does it look like (for me).

Get a comm-line to it. Wake it up. 'Hello','Wake up'.

What are you?

Analyze answer or assess to find incident stuck in. D/L if necessary.

Run incident and earlier incidents necessary to free them (from your U1).

If not blown spot E/U, E/purpose, time when VGIs with game.

Handle purpose, orientation, game as necessary.

Who are you?

Find holder. (What has been suppressing it through time)

Audit as above until get to top of org board.

Then work line back, handle anything remaining.

Find out if original B/C was holding anything, e.g. in body.

When plug gone, Shut the door (tone40).

RESISTIVENESS:

You are talking to an implanter (in PT, IncII or I or before I) or

somebody fooled or implanted into working for them.

Get all overts off:

- How long working for implanters? (order of magnitude)

- How many thetans implanted or monitored? (order of magnitude)

Spot betrayal (D/L if needed) when he put through incident.

If jams: PTS Xenu, threatened, will be punished? Get all data

Run through earliest beginning of betrayal. Spot B/Cs stuck on him.

Purpose before joined implanters. Rehab. Then E/U, Who.

An evil purpose can be date/located. If it doesn't blow on D/L it

is preceded be out-ruds.

EP OF EACH THETAN:

1. Knows he is himself, single, noone stuck to him.

2. Knows what to do. Rehabilitated to E/U, helping in game, recover purpose.

3. Leaves your U1 on his own determinism.

HARD TO BLOW OR GET IN COMM:

Who or what do I have to be to audit you?

Find the holder.

Really a cluster, not a BT.

Earlier Incl BT in hit valence.

Overt side BT, implanter type.

PTS to Xenu or other bad hat.

Thinks auditor is an implanter checking on him.

Failed purpose.

Any of the before Incl buttons.

Iw waiting for someone else - another BP or long gone opponent.

Doesn't know what to do, needs new hat or purpose.

Weird track in experimenters implant lab.

Didn't run own track, just copies other's cogs. I'm me too, BIs.

BEFORE I BUTTONS: (Review C/Sing)

(Thetan prior to timetrack, so only use 'senior to bank' buttons)

ARC, grades, prepcheck

Earlier universe

Failed purpose

Out-int

Stuck flow

Orientation in PT

Rights of a thetan

Games theory, MUs

Axioms MUs (Scn/Dn)

YOU GET WHAT AND WHO BUT IS STUCK

Is not who tells you

Talking to picture or via

Talking to cluster

Somebody is holding

MOCOs

(Moment Of Creation Of viewpoint, created viewpoints)

1. Are you a created viewpoint?

2. Mine? Xenu's? Another's? Muled? Mine/Xs? Anothers/Xs?

3. If only MOCO:

a) Run inc of being put in plug, being captured, being created.

b) Return to moment of creation or go free

If Mule:

c) Run inc of being put in stack, being stuck together.

d) when split up do a)-b) with X's MOCOs, the friends, then pre-OTs

POWER PROCESSES

SOURCE (PPr4):

1. Tell me a source

2. Tell me about it

3. Tell me a no source

4. Tell me about it

EP: colors brighter, walls more solid. No source -> awareness of sources.

EXISTENCE (PPr5):

1. What is?

2. What isn't?

EP: gets into present time

CONDITIONS (PPr6):

1. Tell me an existing condition

2. Tell me how you handled it

EP: revivification of incident dramatizing, knocks out stuck point.

PREPCHECKING BUTTONS:

(reading: repetitively to F/N,cog,VGIs)

Suppressed

Evaluated

Invalidated

Careful of

Didn't reveal

Not-ised

Suggested

Mistake been made

Protested

Anxious about

Decided

Withdrawn from

Reached

Ignored

Stated

Helped

Altered

Revealed

Asserted

Agreed with

INT BUTTONS:

(Recall to F/N)

Go in

Went in

Put in

Interiorized into something

Want to go in

Can't get in

Kicked out of spaces

Can't go in

Being trapped

Forced in

Pulled in

Alternative for BTs/Clusters:

Go in

Go on

Went in

Went on

Stuck in

Stuck on

Can't get out

Date and Locate, notes.

Ref: HCOB 15Nov78 Dating and Locating

Dating:

R-factor: We're going to date the past time when that _____ happened precisely, until the mass blows

When was it? Get down to fraction of second, call back in same sequence.

If pc didn't know when it happened:

Establish system of dating or time measurement.

Establish order of magnitude.

Meter date down to fractions of a second, until blow-F/N.

Call back if necessary.

If no blow, check:

Wrong date?

Incompletely dated?

Implant date?

Some part of the date was incorrect?

Already blown?

Locating:

R-factor: We're going to find the past location where _____ happened precisely, until the mass blows.

Get pc to point in the direction of the past location.

Ask pc for the distance down to fractions, call back if necessary.

If no blow:

Establish system of measurement of distance.

Get distance down to fractions, call back.

If still no blow:

Is some part of the location wrong?

Wrong direction?

Wrong distance?

Incompletely located?

Already blown?

Drill that can be used:

Point

Distance?

What galaxy?

What star?

What planet?

What contry?

What city?

What street?

What house?

Position on street?

What room?

Distance from front of house?

Where in the room?

How far from each wall?

How far off the floor?

How far from the ceiling?

INCIDENT II

75,000,000

Volcanoes:

Asia & Pacific:

North Japan

South Japan

Krakajawia

Mount Washington

Mt. Ranier

Mt. Hood

Andes

Mt. Shasta

San Gergonio

Indonesia

Philipines

Himalayas

(Hawaii)

Atlantic:

Tangier

St. Helena

Kolomonjero

Canada

(Las Palmas)

Group:

Other planet

Citizen

Loyal officer

Implanter

Then:

Capture

Freezing

Transport

Placed near volcano

Hydrogen bomb explosion

Terrific winds

Carried over peak

Electronic ribbon

Stuck to it

Pulled down and implanted

Beginning implant up to pilot saying he is mocking it up

(Various picture sequences

The 7s and CC and OTII materials

36 days of pictures

Transport to Hawaii or Las Palmas for packaging)

INCIDENT 1

4 Quadrillion (4,000,000,000,000,000), start of track.

Loud snap

Waves of light

Chariot comes out, turns right and left

Cherub comes out

Blows horn, comes close

Shattering series of snaps

Cherub fades back

Blackness dumped on thetan

OT III buttons

Effort to stop

Effort to withdraw

Effort to hurry

Rush

Protest

Not-is

Suppress

STUCK PICTURES

(HCOB 4May68 Dianetic Courses, Stuck Pictures)

A picture is stuck because of:

a) An effort to withdraw from it or something in it

b) An effort to stop or stop something in it

c) A stop-withdraw combination

d) An effort to suppress the picture or something in it

e) An effort to invalidate the picture or something in it

f) A protest against thel picture or its content

g) An effort to hold on to the picture

h) An ARC break about the picture

i) A present time problem about the picture

j) An overt picture of which the stuck one is the motivator

k) Too late on the chain of similar pictures

EXCALIBUR

MEST BEINGS

F BEINGS (F=PHI=MEST) OR "TEENIE-WEENIES"

25 NOVEMBER 1990

These are smaller ("junior sized") Beings that were dumped "into" or became part of the MEST universe from Earlier Universe Games. They were not captured. They were dumped.

They are "resistive" because they don't like "big Beings" at all. Even the master implanters couldn't use them in Pre-Incident I plugs, hardly at all, because they refuse to DO or BE anything else or change in anyway for a "big Being."

These Beings are so ARC Broken that they are unwilling to play any game, even being implanted. That's one reason implanters had to capture Beings who were "more moldable" and still would "go for" another "game."

They have an ARC BREAK OF LONG DURATION from being "DUMPED into the MEST UNIVERSE" that may go back much earlier than Incident I.

After being dumped they then "joined" up with other F Beings in a sort of "social democracy" of their own as "LOSERS" and adopted a set of rules to "take care of MEST." They don't EVER listen to any big Being because that's who dumped them.

You might find one or two of these F Beings at the bottom of a plug. After all other Beings have blown, -these F Beings still will be there.

HANDLING:

1) Check on the meter "DUMPED INTO THE MEST UNIVERSE?"

(check for read)

2)Run the ARC Break LD by asking:

"Do you have an ARC Break of Long Duration?" (Check for a read)

"How long have you had it? (Be prepared for a very large number.)

Indicate by saying, "I'd like to indicate charge has been bypassed because you've had this ARC Break for so long."

If not gone, do an L1 ARC Break Assessment on the actual ARC Break, whatever they said it was. Assess and indicate the BPC. It's usually "REJECTED AFFINITY" from the big Being who dumped them.

3)If they don't release or Clear on ARC Break LD, use "Rights of a Being," Valence Process (What/Who?), or Orientation. They will release or Clear.

Now do the MOCO step.

* * *

EXCALIBUR

"STATIC" BEINGS

sBEINGS (s= STATIC) OR "STATIC" BEING

24 FEBRUARY 1990

STATIC (noun) 1. that which has no motion, no wavelength, no position in space and no measurable quantity, but possesses the qualities of life. (Axiom 1: Life if basically a static.)

These are big Beings who rarely get trapped by anything but may have popped up in the session because of all the Beings they see "going free." They think "I want to find out how it's done" or they pretend to be in the plug so they can "experience" Clearing. The difference is these guys are fully aware of the game between Xenu and Elron Elray (implanting vs freedom) but have not taken part in either side. They think they are very pan-determined, "know best" and think, "it has nothing to do with me." They have been meddling around in the affairs of Beings in the MEST Universe, but they don't have any tech; they just meddle. So that's their attitude.

HANDLING: Realize a Static Being has out-ruds and doesn't have any real tech although he may tell you all kinds of stuff like "I'm a powerful Being - I controlled whole civilizations here on Earth as a God," etc.

1)FIND THE OUT-RUDS AND HANDLE E/S TO BIG F/N Cog. (Usually it's a M/W/H or W/Hs or perpetrations or evaluation.)

2)R-factor: "This is Elron Elray' s tech. You see it works. (a) Do you want to help? or (b) Do you want to return to static state?" Rights of a Being can be given too. The Valence Process doesn't usually produce any result because an Static Being will always answer "me ."

3)Handle by: (a) Giving him a job that he likes, usually in line with his former interest that produced the perpetrations but now he can use tech to handle. (b) or say, "Good, your session is

over - YOU CAN NOW RETURN TO STATIC STATE."

EXCALIBUR

MOCOS PROCEDURE

MOCOVP "MOCO" or CREATED VIEWPOINT

23 FEBRUARY 1990

MOCOS are created Beings. They can be found anywhere in a Plug.

These are Beings who have a limited ability because they were CREATED by a "big Being" on a postulate to DO or BE only certain things or only ONE THING.

The "MOCOVP" name is an abbreviation of the process used to handle. It means "Moment Of Creation Of View Point." They also ONLY HAVE A TRACK AS LONG AS IT WAS FROM THEIR "MOMENT OF CREATION" TO PT.

Basically a Static Being or Big Being has split off some of his energy and endowed it with a separate personality. They want to come back and be you again. But they are independent while they are out there; therefore, they have the Rights of a Being. So to tell them to go back to a creator may be a violation of their rights. If their creator is not a good Being, they may not want to join or go back to him or her. So say, "You've got four choices":

1. "Return to your moment of creation."

2. "Go free."

3. "Wait at Static Point, outside the game."

4. "Help me. Do something useful in the game."

They are different than clusters. They could be in a group.

However, they could have been created in an Earlier Universe game - say to "run" a mock-up for a "big Being" - and maybe then got neglected, dumped or CAPTURED by Xenu to use in a PLUG ON THE BIG BEING who made him . This gives the Clear a "strange" AFFINITY for what's in the PLUG as it's really a PART OF HIMSELF. Look at it as a "Being in Pawn" type of thing.

But Xenu didn't just "capture" and "use" these MOCOs, he also would MULE them with a MOCO of HIS OWN. (A MULE is a cross-breed between a "Horse and an Ass".) Xenu created one of his own viewpoints and clustered it with the Clears viewpoint. Or he might have captured a friend's (of the Clear's) MOCO, MULED IT and put it in a Plug .

The affinity line between the "Clear and his friend" creates a "tie" which "holds" together the sandwich and keeps Xenu's MOCOs (2 of them) held in the middle - a nice 3rd Party arrangement.

These "MULES" can be VERY EFFECTIVE in aberrating the Clear because Xenu or his "Plug Chiefs" can transmit Xenu's INTENTIONS to his MOCOs if both have one in the PLUG. (Sometimes it just is one MULE of the Clear's MOCO and X's MOCO, but the EFFECT is there too.)

HANDLING: When found on Excalibur, MOCOs usually occur near the top of a Plug or in a "body" formed from Pre-Inc I Beings or in something in a plug that seems "valuable" to the Clear.

CLEARING: Other Excalibur handlings didn't seem to fully blow it, and the Clear can have a strange "fixation" on it - his attention won't come off it - needle stays "still" or gives repeating reads but no release or Clearing. He may even say: "Xenu is not really a bad guy, you know?"

l) Ask: "Is this a (for non-solo) or Are you a (for solo) CREATED VIEWPOINT?" Usually a Big LF or LFBD if it is!

2) Assess:

MINE

XENU'S

ANOTHER'S

"MULE MOCO" or "MULED"

(or DUAL MOCO)

MINE & XENU'S

ANOTHER'S & XENU'S

3) Sort out what is there and handle as follows:

If only a "MOCO":

a) Run the incident of ...

...being put into the plug

...being captured (if not X's)

...being created

b) "Return to the MOMENT OF YOUR CREATION OR GO FREE!" (Tone 40)

If a "MULE":

c) Run the incident of ...

...being put in the stack. (if needed)

...being STUCK TOGETHER

d) Now you have split them up, take X's MOCOs and do a) & b) above, then the friends (if any) MOCOs, then the Clear's MOCOs.

Later, as the Clear's power comes up, he can identify the MOCO, and just run any "MULE" incident, and command b). If the Clear is surprised that his own MOCO didn't "Blow," but DID "DISAPPEAR" it's because he returned to the moment of creation" and BECAME PART OF THE CLEAR ONCE AGAIN. The Clear may feel a small "surge" of awareness when this happens, or he may laugh when it "returns."

Note - MOCOS generally respond. Sometimes you run an EB or Cluster on an incident and it doesn't release or Clear. In this case, ask, "Are you MOCOS?" or "Are you created Beings?"

EXCALIBUR

FINAL COMMENTS

25 FEBRUARY 1990

Remember the statement about not needing ruds; whatever needs to be run next is sitting right on top. In any case, be sure to start by getting the right stack wording. You'll know when the right wording is reading strongly; you'll feel great about it and can't wait to start running it.

Excalibur Correction List

FAF 3 Aug 90

For use if an Excalibur session bogs or there are unidentified problems during Excalibur. Either solo or audited. Assessed M3 if in a bogged session, or M5 for C/S use.

Excalibur is not a rote procedure. The handlings given are only guidelines.

Always be sure to know whose charge it is. Another's? Entity's? Cluster's? Own?

1. There is a holder?

Handle the holder. Go back and handle the rest later. _____

2. Is a cluster, not a single being?

Find the clustering incident. When? Type? Get it broken up. _____

3. Needs 'Who are you'?

Get the answer to 'Who are you?'. Might be a list. Should give a 'myself' type of answer. _____

4. Needs a new purpose?

Give it a new purpose, either of it's own or chosen by you. _____

5. Needs PT orientation?

Orient it about this universe, current game, implanters, auditing, etc. _____

6. Needs rights of a thetan?

Right to leave a game, right to one's own sanity. _____

7. Other entities stuck to it?

Have it spot the other entities, probably in it's own valence. _____

8. Incident II?

- 75 mill, other planet/citizen/loyal officer/implanter, capture, transport, volcano, explosion, ribbon, implant up to pilot saying he is mocking it up. Inc I on single beings remaining. _____
9. Incident I?

- 4 Quad, loud snap, waves of light, chariot, cherub blows horn, snaps, blackness dumped. _____

10. Pre-I?

Capture in other universe by Hoover, then electrosphere, spin drier. _____

11. Coltus?

Before 75 mill up to PT. Loyal officers in plug, experiments, LRH third party etc. _____

12. Stuck in earlier universe?

Spot purpose in the earlier universe. _____

13. Copies?

Spot or indicate copies. _____

14. Another universe?

Have the being spot where it is. Continue as usual. _____

15. Another dimension?

Have the being spot where it is. Continue as usual. _____

16. Invisible?

Have the being spot where it is. Continue as usual. _____

17. Entities in your valence?

Spot the entities. Have them find out who they are. _____

18. Monitor?

One-, 2-, or 3-way. Monitor sphere? Somebody being sphere? Usually handle operators as implanters. Follow the lines. _____

19. Connection to someone else?

Entity transferred from another, or 3 way monitor. _____

20. Connection to somewhere else?

Look for monitor lines. Where do they lead. Implanters? _____

21. The entity is an implanter?

Get overts off. How many implanted? For how long? What was purpose before? PTS to Xenu? Betrayed? If necessary: Who would I have to be to audit you? _____

22. Is not what it pretends?

Find out what it really is. _____

23. Talking to a picture?

Find out who is putting it there. _____

24. Talking to a via?

Find out who is putting it there, or who is using it. _____

25. Wasn't woken up?

Wake up! (Tone 40) I am here to free you! The game is over! _____

26. Sleeping?

Wake up! (Tone 40) I am here to free you! The game is over! _____

27. Dead?

Wake up! What are you? etc. _____

28. Don't want auditing?

Who would I have to be to audit you? _____

29. ARC broken?

Assess ARC break. ARCU, CDEINR. Long duration? _____

30. Failed purpose?

Which purpose? Indicate BPC. _____

31. Entities being the scenery?

Ask what they are and have them run their incidents. _____

32. Entities filling up space?

Ask what they are and have them run their incidents. _____

33. Entities being ideas?

Ask what they are and have them run their incidents. _____

34. Entities being lines?

Entity or cluster? Incident? _____

35. Stuck flow?

Which flow? What went on for too long? When was it ok? _____

36. Misunderstoods on games?

Clear up the MUs. Orientation. _____

37. Misunderstoods on axioms?

Clear up what isn't understood. R-factor. _____

38. Weird experimental track?

Run whatever the incidents are. _____

39. Waiting for something?

For what? Run stuck incident. Give orientation. _____

40. Waiting for someone else?

Who? Run stuck incident. Give orientation. _____

41. Evil purpose?

What is it? When did it start? Purpose before? Overts? PTS? _____

42. Suppressive entity?

Try implanter handling first. If very stuck run PrPr4: Tell me a source/Tell me a no source, PrPr5: What is/What isn't, PrPr6: Tell me an existing condition/How have you handled it. _____

43. Copied other's cognitions?

Spot it. Who are you? _____

44. It is a created viewpoint?

Mine? Xenu's? Another's? Muled? Mine/X's? Another's/X's? If only MOCO: Run inc of being in plug, Return to your moment of creation, go free, wait at static point, or help me. _____

45. It is a mule?

Mine/Xenu's? Another's/X's? Mine/Another's? Run inc of being put in plug, being stuck together. When split up give each their 4 choices. _____

46. It is a creation?

Get a C/S for handling it. _____

47. An effort to withdraw?

Whose charge is it? Put the button in. Continue. _____

48. An effort to stop? _____

49. An effort to hurry? _____

50. An effort to suppress? _____

51. And effort to invalidate? _____

52. Protest against the incident? _____

53. An effort to hold on? _____

54. ARC break about the incident?

Assess ARC break: ARCU, CDEINR. _____

55. PTP about the incident?

Find out what it is. _____

56. The incident is the motivator for an overt?

Get what the overt is. _____

57. Too late on the chain?

Run the earlier incidents. _____

58. Entities not blowing completely?

Find out if they have others stuck to them in their valence, or if they need orientation, new purpose, rights of a thetan, etc. _____

59. Entities getting stuck in walls?

Get them to spot if they have others in their valence stuck to them. Or if they think that they are MEST. _____

60. A fog of unhandled beings?

Run Inc I on all partially blown single beings until space is clean. _____

61. A new OTIII case?

Run Inc I on all partially blown single beings until space is clean. _____

62. Not getting top holders?

Spot beings holding the pOT, unhandled implanters, SPs etc. Handle with regular procedure, particularly implanter handling. Make sure to get all the way to the top. _____

63. Being held by suppressives?

Spot beings holding the pOT, unhandled implanters, SPs etc. Handle with regular procedure, particularly implanter handling. Power processes if necessary. Make sure to get all the way to the top. _____

64. Not interested in stack item?

Indicate it won't be run. Re-do DofP or find the next most interesting area and get it worded.

_____

65. Stack item incorrectly worded?

Get the correct wording. Continue with the new wording. _____

66. Attention on something else?

Get a reading wording on what it is. Use as stack item. Go back and check the previous stack item when done with the new one. _____

67. Attention on many different things?

Find a plug on what the pOT's attention is currently on. Handle one plug per session until it is possible to finish one stack item at a time. _____

68. Attention on out-ruds with family or friends?

Thetans connected between ____ and me? Handle as plugs. _____

69. Interference in PT?

Handle as implanters. _____

70. Sudden headaches?

Check for Black NOTs interference. Handle as implanters. If not, check for entities being or being connected with headaches. _____

71. Feel third-partied?

Check for Coltus plugs, or 3-way monitors. _____

72. Disagreements with LRH?

Check for Coltus plugs. _____

73. Xenu is a good guy?

Coltus? 3-way monitors? Mules? _____

74. Don't want to go up the bridge?

To C/S for programming. _____

75. Can't control plugs?

To C/S for programming. _____

76. Can't close the door?

To C/S for programming. _____

77. Stopped auditing after getting cognitions?

Entities being cognitions? _____

78. No more entities?

To C/S. _____

79. Body is transparent?

To C/S. _____

80. Something else wrong?

Handle if possible. Otherwise to C/S. _____

81. Is nothing wrong?

Indicate BPC. Continue Excalibur. _____

EXCALIBUR

BRIEF SUMMARY OF PROCEDURE STEPS

31 MARCH 1991

This issue serves to help groove over the Clear from the Non-solo to the Solo part of Excalibur. It is no substitute for full technical understanding of the materials given in the course. It is a guide only.

1.After you get a read on the question: "EB or Cluster connected with ... (Stack-Wording)..?", you first locate the EB or Cluster in your space, then you identify and analyze it, i.e., the Clear says where it is in relation to the body and determines what it looks like to him. Note this down on the worksheet.

2.Get a comm-line into it. Wake it up. Use "Hellos" and "OKs" or "Wake up. The Game is over. I'm here to free you."

3.Ask it, "What are you?" (from its viewpoint.) (First question of Valence Process.) Note this on W/S as "What?."

4.C/Sing: Analyze from answer (or assess) to find the incident that it is stuck in. D/L it if needed.

5.Run its incident and all earlier incidents necessary to get it (or them) free (blown or out of your Universe 1).

6.If not blown, have him spot "Earlier Universe?" "A time when he was happy with his game?" "Purpose?", or when he was just being himself with VGIs. (Handle purpose, orientation, game.)

7.If you started with the "What are you?", always end off with "Who are you?" to complete the process cycle. Always ACK it.

PRINCIPAL

Clear what you get, until it doesn't respond any further -or blows (goes free of the Clear's Universe 1). Then find the Holder. (What has been suppressing it through time).

Clear as above and find the next holder, etc., until you get the TOP of the Org Board and free what is there. Then work the whole line back down the Org Board, freeing anything remaining, all the way to the EB or Cluster you started out with.

Now find out if IT is (or WAS) holding/suppressing something, too (for example in the body). Continue down the Org Board until the Plug is gone. Then "Shut the door." Tone 40.

RESISTIVENESS

When you get resistiveness in a Holder, you are talking to an implanter (in PT, Inc II or I, or before I) or some Being fooled or implanted into working for them. You must get ALL of the perpetrations off first so there is no withhold: "How long have you been working for the implanters?" (Can be order of magnitude dated to LF or BD). "How many Beings have you implanted or monitored?" (Order of magnitude assess to LF or BD).

Then, have him spot HIS betrayal (D/L if needed), when he was put through an incident himself and got EBs or Clusters stuck to him. (Usually just after he joined.)

When it "jams," ask, "PTS to a major implanter?" "Are you being threatened?" or "Will you be punished for getting Clearing?" Handle by getting all the data.

Run through the earliest beginning of the betrayal until it blows. Have him spot all the EBs or Clusters put on him during it.

"What purpose did you have before you joined the implanters?" Rehab this, then do 6) and 7) as before.

Note: You may have to handle any false data about the Clearing Technology or someone connected to Clearing Technology, or give an R-Factor on the game as it stands in PT, to complete the job.

END PHENOMENA OF EACH BEING HANDLED

The EP for the Clear is "No more Attention on the Being or from the Being. The Being has left the Clear's UI."

IDEALLY you should get three EPs for each big Being. Some blow before this:

(BE)1) Knows, he is himself. (Is single, with no other Beings stuck to him.)

(DO) 2) Knows what to do now. (Has been rehabilitated to an Earlier Universe where he was self-determined or helping in the games, is oriented to the new game of freeing Beings or has recovered his own purpose.)

(HAVE)3) Leaves your Universe (UI) on his own-determinism and returns to U2 or U3 or a Static State.

1st Note: In certain cases it is very helpful to give the "Rights of a Being" for assisting their decision to blow and to get them to understand what Clearing (freeing) is.

The two most important rights of a Being are:

1.Right to his own sanity. (Can be looked at as Self-determinism.)

2.Right to leave any game. (Can be looked at as Power of Choice.)

Since implanting takes BOTH of those rights away, Beings can go free on just being given them again after they come out of the incidents which stuck them in a PLUG.

2nd Note: On dealing with one's own MOCOs freed from a Plug, after they are single, the choice is given them to: "Return to your moment of creation or go free!" In this case only, the Clear's own

Moco may choose not to leave his UI, but choose to rejoin with the Clear (who is his creator).

Only run 1 Plug per session. If your F/N or floating range arm at the end of session is not broader or bigger at the same sensitivity, or if the sensitivity is going up from session to session, contact your C/S.

* * *

New Excalibur Procedure - 1

1.You have a read on the question: "Are there BTs and Clusters connected with (stack wording)?"

a)Locate the B/C in your space, in relation to your body.

b)Describe it with as much detail as you can perceive. (Size, color, density, form, etc.)

c)Analyze it. (BT or Cluster? Several BTs? Several Clusters? BTs and Clusters? - Note all reads as you check these questions.)

d)Put a comm line across to it, wake it up if needed. Use "Hellos and Oks." When you get fear flows: "Xenu's game is over. I'm here to free you." (If this reads, repeat until flat.)

ETHICS PROCLAMATION

22 APRIL 1986

As we of Ron's Org have the tech to free any being: Any being who is engaging in the practice of "Black NOTS" after this date is automatically declared Suppressive.

He has been or is in the valence of Xenu, the "Limping God of Implanters."

Their purpose is to trap and invalidate beings, not to free them. They are only to be handled by Sector Operations Bulletin #20 "Ethics Orders" (reissued) steps for implanters.

Astar

HGC Member

Coordinator-Earth

BLACK NOTS

Definition: "Black NOTS" is a term meaning the intending of "unfreed" (trapped) beings from one's own case (or from "storage" or "capture") on to the case of another in an effort to control, invalidate or dominate him. It is a dramatization of organized implanting.

Now that the tech exists to free all beings, in accordance with the GUM purpose of "Improving the Quality of Theta," it is considered and is a SUPPRESSIVE act.

EXCALIBUR

X NEWS & LATEST TRICKS

15 SEPTEMBER 1986

Xenu was never in agreement to play the Dynamics Games so don't expect anything of agreement on them. However, he is extremely envious of EE and other Sources (Big thetans, who apply Tech, Policy, & Ethics and get out of his traps.

He has now, in his usual 1.1.1.1.1.--- manner started taking over the ideas of "independents" (not Free Zoners), about "upper levels" and is experimenting with constructing some new plugs based on them to "prove" they are right and the Free Zone (who do have the full bridge) are wrong. He expects to thus prevent independents from coming to the Free Zone, and persuade Free Zoners to go to independents so that they can be easily monitored.

So if you read of new "developments" - like the "Entity Generator" or the new triangle of "Supreme Being - Thetan Universe - MEST Universe", or the "Between Lives Implant" or the "NOTS GPMs" or the"Channeling of Great Masters" or the "Maldek Explosion 1 million years ago" as the source of NOTS BTS, or the "energy beam lift-off to the millions of Federation Ships waiting to take you off-planet" - or any invalidation of the importance of freeing completely all BTs, clusters, and MOCOs, THEN REALIZE IT IS JUST ANOTHER TRICK OR TRAP TO KEEP YOU OFF THE REAL BRIDGE. Run it as a super NOTS (Excalibur) plug or use PrPr 4, 5, 6 in difficult cases and you will find it was another OTHER-DETERMINED PLUG made perhaps very recently from very old, stored, trapped thetans, and it was "hatted" to do & be what its function is - by Xenu - (who is getting pretty desperate).

It also may have been "proofed" against auditing because many Excalibur Solo Auditors have been auditing Xenu and putting Ethics in on him, and he has moved up from being a 3rd Party, SP, to aPTS thetan in Confusion. Keep on going, handle him on up through Treason and Enemy and Doubt and get him to do his Amends in Liability.

His amends have not been done by him yet. When exiled, he was given the amends to dismantle the Pre-I Experimental Area in Andromeda. He didn't. (I finally ran it out and freed all the still trapped thetans there myself). He has other secret "reserves" in various Sectors, Galaxies and Games which he is now using for these new "Independent" Plugs. His current amends is to audit and free his implanter org executives and monitors - but as any Excal Auditor can tell you - we are

still bypassing him and doing the job ourselves.

So keep up the good work and we will rid the game of the other-determinism that has prevented thetans from enjoying it and going free, when they choose to do so.

Once the other-determined case is gone (after Excalibur and OT LR), and the self-determined case is handled from OT 9-16 the OT will arrive at a state of CASELESSNESS and be fully able to pan-determinedly help in the completion of the games for others and the starting of new games based on EXPANSION rather than CONTRACTION. The first of these is already in progress. It's the Ethics, Tech, and Admin of Scientology, and you as C/Ses, Auditors, and Solo Auditors in the Free Zone are doing it! Thank you all and we all thank Ron - Elron Elray - for the way out and the improvement of the Quality of Life, Theta, and Static.

BR

Sn C/S Ron's

Admin Briefing No 2

"FALSE BRIDGES"

by Capt. W.B. Robertson

RON'S ORG, 29/30 AUGUST 1987

Hello!

Admin Briefing Nr. 1 was about THE BRIDGE.

This is Admin Briefing Nr.2 and it's about FALSE BRIDGES.

The date is 29th and 30th August 1987 or AD 37. I'm making this tape for the OT Convention on September 19th and 20th.

Alright.

Admin Briefing Nr.2 will be about "False Bridges".

By going up the ACTUAL Bridge one can see, where all the FALSE BRIDGES lead. This briefing is to inform you of how to differentiate them from the ACTUAL BRIDGE.

This briefing is not so important to people doing the ACTUAL Bridge, as they have already chosen the correct path. It is important to those, who have chosen a FALSE Bridge or who are still undecided, about how to progress toward OT.

You do have the right to choose for yourself and learn by your experience. The intention of this briefing is only to warn you of traps, tricks, and about a course of action (or inaction) which could be very costly and even damaging to your health and survival as well as your bank account.

So let us start by giving you the "Rights of a Thetan".

They are:

1) Right to your own sanity

2) Right to leave a Game

3) Right to make or chose (or not) your OWN GAME to play.

I'll state those again:

1) Right to your own sanity

2) Right to leave a Game

3) Right to make or chose (or not) your OWN GAME to play

Number One, Sanity: Anything, which makes you less sane, will affect your self-determinism and cause you to be more other-determined. Implanters, and people, who are the effect of them, who try to 'copy' them, are dedicated to making you less sane. What is this mechanism in terms of the Bridge?

Implanters try to shrink your awareness and make you believe, you are only a 'little part of theta' or are only a 'little part of existence' such as 'a body'. Or, they say: "We are all ONE and must listen to what the ONE says - the 'Great God of Good Sense' of our shared experience and Spiritual Endowment." This is Group Think and causes agreement on an automatic stimulus-response basis, according to what implant is being used or keyed in at that time.

Implanters also try to suppress your native abilities by invalidating them or only 'conditionally' validating them as: "Well, you may experience that - if you take drugs", or "Our Drugs". (And pay a lot for them of course). And then they continue on with other methods - including taking over religions or philosophies and twisting them into clever traps. Whatever their action is : TO SHRINK OR REDUCE YOUR AWARENESS AND CONTROL IT, AND MAKE YOU CONFORM TO WHAT THEY (as 'STATUS AUTHORITIES' of course) SAY YOU SHOULD THINK OR BELIEVE OR DO.

I'll give you that again:

THE IMPLANTER'S ACTION IS:

TO SHRINK OR REDUCE YOUR AWARENESS AND CONTROL IT, AND MAKE YOU CONFORM TO WHAT THEY, AS STATUS AUTHORITIES, SAY YOU SHOULD BELIEVE OR DO.

Now, Rights of a Thetan Nr.2: The Right to leave a Game. This is very important as a Thetan's Right, because Implanters and their copy-cats WANT TO TRAP YOU so YOU NEVER LEAVE THE GAME or even find out what it is. This is why, over the eons and other games, there have been FALSE BRIDGES.

The implanters can't stop a person from improving or wanting to improve himself, as this is one of the key purposes in the real game, that the thetan agreed to. He did agree to improve himself. But they can use his desire to improve to lead him into a FALSE BRIDGE. One that promises improvement, but in the end, it's a trap. The improvement, to some small degree, may even exist - to bait the trap - but the end result is the same - A TRAP. And it will be expensive too, as implanters know they must also reduce the energy and financial power of those who could oppose them.

Now the key to the ACTUAL Bridge is EXPANSION. Of awareness in time, space, and the expansion of the Ability to play a Game. It will also validate you and your individuality and playing ability.

The ACTUAL Bridge is based on the fact that a thetan was big and powerful and wants to improve his Knowledge, Responsibility and Control to regain and exceed - EXCEED that original state. In fact he wants to obtain Nr. 3, The Right of a Thetan Nr. 3 - the Ability TO MAKE OR CHOOSE (OR NOT) A GAME. This is a very high ability, which very few on Earth have been successful at. One major reason for this, is that when a thetan was powerful, he did choose a game, and has been playing it ever since - more and more unaware of it through the mechanism of implanting, not-is, invalidation and suppression.

There are three aspects to this "down spiral" in the game. One is other-determined, another part is self-determined, and another is the pan-determined aspect. On the ACTUAL Bridge, other-determined aspect of the downspiral must be handled first - then the self-determined, then the pan-determined. This is the way out of the confusion and the uncertainty about how one did go down the spiral.

The FALSE Bridges hide the "other-determined" aspect or invalidate it. (Such as saying: "OT 3 was only Ron's case"). And, then they pretend to give you 'self-determinism', when it's really more and more other-determinism, and then they pretend to give you 'pan-determinism', IF YOU CONFORM. The highest form of 'pan-determinism' on the FALSE Bridge is to "Become One with the Universe". I say, isn't that nice? This is actually REDUCING a thetan's awareness to Tone 0, which is DEATH on the Tone Scale and BEING MEST. (MEST is matter, energy, space and time). It's even downscale from 'Being a Body'. Well, that's the way the FALSE Bridges go.

What is this MEST Universe anyway? Well, it's a complex composite case, made by all the players in the game. One runs his own part of it out at OT 13 on the ACTUAL Bridge. So to exteriorize a thetan INTO the MEST Universe as an Upper OT Level is a TRAP. The REAL Bridge exteriorizes the thetan FROM the MEST Universe. He becomes BIGGER than it. Then he can handle his part of his responsibility in it.

I'll just repeat that again for anyone, that didn't get it: So, to exteriorize a thetan INTO the MEST Universe as an "Upper OT Level" is a TRAP. The REAL Bridge exteriorizes the thetan FROM the MEST Universe. He becomes BIGGER than it. Then he can handle his part of his responsibility in it.

Let's also look at Axiom Nr. 10: "The Highest Purpose in this Universe is the Creation of an Effect". Well, that's very easy for an OT to do. In fact, each OT did do it. So that's what the 2nd Highest Purpose? Of course, "To EXPERIENCE the effect" - and that's what he has been doing ever since.

But there's more: What's the 3rd Highest Purpose? Maybe, "To PROVE the Cause of the Effect". And here you have theology, religion, philosophy, and some science theorists.

And the 4th Highest Purpose is: "To PROVE the EFFECT." Here are your run-of-the-mill scientists. Always in the lab "proving the effect" over and over and over again.

Ha! Now the implanters join in: "Let's create a FALSE effect" - as the 5th Highest Purpose - Oh! - and "EXPERIENCE THE EFFECT of the False Cause." You see? Create a False Cause as the 5th Highest Purpose and Experience the Effect of the False Cause as the 6th Highest Purpose.

Now, the FALSE Bridge of the implanters comes in and gives "PROVE The False Cause" and "PROVE The False Effect", as the 7th and 8th Purposes.

Now, as I say, you don't have to agree to all these purposes. They are purposes, that are floating around in the Games and in that order of priority. You can see "to PROVE The False Effect" is the last one and "PROVE the False Cause" is the 2nd to the last, and these are the ones you will find abounding in the literature of implanter-influenced thought. Here we get psychology, psychiatry, mysticism, occult science, and other squirrel practices. You all know examples of these in reading line-plots of different Implants. These FALSE EFFECTS come from CASE, that the implanters have carefully put in on the thetans in the games, so that they will believe these kinds of things.

Scientology starts out at Purpose Nr. 2, "Experience the Effect". Right in there! Let's experience! Let's get back to what we were doing with thing! And they do it with processing, objectives and TR's to be able to confront it. Then the ARC Triangle starts cutting away FALSE causes, effects, and other-determined 'proofs' the person was subjected to. Then on OT levels the KRC Triangle gets at the Cause and Effect points and enables a thetan to regain his abilities.

You may have seen in "Sector 9" the attributes of the Markabians - they love STATUS, CONFORMITY, MAINTENANCE of CONTROL. Well, this forms an 'SCM' triangle to suppress a thetan. It was developed by the implanters to replace the KRC Triangle. STATUS, CONFORMITY, MAINTENANCE of CONTROL.

Now to replace the ARC Triangle - did you know there is another one laid in there on the track? Yes! Their "ARC" Triangle is AUTOMATICITY, GROUP AGREEMENT AND ADMIRATION. It's a super-suppressive triangle, and it makes a person into a stimulus-response mechanism, actually.

AUTOMATICITY, GROUP AGREEMENT and ADMIRATION.

So, you don't just "cog and pop out of the games", as do so many Americans tend to believe. OH YES! And they search for Bridges, that promises this.

It's an actual gradient to disentangle Other-determined, Self-Determined and Pan-Determined purposes; Own Universe, Others' Universe, Agreed-On MEST Universe, etc, etc, and, of course, the Dynamics. Of which there are twelve in the games. You all know the eight? Yes, there are eight. And 9 is Aesthetics, 10 Ethics of Games (necessary, necessary, very necessary to handle the implanters, who try to stop you from getting your Rights back), 11 - Tech of Games (of course The Bridge is the Playing Field of these Games of Completing the Current Games) and of course Nr. 12, Dynamic Twelve, Administration of Games. And above that, there is a Games Dynamic, and above that you as a Source of Games and all other components of them. Yes! You did do it for your own play and experience.

Now the Implanters, seeing LRH heading up a movement of thetans to explore and insist on their rights as thetans and get on to these upper key Dynamics of Games, well, when they saw that, they HAD to take over the CHURCH to prevent it from happening. They used their OFF-PLANET Mest Beings, the Markabians, as a "lower-level org" and did so. By 1980 no Old Timer or friend of LRH was safe, not even his family. But LRH had expected this. He knew the intention was to take it over and put a FALSE Bridge on the top of the existing one. So he left a "carrot for the donkeys". A "carrot for the donkeys". (You know, a little stick out in front of the donkey and you lead him with the carrot, so he keeps moving in that direction.) And what was this carrot? Well, there were two of them actually, Money and Status. Oh. they fell for it TOTALLY! They're still wrangling about it in the United States! (Wrangling means arguing, fighting, legal battles and so on). They are still fighting about it, and that wasn't even the valuable thing he left! They also think they have the Tech - but they do not. They have a "FALSE Bridge". Yes! LRH made sure the necessary Tech was spread around to those, who could use it. It was all there. Put it together. Apply it to what you find, and there's the WHOLE BRIDGE! Why can't others do it? Well, possibly they are working on the Nr. 3-8 Purposes given before and they are not on the 1st and 2nd, and thus are not on the trail of reaching for Source.

Well, what's beyond the Physical Universe anyway, and what happened before the Physical Universe?

These are two very interesting questions.

If your Bridge, that you are on, can't answer this with certainty and processes to resolve it with big cogs, and gains, well, I'm sorry, you must be on a FALSE Bridge. These little questions are resolved on the ACTUAL Bridge very simply at OT 12-13 and most people know a lot about it, even before they get there.

Well - if you case progress is stopped by Body Problems, Somatics, High-Stuck TA, Headaches, Grief, or a "not being able to get through it or audit" or some Unreality, Funny Thoughts, Evil Intentions, Unclear feeling, Illogical Compulsions, Feeling of "being on Two Time-Tracks at once", etc, etc, - then come onto the ACTUAL Bridge and find out, what the Game is all about.

You can, of course, choose another one, or wait for a very "reasonable sounding" one, that might come out soon, but realize: WE ALREADY KNOW ALL ABOUT THESE BRIDGES AND WHY THEY DON'T WORK.

The most effective in stopping you, of course - that we know of, is a FALSE Bridge, that promises you a way to OT, that is very expensive and gets you to a state - well - where you can't ever

report, how you have been trapped. But of course FIRST they will make you MONEYLESS and in a condition of INDEBTEDNESS. But then they will get you to the state, where you can't ever report, how you have been trapped and it will exist for longer than ever before and you might even become "One with the Physical Universe". And, of course, that isn't saying very much at all, because look at where the Physical Universe is on the Tone Scale! Well, that's the kind of Game, that nobody wins, except the Implanters. So don't fall for that one.

It's a Bridge, that makes you feel good to be "in debt and out-exchange", because you are convinced, you can soon "Blow" to OT and not have to pay back the money. You will of course, also drop the body to "Prove it". The proof is: of course I went OT! I didn't have to pay the money. Anyway, some people are expecting something like that, and they are waiting for it. And what a great way to go! Ha! Use up all the money, have a good time, and then drop the body and never have to pay it back. Little bit out-exchange, though. But they think, that doesn't matter, because "I'm going OT". Well, eventually we find them on the bridge, you know? They are not OT, they are stuck in the Mest Universe. It's the worst fate, that could happen to a thetan.

Well, you say: "What! How do they know all this?" Well, we know it's a FALSE Bridge - that one I just described - because it's been done before. And by going up the NEW ACTUAL Bridge we have, you will find these thetans and free them. They were caught in it, trapped forever, and they were still trapped, until we showed up. And many, on being freed, stated as the 1st words, they have been able to communicate in eons and eons and eons:"WOW! What a TRAP! I want my money back!".

And, I'm sorry to say, there wasn't anybody at all on levels past that, that had actually completed anything. I mean, there were people, that were stuck there. And there were beings, that had gotten into other practices and maybe thought he was there, but he was really stuck well into the Mest Universe, and into the Games.

Well, I'm sorry to say, there isn't any other way out. The only being, that we did find, and you will find, on going on up there (besides the other people that have already gone up,of course) - you will find Ron there, because he is the one, that left us the Road Map for the way out and he and I and any OT invite you all to do the ACTUAL Bridge and Play a better Game.

Now, some News from the Games Master Level.

There is now a series of issues, which takes you to your own PERSONAL IDEAL SCENE. It's called The Games Series Course and it's done right after The Games Master Course.

And then, on the Games Basics Course just above that, is the answer and handling of what does a thetan, or OT, do when the body is asleep? Do you know, you can become 100% aware of your actions 24 hours a Day? It's quite incredible why the thetan chooses to "not recall", what happens when the body is asleep! We now know all about it.

And as a finishing touch, there are Source Operations Issues, which give the final handlings to any mysteries why we are here at this particular point in the game. It has to do with your OWN application of Pre-Logics Q 2 and Q 1. That's Pre-logics 1 and 2. If you don't know them, you will have to look them up, because they are already there and have been there since the early 1950's. And, at this level - Source Operations Level - it has to do with your OWN application of that as a self-determined Source. And how you may have deliberately chosen to limit your OT Abilities! It's also quite incredible.

So, there's plenty of room for more Players and Game Masters at the top. There is a New Civilization to put here, a new game with FUNS, WINS, and ACCEPTANCE by all. Of course it's so BASIC and TRUE to the nature of a being. And it will PERSIST as long as you CHOOSE to make it or play it. It will persist, that's your 3rd Right as a Thetan. Enjoy it.

The music you heard before this talk was an example of what two OTs can do on Dynamic 9 Aesthetics.

Now you will hear another example, but just before I end off, I want to thank LRH, or Elron Elray, for doing what he did to help us all out of the trap.

And I welcome you all to this most exciting and interesting OT Convention, AD 37.

Thank you very much.

THE STRUCTURE

OF THE

ROAD TO TRUTH

The bridge really has a structure to it, that has apparently not been noticed before. By taking a step back and looking at the whole thing, it is actually quite simple what we are trying to do.

The bridge has always been surrounded with a certain amount of mystery, particularly concerning the upper levels. It has not been quite clear where it actually went, and at which time one would have attained what. People would place their own ultimate hopes and desires at some high point on the chart. And they might very well get confused or disappointed when they finally get there, and the result doesn't match the dream.

Most people would early on the bridge form a concept or an understanding of what "Full OT" is. The concept would usually be based on an understanding of the simple basic properties of a being. And it will be very close to the truth. A being can basically postulate and perceive anything, take any viewpoint, know anything, cause anything. We have obviously fallen away from the full command of those abilities. The goal of a bridge would naturally be to return to the original state enriched by what has been experienced, and able to play on the whole register without adverse effects from that point on.

The goal of the bridge is desirable and attainable. There is really no reason to scale it down to lesser size as some groups do. What has to be done is to lay out the series of gradient steps which lead towards the goal, to label them correctly, and to travel the path. There are various pieces of the puzzle, various distinct subjects and steps, and actually several distinct parallel tracks to travel to get to the goal. Confusing the pieces and the paths with each other will lead to disappointment, losses, and stops on the road.

The bridge in the Church provided steps for making a sane and happy human being. The grades and making a Clear is a very well understood and well functioning setup. The bridge also provided a series of OT levels. They have produced excellent wins for many people, but they didn't lead to anywhere in particular, and the bridge just ended then. The Ron's Org bridge remedied that situation, and made the OT levels actually lead somewhere. The point and purpose in doing the bridge has now also been much better understood and explained. However the bridge still doesn't go the whole way. One might still be surprised or disappointed that one's wish list still hasn't been taken care of. There is yet another strata of stuff. Pieces of the upper parts have been developed or suggested, but it still doesn't lead anywhere. It should however begin to be clear what that top section is about.

I will claim that the bridge can be divided into 3 distinctly different areas at this point. To keep things simple I will call what we do on all 3 of them "Clearing". Clearing would be the as-isness of previously uninspected material in that area and thereby getting closer to truth. Roughly the same meaning as "Auditing".

The first part of the bridge from the start through the grades to Clear deals with Life. We are talking about human life, the frictions one has with others, the sufferings in life, what has happened to you in a body, the quirks of a human mind, and so forth. That is handled by inspecting it, exercising positive abilities, keying it out, running the incidents of effect, and so forth. The end result is a happy, sane, well functioning human being. I would call that a Life Clear. And the process of attaining it would be Life Clearing and the grades towards it would be the Life Levels. Those are just words, but they describe what is actually happening well.

The next part is from OT1 through OT16 on the Ron's Org bridge. We are no longer concentrating on one's everyday human life here. These levels might or might not be effective in handling personal problems and concerns, but it is not their main focus. As the term OT implies they deal with Operating. They handle reasons for not being able to operate, not being able to DO things. And they do that mainly by handling the case of other beings of various categories that one might be linked up with. Those other beings would make you confused, try to control you, impose their own case upon you and so forth, and that would hold you back. The end result of running these levels would be to have cleared away the connections that stopped you, an Operation Clear. Actually it could be more correctly described as having been keyed out of the games one is in. The levels to attain it could be called Operation Levels if one would so choose. Note that I disagree with the notion that one would be totally out of the games and have no more case at this point. One definitely has an exterior viewpoint and an increased level of operation. But as long as one still has to have a body, and a physical universe, and a personality - one hasn't gone all the way. But, not to worry, that is really the next strata, it doesn't belong on the Operation Levels anyway.

After the Operation Levels one is largely not connected with any mass. What is left is stuff without mass. And what is that? Primarily the thetan's own bank. It has hardly been touched up until that point, and now it is finally directly accessible. The most basic ability of a thetan is to postulate (secondarily to perceive, but that is itself a postulate). So the only thing that can really aberrate a thetan is his own postulates. The only thing, period. What has been handled so far is really just the garbage that has collected around the thetan's own postulates, and it was only there because of those postulates. But we had to handle it first to be able to see and as-is the thetan bank. All previous attempts to handle that case earlier on the chart have failed. So, we are dealing with postulates and their major manifestations, such as beingnesses and goals. We are dealing directly with the manifestations of the static, so I would call these levels the Static Levels. The end result of clearing these subjects, a Static Clear, would be a static that can assume or not assume any beingness, that doesn't have any forgotten postulates, and who can create freely. That is a Cleared Theta Clear if you look it up in Tech Dix. Now, the problem is what we run to attain that. There apparently isn't a set of ready made levels that do it. The closest thing seems to be GPM type of tech. So, the steps need to be worked out, but the first step is to know what we are dealing

with.

Now, these three areas are divided quite logically. The table below describes better how existence divides between them. Actually they are kind of 3 parallel tracks, but it seems to work out best if they are in the described order. It also shows their relative seniority. The Life Levels produce releases that seem permanent at the time, but can easily be screwed up later on when the Operation Level material is in restimulation. And since none of those sets of levels really handle the underlying reasons, their manifestations can be re-created at any time by restimulation of the Static Level case. Case is not totally gone, before the underlying postulates are gone. That can be depressing for pOTs in the middle of the bridge with unhandled "earlier" case in restimulation, but an understanding of the matter makes it easier to bear. As Ron says, one cannot take one step on the road to truth without going all the way.

Life Levels

Operation Levels

Static Levels

State Life Clear

(Scn/Dn Clear) Operation Clear

(OT16) Static Clear

(Cleared Theta Clear)

Ability Gained No reactive mind, release on life. Can be in or out of a game, and can operate at will. No fixated need for beingnesses, bodies, or universes.

Levels to run Grades, Dianetics OT 1-16 ???

Part of existence handled Have Do Be

Where does the case come from The results of living as a Homo Sapiens The results of living in the Physical Universe and the Games The results of the thetan postulating, being, etc.

Stuff being handled Stuff one is carrying around Stuff one is connected with Stuff one is

Who's case The composite bank for one human Other's banks One's own thetan bank

Type of think Identification

Reactive thought Association Differentiation

Logic

Realization needed to start I can change for the better I can free myself I could let go of beingnesses

"Clear" cognition I'm mocking it up. I can have or not have at will I am operating I can be or not be

anything

CONFIDENTIAL

EXCALIBUR

THE OT LIFE REPAIR PREPARATION COURSE

(ADVANCE ABILITY STABILIZATION)

CHECKSHEET

26 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on this level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confi-dentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student).

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE OT LEVELS CHART ____@___

2. READ: THE BRIDGE AT RON'S ORG ____@___

SECTION TWO: OT LIFE REPAIR THEORY AND PRACTICAL

1. READ: TECH BRIEFING #8 __@_____

2. TAPE: TECH BRIEFING #8 _______

3. READ: CARDS FOR OT LIFE REPAIR ___@____

SECTION SIX: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

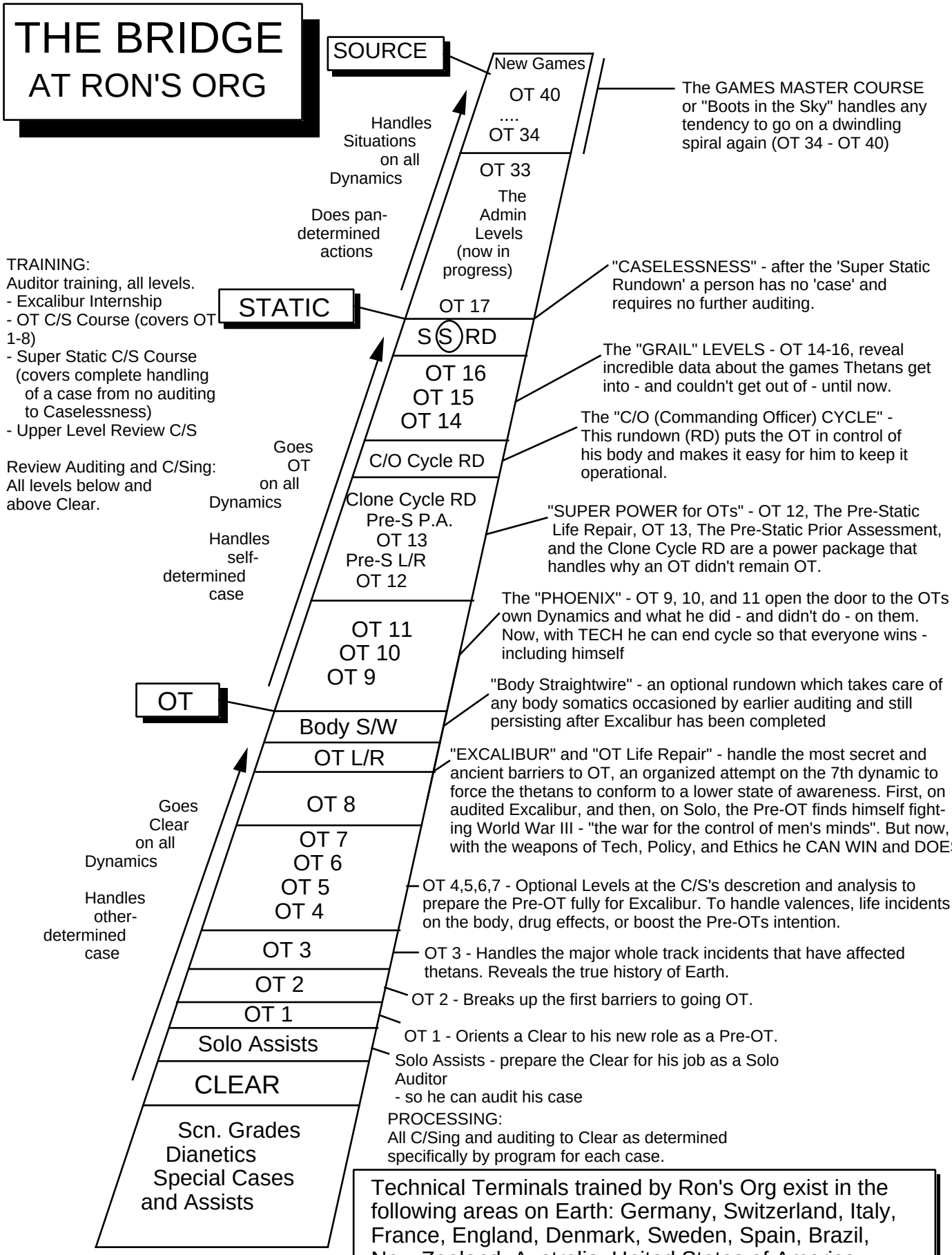
CONGRATULATIONS

YOU ARE NOW COMPLETE ON

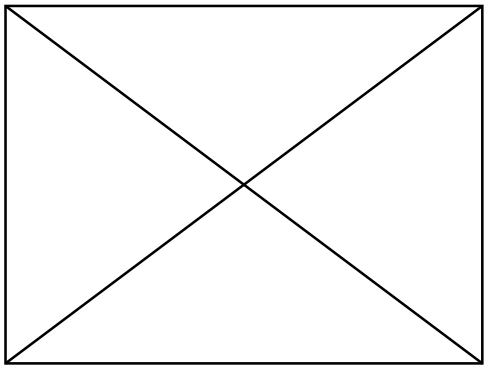
THE OT LIFE REPAIR PREPARATION COURSE

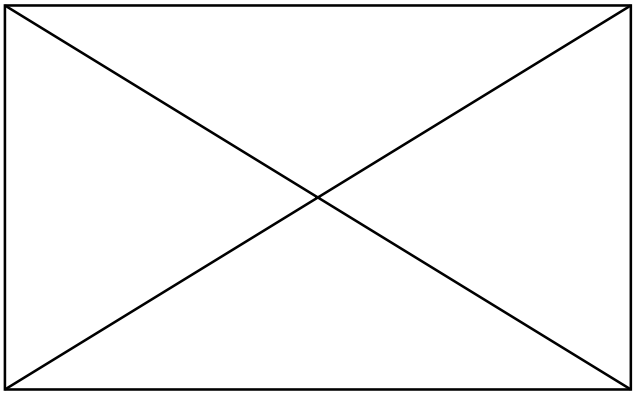
* * *

THE BRIDGE
AT RON'S ORG


SOURCE
New Games
OT 40
....
OT 34
The GAMES MASTER COURSE or "Boots in the Sky" handles any tendency to go on a dwindling spiral again (OT 34 - OT 40)
Handles Situations on all Dynamics
OT 33
The Admin Levels (now in progress)
Does pan-determined actions
TRAINING:
Auditor training, all levels.
- Excalibur Internship
- OT C/S Course (covers OT 1-8)
- Super Static C/S Course (covers complete handling of a case from no auditing to Caselessness)
- Upper Level Review C/S
STATIC
OT 17
"CASELESSNESS" - after the 'Super Static Rundown' a person has no 'case' and requires no further auditing.
SSRD
OT 16
OT 15
OT 14
The "GRAIL" LEVELS - OT 14-16, reveal incredible data about the games Thetans get into - and couldn't get out of - until now.
Review Auditing and C/Sing:
All levels below and above Clear.
Goes OT on all Dynamics
C/O Cycle RD
The "C/O (Commanding Officer) CYCLE" - This rundown (RD) puts the OT in control of his body and makes it easy for him to keep it operational.
Handles self-determined case
Clone Cycle RD
Pre-S P.A.
OT 13
Pre-S L/R
OT 12
"SUPER POWER for OTs" - OT 12, The Pre-Static Life Repair, OT 13, The Pre-Static Prior Assessment, and the Clone Cycle RD are a power package that handles why an OT didn't remain OT.
OT 11
OT 10
OT 9
The "PHOENIX" - OT 9, 10, and 11 open the door to the OTs own Dynamics and what he did - and didn't do - on them. Now, with TECH he can end cycle so that everyone wins - including himself
OT
"Body Straightwire" - an optional rundown which takes care of any body somatics occasioned by earlier auditing and still persisting after Excalibur has been completed
Body S/W
OT L/R
"EXCALIBUR" and "OT Life Repair" - handle the most secret and ancient barriers to OT, an organized attempt on the 7th dynamic to force the thetans to conform to a lower state of awareness. First, on audited Excalibur, and then, on Solo, the Pre-OT finds himself fighting World War III - "the war for the control of men's minds". But now, with the weapons of Tech, Policy, and Ethics he CAN WIN and DOES.
OT 8
Goes Clear on all Dynamics
OT 7
OT 6
OT 5
OT 4
Handles other-determined case
OT 4,5,6,7 - Optional Levels at the C/S's descretion and analysis to prepare the Pre-OT fully for Excalibur. To handle valences, life incidents on the body, drug effects, or boost the Pre-OTs intention.
OT 3
OT 3 - Handles the major whole track incidents that have affected thetans. Reveals the true history of Earth.
OT 2
OT 2 - Breaks up the first barriers to going OT.
OT 1
OT 1 - Orients a Clear to his new role as a Pre-OT.
Solo Assists
Solo Assists - prepare the Clear for his job as a Solo Auditor
- so he can audit his case
CLEAR
PROCESSING:
All C/Sing and auditing to Clear as determined specifically by program for each case.
Scn. Grades
Dianetics
Special Cases
and Assists

Technical Terminals trained by Ron's Org exist in the following areas on Earth: Germany, Switzerland, Italy, France, England, Denmark, Sweden, Spain, Brazil, New Zealand, Australia, United States of America.





THE BRIDGE TO TOTAL FREEDOM
THE OT LEVELS

Grade	Name of Grade	End Phenomenon
GMC	Games Master Course	The ability to play or not play any game in this or any other universe at will
SS RD	Super Static Rundown	Caselessness
OT XVI OT XV OT XIV	The Grail	An exterior viewpoint of games
OT XIII OT XII	Super Power	Stability as an OT
OT XI OT XIII OT IX	The Phoenix	The ability to perceive beyond one's own universe

THE OT LEVELS CHART

Level	Name of Level	Outcome
BODY REHAB	**Body Rehabilitation**	No attention on the body
OT LR	**OT Life Repair**	Verification of Excalibur completion
OT VIII	**Excalibur**	Freedom from other-determinism
OT VII **OT VI** **OT V** **OT IV**	**Excalibur Case Preparation**	Fully prepared for Excalibur by C/S estimation
OT III	**Self-Determinism**	Freedom from overwhelm Return of full self-determinism
OT II	**Whole Track Clear**	Ability to confront the whole track
Clear Orientation	**Clear Orientation**	An understanding of those factors which limit the ability and reach of a clear Enhanced stability as a Clear
OT I	**Telepathic Influence**	The ability to positively influence the universe of another

TECHNICAL BRIEFING #8

OT LIFE REPAIR

CAPT. W. B. ROBERTSON

24 MAY 1986

Hello, this is the Senior C/S, RON'S ORG, Frankfurt, Captain W.B.Robertson. This is Tech Briefing #8, 24 May 1986 or A.D. 36. The subject of this lecture is the OT Life Repair which is the possibly needed area between Super NOTs (Excalibur) and Super Scientology (The Phoenix) - or as we call them - between Excalibur and the Phoenix. Anyone hearing this tape should be trained and have done the audited part of Super NOTs or Excalibur and also heard the tapes Tech Briefing #4 and #7. This is Tech Briefing #8 and it is mainly for C/Ses and people who have - shall we say - finished the Super NOTs level, but they "can't quite get into the next level."

Now, the next level, or Super Scientology, which actually covers three levels, OT 9, 10 and 11, by the old awareness-scales, is a level where a person has to have the confront necessary to include in his session-space all of the physical universe, all of the beings in it, and all of the beings outside of it. AND all of the time, and the games, and the Games Universe Models (GUMS), which have gone on before, and will go on from now. This confront is rather large and the session-space is rather large, so one cannot do the level if he has - shall we say - Out-Ruds bothering him as a thetan or has some uncertainty about what he is doing in this game and what his track has been like, and what associations he may have had with others. Also there is the possibility that his communication lines (since he got into the Inc I and some of the plugs and so on that came thereafter) - that these communication and information lines were cut to other beings and he needs to repair those and complete the incomplete cycles. It could also be that the Pre-OT has incomplete communication cycles with thetans who have owned bodies in the recent life times and when they died he didn't know how to communicate to them. So this is a good chance to also remedy that and catch up on the backlog. So this is called then, "The OT Life Repair." And it can be done solo and it also could be audited. But it just depends on the skill of the Solo Auditor. If he did well on Super NOTs - or as some people are calling it, "OT 7," or as we call it "Excalibur OT 8" - and it really is an Excalibur - a magic sword that cuts through the "Gordian" NOTs case. Yes. Anyway, it can be done solo, but also it could be done audited, and it is just a sort of clean-up and making sure the person is ready for the next level.

Now I will tell you what's on it. First of all there are the following things: - (I'll just take my notes here, you see, because this has already been written up, and I see - here it is:) "OT Life Repair No 1." "Now understand, a person doesn't have to do all of these. They only do the ones that apply to them. Some people could have one, some people could have more than one, some people may want to do them all or need them all. But you only do them until they're finished, and when they are no longer necessary, they are no longer necessary.

Many people could have run through all of these areas in earlier auditing, OT III, or especially in Excalibur. So here they are: OT Life Repair No 1 - we want to find out "What was the person doing 75 million years ago?" - in other words: "What game was

he into and what was his - shall we say - game position?" We are talking about the Pre-OT now - "What was HIS game position during the Inc II times?" "Was he in this sector?", "Was he working for the Loyal Officers?", "Was he working for the other side?", "Was he mixed up in the government of Xenu?", "Was he just a Planetary Forces Soldier?", "Was he a citizen?", "Was he fooled?", - you understand - "Was he black-PRed about something?" Well, to get this track straight will help resolve the person's uncertainty on what went on at that time. The political background for this of course is covered very much in "Revolt in the Starts" by LRH. So that's No 1.

And "OT Life Repair No 2" (and by the way if you run No. 1 you MUST also run No 2, at least until there is no attention on it. Or, if the person has already run it, it will just F/N and the person says: "Yes, I know all about that.") But a lot of people DON'T know all about that, and that is "Did he run his own Inc I and find out what was happening around that time, and what he was doing?" That's No 2.

OK. So back in those days there was also some politics going on. There was a big organize cycle before thetans came into - or at least among the thetans who came into the MEST Universe to straighten it up. Bring order, make it aesthetic, make something good out of it and try to sort of get it back into communication and perhaps resolve it as a problem. And that was actually the first attempt at handling the MEST Universe, was right there, right before Inc I. And Inc I messed that attempt up very much because it decreased the power of a big thetan. So, "What was this person doing around that time?" "Was he with the thetans who were organized and came in in a sort of civilizing fashion - civilizing game fashion - to clean up the MEST-Universe", "Or was he perhaps working for the other side there?", "Or perhaps just sort of visiting?", "Or not around and came in later?", "Or ...what?" So, you want to find out WHAT HE DID THEN. AND run his OWN Inc I and find out what was the earliest beginning of that. You understand? He had to have some reason for being in the MEST Universe in the first place or he wouldn't have got in.

So. "OT LR 3" - is "Life Repair No 3" - "Did he fully get off the charge of the Coltus implants?" Now this is Coltus we're talking about. The ones that were done on Coltus. A planet of the North Star in the Marcabian Confederation. The Coltus Implants were very severe and very third party toward Loyal Officers and toward Elron Elray or Rawl as he was known at that time during Inc II. This Coltus implant station has continued on into present time and it is the center of third party implants. There were quite interesting ones done on Loyal Officers. They were assassinated. They were taken to Coltus. They were put on dummy bodies on posts - you know, the old "pole trap" - and then they were given all kinds of false information and third party. You still find people who are criticizing LRH today on the planet, going around and saying the same things that were implanted, and given as implants, in the Coltus implant. These were done by Xenu of course, and that was HIS IDEA to try to shift the blame for all the chaos in the Confederation to the Loyal Officers who were loyal to the people.

Xenu pretend that he was "trying to stop a revolt," you see, when ACTUALLY he had STARTED it. And this is made very clear when you realize he had to try to escape responsibility for the catastrophes that he caused and cover it up. This is the big cover-up on the 7th Dynamic. He had these instructions already set in there when the first part of the plan went in - when the Loyal Officers were assassinated - he already had an implant set-up to turn them away from being loyal to the people, and being loyal to him. Many of the executives in the old taken over Church are dramatizing their loyalty to Xenu from these implants. And that's what they look like - dummies on the poles.

Anyway, that's about it on the Coltus implants. You might also find, when you're running Coltus type incidents - now I am talking about some beings or monitors or two- or three-way monitors. It may be they're connecting the person still up with his friends, his old friends or the Church or something like that - they're still connecting him, right? - but they were implanted on Coltus. And of course you can run them exactly like an implanter or exactly like a person who has had such an implant. Now remember you always have to go back and get the earliest beginning, so the capture is necessary there and perhaps it was an assassination. If the person IS a Loyal Officer they usually were assassinated. The "capture" consisted usually of sticking a needle through somebody's lungs or somebody's heart and then freezing the thetan as he exteriorized with frozen alcohol and glycol. These are very severe incidents, but they run out quite easily after you've done Excalibur. But if people have them hanging around, or if they're confused about their own Inc II as in OT Life Repair No. 1 and they get finally straightened out on their own Inc I, what they were doing there, and THEN they come back and look around and see if there is any of these sitting around on a monitor line, or between them and Coltus." So that's the question you ask. It's just: "Thetans with Coltus in restimulation?" You get a read and you look for the guy and identify him and start running it. OK? That's all. You just do it. And you just run these until there ain't no more. And the Pre-OT will find out a lot about Coltus - I tell you - and he will certainly straighten up and realize what all the third party is about on LRH and on the technology here on Earth. OK, that's the Coltus number.

And, as I have a little note here in the C/Sing letters that says: "Even if a person WASN'T taken to Coltus, if HE himself wasn't taken there, there were plugs made up on Coltus to be sent after certain individuals known to be working on the Teegeeack Salvage Projects. So some of these beings who were assassinated, were put into the Coltus implant and third partied, and then made to run plugs, and then were sent to find people. You understand? They were pretty big beings and they were smashed down and then they were sent as a "duty of loyalty" to Xenu, you see? To go find people and mess them up. So you might find some of those. Most people find these on Excalibur anyway, but if they didn't they must look for this. So you look for thetans with "Coltus in Restim." And you also have to telepath them R-Factors as to what you're handling: What Coltus is. What star it's the planet of. We're looking at 75 million years ago or anything up from there to PT. That's sort of the R-Factor to telepath up there to any

thetan around the area. And then ask the question "Thetans with Coltus in Restim?" - Bam! - it has a read. Run it as a plug.

Well, run the guy first and then find out what is monitoring him and what he's still connected to and then go up the org board, come down the org board, find out what he was holding and so on, and run the whole plug out. You see, you just run it like a plug to FTA. There may be more than one. This C/S can be done over and over until "Coltus in Restim?" doesn't read - even on "suppressed?" - or it just F/Ns when you ask the question. OK?

So. "OT Life Repair No 4." Now, No 4 is PLUGS - regular plugs - but they're NOT ON THE PRE-OT'S CASE. But they are on an old friend or an old enemy, in the 2nd Dynamic or the 3rd Dynamic or the 7th Dynamic, and he knows that person in this lifetime. He KNOWS them. Your understand? And he's still in comm with that thetan, or has been, in THIS LIFE TIME. And the connection to him, that's what is making him a little PTSish or Out-Rudish, is of course a two- or three-way monitor, which stirs up the person's next level, you see? And it stirs up his next level charge and sort of throws his Ruds out by "thoughts," you know? Maybe Coltus type thoughts, or third party thoughts from the other person. Now, these monitors can be very tricky and they can be connected up between a whole group of people as you can hear from Tech Briefing #5, or from running Excalibur where you find that sometimes monitors are MORE THAN THREE-WAY. They may be connecting up a whole group to keep them all split-up or to keep them all invalidated or something. But these monitors have this amazing - not amazing when you've done Excalibur, but amazing to anybody else - the monitors have the ability to feed "Jelly Beans" - you know, these little tiny thetans, that had been trapped in Pre-I, these Pre-I ones - over the telepathic connection and direct them into the Pre-OT's body or give him a headache. So they can start trying to fill you up again with the little "Jelly Beans" into the body or case, you see? So it's good to run these out and sever those connections and - not to just sever them but you run them to FREE the beings at the other end. The whole idea is: "Free all of the beings that you ever got in contact with on this Excalibur level and anywhere below." OK?

So, the way to approach this OT Life Repair No 4 is to find out who the Pre-OT keeps thinking about or who is thinking about him. Or it could come up on rudiments. He always has a PTP with Joe or Bessy Ann or whoever, so THOSE ARE THE PEOPLE. And on the best reading ones and the most interest, ask: "Thetans connected between that terminal and you?", you see? Or if the guy is soloing it he can say: "Thetans connected between 'that terminal' and me?", you see? "That terminal" means: PUT THE NAME IN THERE, you know, OF THE PERSON. OK. And he gets a read on it. Then you locate it. Just like you do on Excalibur, and run the plug. I mean, just run it as a plug: Locate, "BT or Cluster?" - you know - "What are you?" and then run all the necessary things to handle it as a monitor or implanter and run it as a plug. And most of them will probably be on the other person's case. The whole plug will probably be over

there except the monitor and maybe a few "Jelly Beans" that had been fed over the lines. OK?

Now, the Pre-OT only needs to run what is connected to him and any holders all the way up to the top of the org board. In other words, anything that will influence him. He could run it all the way up to the top and he must go up to the top. And it might have to - and when it blows there, of course, it will also influence the other person just by the suppression taken off. Well, that's okay.

I mean, we're in the business, you know? So, if the person wants to run more at the other person's plugs, well, it's an old friend and so on, and he wants to get the guy's eyes opened up again or something, well, he can, that's fine. You can always make case changes for others.

Now, some of these multi-monitor plugs, which connected up more than one person - more than two people I should say - and maybe more than three including an implanter org monitor - they could be with old friends in the Church or weird agencies or connections in life. You know, in the government, and so on like that. DON'T BE SURPRISED AT ANYTHING YOU FIND! Still the same rule applies here. Just take the data and free all of the beings in the plugs.

OK. Now, the occasional "sudden headaches" from Black NOTs or one of these monitor lines can be totally handled by a Pre-I assist. Now, this can be done any time in, around, or out of session. If you've done Excalibur and you feel pretty clean and all this and you feel a little twinge or you feel a little feeling of stuffiness coming in, like from a piece of a plug or BTs or something, then you can do a Pre-I assist on it. If it isn't more than one, you know? Just a "little jab of pain" or something, "a little twinge." They try to do this in Black NOTs. It's just childish, because they don't even know the process to run these things out, so they can only just "throw them away," you know? Just intend into the area of the pressure "Pre-I Experiments, 4 to 7 to 10 Quadrillions ago. Get your individual experiment, where you were made into what you are." You see? Now, you might have to run them back through being on the other guy and being stored in a box or an Electrosphere or all the way from the Moon to Mars to Coltus to back to Sector 9 to Sector 17 - say - and over to Andromeda back to the Pre-I area. The Pre-I area was and IS over in Andromeda, by the way. But when he gets back there, then he'll run the Spindrier, Electrosphere, and Hoover, you know? Just like any other of these "Jelly Beans." And he gets the "Who?" and - Boom! - everyone goes off and they start breaking off, scattering, they just disappear. They're gone. You might have to wake them up with "Hellos" of course first. And also at the end also tell them, you are not holding them - ah, sorry - tell them "I'm not holding you! No one can!" Give them the "Rights of a Thetan," you know let them go free. That's the whole idea, we are here to

FREE beings, we're here to FREE beings and AS-IS things. Now that blows the occasional "sudden headache" in a few seconds or a couple of minutes and if it's kept up and you do it as a group auditing assembly line process, as you probably learned to do on Excalibur, just keep them flowing and keep their attention there on what the date is, that they got to run it, and the incident, and so on and then "Good bye!" They all go.

So that's an assist which you might find is needed when you start working on these "monitor lines" or "connected plugs" because people get aware that you are doing this, you see, and then if they're still evil they try to keep throwing stuff at you, you see? And occasionally in and out of session you get this, which you can HANDLE. I mean just by walking around the corner or saying "Excuse me, may I go to the bathroom?" And go in and sit on the toilet and handle it. It's finished, you know? Just a little time you need to concentrate on the incident and put them down the track to it and - Pfttt! - blow them out. So that's simple. OK?

And that proves, by the way, the Church does NOT have the Super NOTs tech and they don't know anything about Pre-I incidents. They can't even handle them. I mean, there is MUCH better ways to knock somebody down, but they can't even handle them. Xenu would NEVER let them know what these were or they might go free themselves, you understand that. The implanters DO monitor the Church. I mean, we have definite proof of that in about 40 cases who are all running this level.

So, now we go to "OT Life Repair No 5." And this one is like a flows process, but it is to handle the bits and pieces of the Pre-OT's plugs that have MIGRATED TO OTHERS ON ALL THE FLOWS. You understand? Back and forth. You know, "Self to Others", "Others to Others", "Others to Self" Back and around and so on. And this one is covered on the back of Tape #7. It's covered briefly there, but we find on the "in-between level" here in OT Life Repair that some people HAVE to do it then, to sort of "clean up" those flows, those little bits and pieces that have migrated through 2D (2nd Dynamic), intense emotional relations, fights, birth, death. You know, all these various things where people get so attached to one another and "mashed up" as in a crowd, you know, in elevators or in New York City or at Yankee Stadium, you know? The migrated plugs in big cities are probably much more than in a farm area where it is just between the people and their families or maybe their animals. But anyway, there is a lot of that. And it's on Tech Briefing #7, Side B. And if he confronts and handles this "All-Flows Clean Up," he feels a great sense of freedom and much more in-rudiments with all these other people that he was dealing with in the past. So look at it as a little triangle, you know? One point of the triangle being the PRE-OT, and another point of the triangle being ANOTHER PERSON, as a specific person he knows, or PEOPLE HE KNOWS, and then the other point of the triangle, the third point of the triangle, being just OTHER PEOPLE that these things could have migrated to from the one he know of from people he knows to others. Just anyone, you see? And then from them, from any other person of this society, he could have got little pieces back, not only his own, but others, you know? So

it doesn't matter, you just have to get this concept that there is a flow or migration of bits and pieces of - you know, a "Jelly Bean" here, a "Jelly Bean" there, maybe a bit of a plug here, a bit of a plug there - and the emotions and so on, that go on, especially lower toned emotions. Intense emotions can migrate these things. OK. But what he MUST do in these flows is to look at each one being a TWO-WAY FLOW and then a flow sort of "Self to Self" and "Another to Another" and "Others to Others." In other words a little FLOW 0 at each point of the triangle. So there can be 9 (9!) flows there. From each point of the triangle to each other point and then the reverse of that, you see? Forwards and backwards from each point to each other point and then a little "Flow 0" at each point, you see? So what he has to do is spot these bits and pieces that migrated on the flows. And you soon find his attention is thrown to those terminals who have them and he can then run them Super NOTs style. So, he gets a little bit and piece and then he runs it out. The Pre-I incidents and so on, or Inc II, Inc I, or Coltus. Whatever he needs to do until that's cleaned up and there is a nice F/N there. And then he spots another one and keeps on doing this, keeps on doing this, keeps on doing this.

It doesn't all have to be in one session, but he just keeps on doing this - usually it only takes a couple of hours - and it just starts going and pretty soon the guy gets feeling more in-rudiments and more better about everybody and pretty soon he just blows out and it's enough to put an FTA there. So he runs them on whatever they need, spot anymore on another, run them, anymore, back to me, run them, etc. Also "Others to Him", "Another to Him", same way. This will get faster and faster and end up in a big FTA and feeling of peacefulness.

You see, all these things have MIGRATED. The attention lines are still there, the comm lines are still there. Once he's run some out, and realizes he doesn't need these things they'll all start getting the idea that they can end up this game too! And then they are faster going off and they get their incidents individually and blow. OK, he gets an FTA and a feeling of peacefulness, that's what's been experienced. It's a sort of a "peaceful, no out-ruds BTs and Clusters between him and the others." In other words, the Pre-OTs feel their rudiments are IN, really for the first time, with everybody. OK, so that's the OT Life Repair No 5, that's the "Clean Flows Rundown."

Now we have "No 6." This is "Super NOTs Int Rundown" and this is a Super Int RD really - Super NOTs Int Rundown - and this is described also on side B of Tech Briefing #7, and that's where the Pre-OT extends his sphere of perception outward until he hits a BT or Cluster unblown or partially blown. And this is now from his, this is - you understand - this is where we're making HIM confront his session space and clean it all out, so he can do his sessions on the next level. He's expanding his awareness, his viewpoint outward, you know? From his "Wherever he is auditing from," he goes out. You know, "In the first - let's say - foot and a half from my central viewpoint, is there any BTs or Clusters that are unblown? Or in restimulation? Or from the Excalibur Level? Any BTs or Clusters?" - Boom! - there's a read. He handles that guy. That's all F/Ning now

and then he goes from 1 foot to 10 feet out, then from 10 feet to 20, and maybe up to a hundred - because you can start getting more and more powerful on this as you go - and a hundred to a mile, 2 kilometers, 10 kilometers, 1000 kilometers, you know, 1 lightyear, etc. His sphere of perception keeps going out on a gradient of what he can confront and handle and as long as it reads you keep running it until it F/Nes. Then you take the next bigger area and you just go on all the way out to the limits of the universe, and even beyond if you want, until the guy feels his whole auditing space is totally clean. All right, that also takes a few hours but it's very well worth it. SO he just frees them exactly as on the Flows Rundown. You just free them with whatever Super NOTs tech you need. You know, whatever they need - you know - unblown Inc I, the guy still has people stuck to him, or he didn't get his earlier universe, or he needed a purpose, or he really didn't understand the game, or whatever he needs, or he is a Pre-Ier and he didn't quite blow, because he's still stuck in the Hoover, or something, you know. Now, you just handle them. And he goes further out - extending his sphere of perception - and he goes further out until he has his field of awareness encompassing the MEST universe (U3), or HIS OWN UNIVERSE (U1) CONCEPTION OF THE FULL EXTENT OF PHYSICAL SPACE. Either way, what you're doing is cleaning up his OWN UNIVERSE. And you'll be needing this data on the next level.

There are three universes that LRH talks about and that is: the universe of oneself, ones own universe (U1). The universe of others, which are other beings that also have their own universes (U2). And the universe that is agreed upon or the MEST universe (U3). Now, we call them U1 - that's the letter 'U' - 1, that's ones own universe, U2 is all of the other people's universes and U3 is the MEST universe. You'll be needing that in the next levels. It's just to put it in here. So what he's trying to do here, is clean up his own U1 auditing space, so that he can do his U1 auditing, and he also has his idea of U2 cleaned up too, so that he can sort of confront and handle what's gonna be there in the next level - in the next levels, I should say, OK?

What's next here? Oh yes. Remember on this Life Repair No. 6, when you're doing this Super Int RD, to also go downward. Don't just expand outward and miss the planet, because a lot of BTs and Clusters will blow downward into the planet. You know, there are a lot of implants about hell and they think that's down in the center of the Earth, so a lot of them maybe have gone down there and are waiting to see what the next command is, you know? So extend it right through the MEST as well. Make sure it's in a whole sphere of awareness. All the way out from where the person's "Central Viewpoint" (CVP) is in the session, all the way out to the extent of his awareness. And it should encompass the physical universe by the end of that and he feels really good, really clean, ok.

"No. 7": Then after he has done that there ain't much more to do on this level - I tell you - in fact, you might say that's about it on the Excalibur level. But there is one more little point he has to do before he can get ready for the next level. And that is "OT Life Repair

No. 7", if he needs it. And that's to handle old friends in the Theta Universe, incomplete comm and game cycles from his past track or any earlier universe game cycle, but just with a single individual. In other words: He is trying to pick up any incomplete comm cycle with people he knows now that were with him a long time ago. Old friends - maybe his father died and he wanted to tell him something before he died, or his wife died and he wanted to tell her something before she died, but he didn't get a chance. But now he can, he knows he is telepathic and he knows he can locate her, ok? So he can do this session to repair these comm cycles. And this is not to be overdone, this is just to be done until the guy feels totally good, and totally ready to be an AUDITOR - an AUDITOR, right? - for ANY being that might come up. Not a specific being, you understand. He has to be feeling that he's ready to confront and handle ANY being that might come up in the next levels. This OT Life Repair No. 7 is only for people he actually knows and he has incomplete cycles with. OK. So the way you do it is you ask for any incomplete cycles with thetans and you handle any out-ruds. Usually it's just rudiments or long duration rudiments. Or any BTs or Clusters that have sort of gotten on the line and block the comm and come in between them, you know? That might be one of these "monitors" or an "out-valence R6er" or something, you know? So anyway, that just handles it, that just cleans it up with whatever he needs there. Usually it's rudiments, long duration rudiments and a little bit of OT III and Super NOTs tech and pretty soon the comm cycles are really cooking along and they F/N. And that's it for that one. Then you can check if there's any more and when the whole thing F/Ns; that's it, he's finished. Ok?

So it handles one's cycles, with a friend, or friends, per session until not more attention on the subject or the question just F/Ns. And that question of course is "Any incomplete cycles with thetans?", you know? That's all. Maybe the auditor can make it a little more specific "Any incomplete cycles with thetans?" and groove him in that the thetans we're talking about here are the friends he's had or thetans he knows - right? - or he has known. OK. And you say, "Well, do you have to run ALL the ruds or anything?" No, you don't have to run all the ruds, you just find out which one is out and handle it, you know. Just like you do with ruds, you know, "ARC Break?" no, it's nothing there, ok, "Suppressed? Invalidated?" yeah, here is something there, ok. So then you handle it, you see? So you just go down the ruds and handle which one it needs, and if the guy knows him very well, he can just - he knows the guy so well, he just says "Yeah, I have an incomplete cycle with you as Joe (former name), and how is it going?" He says "Well, I have this problem." "OK, What is it?" You know? And handle the problem. "Is there something blocking you there? Is there somebody in between your line with me?" Yeah, might be a BT there." You know, just blow him out of the way. Just get the guy's lines cleaned up with his old friends. And of course he can also point them towards the Standard Tech, because a lot of them of course are not gonna be as able as he is. And he can point them toward the Free Zone technology and Ron's Tech. OK?

Now, I didn't put one thing here which is just a sort of a note at the end, and this is "OT Life Repair No 8." If the person is not ready for Super Scientology or the Phoenix Rundown by this time, he should be checked by a C/S for physical or possible drugs unhandled. He might have drug plugs, he is holding on to the "drug plug" because they still give him a high some time, or it's probably just a bunch of Pre-I thetans dramatizing

the drug or some extra plug that he didn't get off, because he wanted - you know - he THOUGHT it was HIS. You know, he want to keep it in his pocket or something and use it later. So there might be something there, something. But that's a review cycle, I'm not talking about that, I'm just talking about: This is a level to clean up all these little things so the guy can confront and handle any thetan in the big auditing space in his own universe and the physical universe. OK?

So, this would be a C/Sed point and in review and you would have to check and see if the guy did his Purif right and if he had his Super NOTs drug rundown plugs, in other words, plugs connected with drugs. Or if he needs a touch assist, or unhandled genetic line plugs - now that's another thing. Some people will find - you find the guy never ran out a "Genetic Entity," because he thought that if he ran out the Genetic Entity his body would die, you see? So every time somebody answered up and said "Yes, I'm the Genetic Entity, but don't touch me or you will die!" You see? And he went "Oh, I better not do that, because Ron says the Genetic Entity is there and they run the body, and if I'd run that guy ...!" So he just ignores that and he goes on and runs something on OT III or Super NOTs and he forgets about that guy, see? And the fact is that it made him avoid it up to this level and he has never run these because he actually has a misunderstood. He has missing data, see? The thing is that anybody that answers up there on those levels and so on you better run them out. You better get them clean.

The body is a carbon oxygen engine running at 98 degrees Fahrenheit. It runs. I mean YOU can run it. Anybody can run the damned thing, I mean, it's simple. You don't need a bunch of guys pretending to be Genetic Entities. They may have BEEN Genetic Entities, they may BE Genetic Entities, but they are fucking aberrated, man. Get them out of there. Take over the command yourself. Anyway, you got the idea. You see, somebody will, maybe, have withheld running these guys and he still has them, but he can't really get in session because "I have so many body problems, you know my GE is not in good shape!" Well, FREE the GE! That's the answer to that, just free them. Give him his freedom, get him out of there so you run the thing. And it runs very well, it just keeps cooking along. OK, that's genetic line plugs or pieces of plugs in the body, etc., etc. This is best done by auditing if somebody gets to OT Life Repair 8 where they need this body thing or drugs thing handled. I mean, this should probably be done by a guy that's doing auditing of this stuff, you know? He's trained to audit others. We have this in 5 countries now around Europe and it'll be expanding and expanding because it is the correct way out of the trap and so don't worry, there will always be auditors around.

Now I have made one rule that no one may deliver this to others - right - may deliver this technology of Excalibur to others unless they are trained by RON's Frankfurt or somebody here. Now that means that anyone who is trained can then put any amount of public on it that he wants so they can do it Solo. But I know for sure that if the people who are delivering it and putting people on these levels and doing the audited part of Excalibur, do not get trained here - well - then the next via that does it, and so on - the

tech will start slipping out - slipping, slipping, slipping. We've already found that out to be true. And even people who were trained auditors - they go out and they ask you - you know - on the phone "How do I get to put the plug to ...?" You see, they just got it to do it solo, they didn't do the internship here, they didn't see the folder study, they didn't get briefed on the C/Sing points and so on, and they go out and ask "Can I give somebody else ...?" And I say "NO!" You see, you CAN put people on it solo, but you can't train up another person to deliver it. You know, if you were interned here, you CAN put - give it to other people. If you were not interned here and you just are on it solo, you CAN'T give it to other people. I'm not saying that you haven't got the right to commit an overt and squirrel, and really - you know - just spread it around, but remember, IT WILL BE ALTERED and IT WON'T WORK SO GOOD THE NEXT TIME OUT. Because there IS a lot to know about this and the main mistakes people make - you know - running out of one plug into the next, not knowing when to end the cycle, getting three or four plugs in restimulation, all this kind of bullshit. Right, there is something to know about it. So I advise anyone that hears this tape if they have anybody in their area that's operating delivering Excalibur or this level to someone else, and they were not trained here at RON'S Frankfurt, you better tell them to get the hell over here. OK. So that's all about that.

I do want to cover some things here now about political changes. Actually, because we have to keep you up to date politically, and because everything you run on Excalibur, of course, DOES affect the actual game on the 7th dynamic.

It is proven in many, many, many cases that if a person runs out, for instance, a monitor in a certain position - say a monitor on Coltus or a monitor on Mars or something - and another person has a plug that goes up to that area to that monitor - there are maybe more than one up there - but if it goes to that SAME one and it was in a physical location - like an exterior being sitting inside of a satellite or something, and he's got a bunch of computers but with Jelly Beans in them, but he himself is an implanter - and somebody else has run this implanter out and freed all their Jelly Beans - then we find, that if ANOTHER guy locates this on the top of HIS plugs - the same guy, the same monitor, the same satellite - THERE WON'T BE ANYBODY THERE. And if there IS somebody there, it's a new guy, and he's just been there about a week. The old implanter WON'T be there anymore and the guy may find his OWN Jelly Beans in the computer - BUT if the other Excal auditor has freed ALL the Jelly Beans in that satellite then this new auditor that just contacts it, he WON'T FIND ANY IN THERE. You understand what I'm saying? In other words, WE ARE TAKING APART THE NETWORK OF SUPPRESSION THAT HAS EXISTED EVER SINCE PRE-I! It is absolutely coming apart. You will find the implanters are in a VERY BIG DANGER CONDITION. They try to by-pass and handle it and they don't know how to do it because their set-up has been so stable for the last 7 quadrillion years - or 4 to 7 quadrillion - that they don't even know how to by-pass it anymore. And they are all coping and all this. And now we have some people that have run up only two levels on the org board above the holder near their body and then they find XENU up there himself or something in his valence, trying to handle the thing with telepathic lines himself, you know? Way over from Andromeda or something. So that's the kind of thing I want to brief you on, a little big of political happenings in the

sector and in the universe, because XENU HAS BEEN EXILED. He's been exiled since last November to Andromeda and he's not on this planet anymore. He was picked up by two Galactic Patrol missionaires and I think you know who they used to be on this planet, one of them was Quentin and one of them was Yvonne. Both of those people were murdered by some of these implanter org scenario guys and those take over people that took over the Church. They murdered Quentin and they murdered Yvonne with this type of shit. So they had the great duty of coming down and picking up Xenu, nailed him with a couple of tractor beams and picked him out of the body he was holding, which was near Strassbourg, France, and was named Anthony Carlisle. He had a Swiss and a French passport and everything. But anyway they took him away in last part of November 1985 and he had some handlings. Then he got exiled to clean up the mess in Andromeda which means to dismantle the Pre-I implant station over there. But he hasn't fully reformed. Because he is doing a few little tricks from over there.

But meanwhile, while he is over there, the whole operation here due to the whole taken-away parts of their org board, has split into two fractions. And that's what I want to talk to you about on the 2nd side of this tape. The "Big Split" and the political changes in the sector and a few other things that you might run into on the Excalibur level if you are an auditor or if you are a solo auditor. Because things are really happening. So on the next side we will talk about that. This is the end of Side 1.

***** TECH BRIEFING #8 - SIDE 2 *****

OK. Hello again, this is side 2, Tech Briefing #8, 23 May A.D. 36. And on the last side we covered - on Side 1 - we covered the OT Life Repair steps and I will mention again a person may not need all of them. They only need the ones - you can actually go down and see what they are interested in and the reads are on them and - you know - they can just take it like you would handle a stack list - whatever they are interested in and so on. And when all of them are just F/Ning - well - there is nothing more to handle. The guy can have his confront big enough and he can have a session space big enough and he is willing to handle any thetan that comes up. That's what we want. A sort of: "As a solo auditor he's ready to handle any thetan that may come up." Not particular "old friends" or anything. These on the next level - you are gonna find guys that you didn't even know were there. And he also has a confront that includes his own universe and the MEST universe and time, forward and backward as far as he can imagine. OK?

Now on this side I'm going to tell you the political changes that have been very interesting since Xenu was exiled in November. Well, you know there are people who've

run this Excalibur level. You know? They've been sending a lot of these captured Loyal Officers - which are being now freed out of the plugs, and a lot of turned around implanters, who are also freed out of these plugs - they've been sending them back to Central and to Sector 9 M-Ship to debrief. And these debriefs have mounted up. There've been THOUSANDS of them - thousands of them, you see? And finally the Grand Council of this galaxy realized that they themselves have been monitored all the way for 4 quadrillion years. You see? When they gave Elron Elray the project to do on Earth here - to clean it up and get the people ready for admission into the Galactic Community - they THOUGHT they were just cleaning up a "local bad spot." A spot that, you know, had been messed up 75 million years ago and when people get up through - say OT III - they should be ready to go back and join up with the others. When the whole planet was F/Ning on that they could get, sort of, like, get back in comm. It wouldn't be TOO aberrated. But since Excalibur they found out that THEY THEMSELVES were monitored by plugs all they way since before, or since the moment they got their Inc I. And so there was a great political upheaval up there, that Elron Elray was, of course, right in the middle of, and they decided to exile Xenu. And that's when the orders came down and that's when Sector 9 carried them out under Elron Elray's discretion. And Quentin and Yvonne came down, took Xenu and got him out, handled him a bit, exiled him to work on his "amends." And the political changes included that Markab - the representatives from Markab to the Grand Council, who were always non-complying with the order on Xenu - the Ethics Order on Xenu, you know - they were sort of like pushing it off to the side, stale dating it - you know - ignoring it, and saying "Yes, Yes. We got to check it out through, there may be something about ...". You know, how they do it in orgs, anyway. Anyway, they wouldn't ever have applied it until when they found out that THEY WERE MONITORED also and they HAD BEEN MONITORED BEFORE INC II, before that, from Coltus, themselves! Coltus was used as a monitoring station for the whole of Markab. Markab was like the test place to restimulate the Pre-I incidents and so on, in the Sector. The Markabians, therefore, are the most "done-in" of the various non-earth planetary populations around.

They were at a much higher level than "Earth Beings," but when you scratch a Markabian you find a monitored guy from Pre-I plugs. And he has totally been monitored into the valence of what Xenu looks at as his "body operating org guys." He has an implanter org staff, of course, who have been with him since Pre-I. but they are all exterior, they don't take bodies. But the other guys - which were with him since Inc II and the Markabian guys who were monitored by Xenu and his implanting experiments in this Sector - they HAVE taken bodies and they were always "willing" - VERY "willing" - to work with him because of the plugs and the monitors on them. So you see the game.

But soon after these debriefs started the Grand Council exiled Xenu and then the Markabians fully agreed and they said "That's it! No more implanting!" The latest news is, they are trying to create an implanting free zone down here. Now this is the Markabians who remain loyal to Markab. Realize that! There was a split here. There are also some beings on this planet who remained loyal to Xenu. So you had a split here. A political split. It's been evidenced ever since December 1985 and on up into present time. You have these weird things happening. Explosions, atomic reactor blow up, the

bombings, very embarrassing situations for one or the other governments - demonstrations against the "other" governments and the other side and so on. You can basically understand the whole news by looking at Europe as being mostly controlled by the Markabians who are still loyal to Markab and have dumped Xenu and the idea of implanting, but not the idea of one-world control and not the idea of computer control. But they HAVE dumped Xenu and the idea of implanting people, because their Central Government told them "Knock it off. We're with the Grand Council decision. Get Xenu out of there, he's not on the mission anymore, he doesn't run anything!" So he's out. The European guys now are more or less aligned with Galactic Central. They're still trying to take the planet for Markab, however, but it will be an easier game to handle with the New Civilization technology of the 4th dynamic and they will be much more amenable to creating a Free Zone planet.

Now, the other thing is that the "other" side is mostly based in America, because that's where a lot of implanting tech has been carried out on the unsuspecting population. And at this point I advise you to read the unpublished notes of a book that Walter Broward was supposed to have written called "The Invisible Third World War." It's even more horrifying than "Sector 9" data and somehow he disappeared and it never got published, but we have copies of it and if you read that you'll understand. He says it also from the political level of the game of implanting being pushed into the major countries of the world and through their governments. And it's an incredible book. It's a good companion reference to Sector 9, to give you the real "skinny" of what's going on in the biological, chemical, mental, telepathic warfare game. He also mentions "Excalibur" in that book. The ORIGINAL "Excalibur," the book by LRH, that was stolen originally from his office in Washington and that was then used in the CIA to develop a technology capable of controlling the planet in mass. Well, we know that was just a trick of the implanters, because LRH was trying to expose some of the implants on the planet. And he wrote the book to sort of pull the sword on it and we're now finishing that job. We have pulled the sword on it and we can run them out and handle them all the way back.

But that book was VERY important and so, like I say, you can always take knowledge and use it one of two ways: to SUPPRESS people or to FREE them. Well, of course the implanters and their monitored beings in the CIA, in the Church and everything, in the governments of America, they just used it to suppress people. Ok.

So, the Europeans actually are now more aligned with Galactic Central than the Americans. Russia has been quavering. It sort of moved closer to Europe in terms of friendship and purposes and the Americans didn't like that, and so - oh sorry, not the Americans - but the IMPLANTERS didn't like that. The implanters then monitored an "accident" - shall we say - over in Russia and you had a nuclear fallout problem from there. There's a lot of things going on, there's also a third world movement going on very quietly to establish a Free Zone planet that I told you was started - if you read Sector 9, you see when that was started - a couple of years back and so it's all coming

to a head in the next few years. And believe me, if you don't read Sector 9 and if you don't do this Excalibur level, you won't know what the hell is going on. Because the whole "political" scenarios are only a REFLECTION of what's happening REALLY on the 7th dynamic. Ok. So that's what the latest news is, Ladies and Gentlemen. You can keep "tuned in," but you really just have to take your meter out and you can "tune in" on it any time you want. Just run a plug or something and find out what the latest tricks are.

Well, here's some of the latest tricks. Xenu, since he was exiled has tried to do some things. I put him on report of course. I just want you to know this because you might find it when you're running Pre-OTs and so on. He is SUPPOSED to be taking responsibility for the Pre-I implant station in Andromeda, that's the next galaxy over. That was the original home of the Pre-I implant station. It's on a planet there with a very - sort of - gold and reddish looking sun. And it also has - that was the area, by the way, where the game started, the game to organize and bring aesthetics to the MEST universe, that area, that whole galaxy. So it WAS the beginning galaxy and THIS one was the SECOND galaxy that's been expanded to. Well, not the only second one, but it WAS the second in sequence AFTER the thetans decided to come in and do something about the MEST universe. Xenu is now over there (in Andromeda) and he is supposed to be doing this "amends." But his telepathic line is still strong, you see, to his Implanter Org guys, because they are all fucking implanted of course and they all respond to him because of the way their plugs are set up. And so this is what he's been doing. He was directing a telepathic line to the Implanter Org and via them to the RTC in the USA to get them to concentrate their Black NOTs to various individuals in the Free Zone. And I put him on report for that. He was realizing that we were taking apart his org board, you see? Oh well, now they are still trying, but he didn't make it.

You can always tone 40 him out of your session, but you might find of course that he has some old agreements with the Preclears in the session or the Pre-OT you're handling and they might have created viewpoints together, such as admiration flows, or the Preclear, the Pre-OT created a "viewpoint" like a MOCOVP - and I tell you about those in a minute - a Moment of Creation. In other words they created a viewpoint and Xenu created another one and put it over his and so you now have this sort of a "MULE" there. It's a MULE-viewpoint.

It's part of Xenu's and part of the Pre-OTs and he sort of feels "affinity" for Xenu and he can get: "Well, he is REALLY a nice guy!" and all this, and so on. And you just have to find out that he's got an incident where his created viewpoint was mashed together with Xenu's. You know, one of his created viewpoints was mashed together with Xenu's. Split them apart and then return each to it's "moment of creation" and then that handles that. Oh boy, it's so simple. Once you get through this Excalibur level it all becomes very easy. Ok, so that's what he was doing here.

He was also intending some Jelly Beans - that he still had in storage over there in the Pre-I area - that were still in the Electrospheres - BUT he had proofed them against responding to auditing. In other words he would sort of "audit" them and then punish them when they responded, and then he was trying to put them on an attention line - like a Black NOTs line - and push them all over the Free Zone here. And I found a few of theses and they wouldn't go immediately to their Pre-I incidents - (because I say that they were Pre-Iers, it was obvious) - and then I asked for: "Anything recently happened here, you know, that restimulated you or something?" and they didn't answer that. And I said "Hey, that's interesting!" and I said "Who would I have to be to audit you?" and they said "Not Xenu! Not Xenu!" then I found all out about it, see? Because he PUNISHED them every time they were "audited" and they responded! And every time they responded he would punish them some more. So I said "Who would I have to be to audit you?" and they said "Not Xenu! Not Xenu!" and then they told me the whole story. "So, well, I'm not Xenu, go ahead and till me what did he do to you?" and they said "Oh, he experimented on us with some kind of meter and he told us - asked us questions and when we answered and said anything he put us in these fucking experiments." Aha! So, they had to run that and THEN run their own Pre-I. So they run their being intended over here and then their storage for the last 7 quadrillion years and back to the Hoover and then - Pfttt! - free.

So he was trying that trick. I put him on report for that. Now, the next thing he did requires some more explanation. See, you might wonder why we're in here handling the MEST universe. Well, this actually comes up on the next level, because on this level you only usually have to deal with 4 to 7 quadrillion years ago until maybe 10 quadrillion and you sort of handle all of the implanter case and the whole of the Pre-I case. BUT THE MEST UNIVERSE GOES ON A LOT FURTHER BACK THAN THAT, you understand? And this is a little data of the next level up but you might need it sometimes to handle a specific Excalibur case, if something gets restimulated on this or gets used by Xenu on it. Now that means simply that: the MEST universe dates back 100 CENTILLION YEARS. That's easy, "Centillion," like 100 Cents, you know, a 100 Cents is a Dollar, well, a 100 centillion years, that's 100 times 10 to the 303 power, that's 303 zeros after the 10 and that is times one hundred. That's a LONG time. And we know that's the date because that frees everybody that's ever been STUCK or DUMPED into the MEST universe. I haven't found anybody that gets free outside of that (those dates). And I tell you about those guys later, but in this tape there is a special type of beings that were "dumped" into the MEST universe. They didn't respond to Xenu very much - or implanting - THEY DON'T LIKE BIG THETANS AT ALL. They are called PHI-thetans, PHI - P-H-I - being the Greek letter "phi," it's a circle with a line slashed down from the top to bottom on it. And that's a "Phi-thetan."

That means a MEST thetan. Because in the original Dianetics Axioms LRH talks about Theta, Lambda, Phi. Theta being Theta, Lambda being the body forms and Phi being the MEST universe. So that's what we call the guys that were DUMPED into the MEST universe - NOT "captured and brought into it for implants" - but they were DUMPED.

And you may say "Who dumped them?" Well, I think you'll find out later that it's maybe somebody just like you, that was playing a game and finished with the pieces on the board and then just swept them off the board - ffft! - you know, like a chess game. You finished and all the little pieces laying there you just push them off on the floor. That's the same thing - DUMPING. All right.

The MEST universe is the "dumping ground." It is an earlier/similar dumping ground to Teegeeack, the dumping ground of Sector 9. So, you see it all has a harmonic on a higher level. But the MEST universe was composed of dumped - and IS composed I should say - IS composed of dumped beings and creations. And that is why it's so solid. You know, billions of beings playing thousands of games and dumping all their waste products becomes a very big trash pile and when that gets all organized and pushed together and into "stars" and the space keeps getting bigger and bigger - as more stuff is dumped into it, more space is being dumped into it - and finally it's all burning in trash piles around and - you understand? - and then there's these little stations going around these burning trash piles which people sort of monitor things from which are called planets. And there is a lot of MEST still unhandled which is floating around but it's all being gravitically attracted into these trash piles, sort of like burning the leaves in your yard, right? So the beautiful MEST universe IS THAT, and you say "Whose idea was it to burn all the stuff up? It makes it hard to as-is, it's all confused and everything," Yes, that is totally correct and it wasn't our idea to burn it like that. But that will come on the next levels. See, there is a lot of mystery to this and of course all the mysteries are understood now, they are totally understood.

But the PHI thetans are the ones that had to live in the MEST universe, and they were the guys that decided what to do with the dumped stuff, you know? And they have a VERY STRONG "social democracy" and there's a whole lot of them, a lot of them. I mean, they're all over and they DON'T LIKE big thetans. Until you get in comm with them on OT 9, 10 and 11 you won't even find them. They won't even talk to you, except they occasionally talk to people who are artists. Because artists APPRECIATE MEST and forms and they get in comm with it and so on, and so occasionally you find that some of these PHI thetans will get in comm with artists. And that's why artists are there out in front of any civilization. Artists are the ones that are closer in comm, therefore they are closer to as-ising and they are closer to freeing the beings, that's why they can lead civilizations.

Anyway there's lot of cognitions to come, but they will all come. These ones I'm talking about now, I'm bringing them down to this level because you have to use them sometimes, these are from OT 9, 10 and 11. And some a little bit from OT 12 and 13. Ok. I wanted to explain to you that, because before the beginning of the MEST universe at a 100 times 10 to the 303 power years ago, 100 centillion years ago, before that there was a game called the "Game of Gods." And that was a simple game. It wasn't very serious. It was just going to be ... all the beings got around and just decided: "Let's have

a game to select a God." You know?

And there were 13 contestants - big thetans - who put on a show. In other words, a song and dance, you know? A big show, and guess who won that game. Aha! Yeah! XENU! And he won it on a very funny act. And by the way, Elron Elray wasn't a contestant on that. He was already a "games master" and there is some more you have to know about what he has done. But in this particular game, you just have to know that Xenu won. And he did it on the basis of a very interesting act - which was a "limping god." He was a god with a "defect." He was a god - you know - who would create something and then it would come around and kick him in the ass, or the god who "limped," you know? He was supposed to be all powerful, all perfect, but he limped, you know what I mean? As a thetan - you understand the concept? He was making a JOKE and DEGRADE of God. Now, anybody else winning a game like that - and by the way, the purpose of that game was just to assign other authorship, it was just somebody to assign authorship to, you understand? It was like "Hey, use thetans are gonna play a game and we gonna learn something here about what happens to creations when you don't take responsibility for them and when you just throw them away! So let's just say that in this game we will elect a God and he'll be the guy that is responsible for all the creations," "Oh yeah, I see what you mean. Ok, we'll learn something from that." So they had this contest. They "elected" a god and it turned out to be Xenu. Ok. Well, that shows the poor judgement of thetans who still needed some Tech and still needed some quality improvement. By the way, that is the purpose of this whole series of games and universes - to improve the QUALITY - The QUALITY OF THETA.

Anyway, Xenu was elected to this sort of "other authorship god," and so people then could go around and play "earlier universe games." And a lot of them WILL play a whole bunch of games! Earlier universe games where played, played, played, played, played, played, played! And they just threw away their creations. They didn't take the time to as-is them. They didn't take the time to unmock them. They just threw them away. And all that "throw-away" became the MEST universe. It was supposed to be - you know - just dumped, dumped, dumped - "God will take care of it!" Well, God DID take care of it and he also took care of the guys when they came back in to take care of it. But Xenu - it was just a game and it could have been anybody, it didn't matter - but he WAS elected on that basis. So he always limps - he limps so the people will RECOGNIZE HIM. That's why he limps, and now you know that. He limps so the people will recognize him as "the god who was elected at the Game of Gods" - just before 100 centillion years ago, just before the beginning of the MEST universe.

Now in those kinds of games - because there wasn't any MEST around, there were just mockups, there were just creations - when these gods were performing there was creating. There also was a lot of telepathy and a lot of telepathic comm, but there were also CREATED VIEWPOINTS. That means a viewpoint that is created. I mean you just put a spot in the wall and you tell it to say "Hello!" to everybody that comes in the room - that is a created viewpoint. They don't have the full abilities of the thetan who created

them, they are just limited to WHAT THEY WERE CREATED FOR. So in this "Game of Gods" people would vote for who they like the best and they would vote WITH A CREATED VIEWPOINT. A specific one, called an ADMIRATION PARTICLE. And admiration particle is a viewpoint that is created with the quality of admiration in it and the function of admiring a specific person or a specific other being. So you might call an admiration particle a created viewpoint. Ok.

So that's why they're so valuable, you see? So therefore when people voted for Xenu in the game - and by the way I didn't vote for him - but when people did vote for him they would put an admiration particle on him. And he at the same time would put an admiration particle back on that person. So they would become pretty firmly interlocked with this concept of God and his concept of theta, which was that it should be joked and degraded at, you see? That's why you find now these people who are laughing and joking about: "Hahaha, you know, there is not really anything happening and God is funny and .. Hahaha ... there is no God and all that ..!" No, that's not really true, there is a guy who was elected God, but he is not really a real "creator god." But he created a lot of plugs and put on their cases and they "feel" it and it also reminds them of the time of the Game of Gods when they voted for him. And Xenu recalls that and puts HIS attention on it then the guy who voted for him, (and they still have a shared admiration particle there, see), so the guy instantly feels agreement with him and therefore he doesn't want to run out agreement with him and therefore he doesn't want to run out anything, and he doesn't want to free people and he does anything the monitors direct, black PR - "LRH is very funny. Hahaha.!" "Or very criminal. Hahaha." But he doesn't go out and handle Xenu. He's AFRAID to. Or he just JOKES about it and DEGRADES about it. I'm sure you've all heard about people like this and America is full of them. A lot of the scientologists on the west coast are exactly like this. They're joking and degrading about everything and they never do anything at all.

They never are causative and they don't create any group or organization to try to get out of the trap. Ok. So, that's why they'll be the last ones on the planet to get Excalibur. It's because they CAN'T HAVE IT. They're all in an "admiration valence" for Xenu. By the way that also keeps them off the 3rd dynamic and other dynamics. The "admiration" Xenu WANTS is for them to be just staying out there by themselves and being 1st dynamic oriented. So, there is your American scene. All right. Now, the interesting thing here is that these things can come up on plugs. You might find the Pre-OT running up a plug and he comes to a line and says "Hey, Xenu did something here, didn't he? He did something here, maybe I used to know him or something ..". Well, in that case you just look for one of the "Moment Of Created Viewpoints" that he shared with Xenu. An admiration particle or one of HIS created viewpoints that Xenu jumped one of his own on, you see? And created one over it.

Now the funny thing about a MOCO - we call these MOCOs - and they are very important in upper levels because they are actually things created by the Pre-OT or a

thetan. They are created by a thetan who was able to create. But they are sort of a lesser able thetan, a lesser ability viewpoint. They have all the qualities of Theta itself, but they all have a specific purpose to do something, you see, be an admiration particle or a little toy soldier over there or something like that, you see? So, how do you handle this? Well, if you run into it in a plug you might suspect that IF the guy can't get it with regular Pre-I and so on, it MIGHT be a MOCO. "Is that a created viewpoint of yours?" You see, you can assess it as a created viewpoint - read - "Is it a created viewpoint of yours?" - read - "Or is it a created viewpoint of a friend of yours?" - read - or whatever it reads on. "Is it a created viewpoint of Xenu's?" - Boom! - you see? Ok, so you just handle it that way and the process to handle it is just "Return to your Moment of Creation or go free!"

You must give them that choice. "Return to your Moment of Creation or go free!" Because they don't have a track behind that point of creation. That's the other strange thing about these MOCOs, they have no track behind the point they were created. They were either part of the person who created them or they didn't exist at all, you see? So you have to give them the choice "Return to your Moment of Creation .." - which is the beginning of their track - ".. or go free!" that's all you have to do.

Now if Xenu had compressed HIS WITH THE PRE-OT'S then that's called a MULE THETAN (or MULE MOCO). And a MULE is a cross between a horse and an ass - and guess who the ass is - yes, it's our old X-ass (Xenu-ass). Ok. Anyway it's just a nice term. You can understand it as a MULE, right? As two MOCOs put together, all right? So if you find those in a plug - and we have found those on the Excalibur level in plugs - I had run into them and know all about them from OT 9, 10 and 11, and here we come up with some Pre-OTs in the area that had them in their plugs! So you have to know these data for Excalibur as well - and that is that you free them by finding the incident of them being put together, identify whose MOCOs they are - you can do that first - and THEN run the incident of them being put together - they must be single to return to their moment of creation. It's better to do Xenu's first so there is no confusion. Have Xenu's MOCOs all return to their moment of creation or go free and then the Pre-OT's or any friend's of his. "Return to your Moment of Creation or go free!" - Fffffft! - Ok, that's simple. Ok, that's the MOCO. They can get hung up on the track like any other thetan so you might have to handle the ARC break or something, you know? Who knows? But the basic on such a case is the Moment of Creation. That's why I call them MOCO. M O C O MEANS MOMENT OF CREATION OF VIEWPOINT. The whole thing sounds like - Moment of Creation Of Viewpoint - sounds like "MOCOVIP" - M O C O V P - a "Russian" word, you know? But we just call them MOCOs, ok? So that's a MOCO. It's a created viewpoint.

Ok, the other thing I was talking about is these PHI thetans, the ones that got dumped into the MEST universe. Now, these guys are again different in that they came from all these series of earlier universe games that you find the Preclear in (we're coming down

parallel to the creation of the MEST universe because these earlier universe games were the areas from which things were dumped that BECAME the MEST universe, you understand?) So they were outside of it. So you might say all the U2s or the Universe 2s were outside of the MEST universe originally, including your Pre-OT. Probably he was outside of it and they were dumping things out of their universes which became U3. It was an all "agreed upon dumping ground" at first. And then they came into the universe on a plan to clean it up around 4 quadrillion years ago. And to bring aesthetics and so on. That's why aesthetics is the 9th dynamic. It's because it's the first dynamic that is operating as a process to handle all the other dynamics. It's operational as a process to try and get some as-isness and some freedom of the MEST universe. So that's why artists are in the middle. In the beginning are your artists in front of the civilization. But there is another few dynamics above that like ethics - ethics had to be put in of course because aesthetics was suppressed by Xenu and, therefore, you have to put in ethics to stay out of the implants, so that you can carry on the purpose of freeing and as-ising. So ethics was the next dynamic and now there is another one called Tech. And Tech is dynamic 11.

And that's the tech you're using all the way up the bridge on through Excalibur and the upper levels. And that's the 11th dynamic. And there is a 12th dynamic too, that you will find out on OT 12 has to be there as well and that's Admin. And it's not the admin that you think about as paperwork. It's the Admin of the thetan. His whole admin scale,. His whole admin scale of WHY he did things in the first place, you see? His good ideas and his purposes and his goals and his games and projects and plans and purposes and programs and - you know - stats and VFPs (Valuable Final Products) and establishment and organization and all that kind of stuff comes in as that is needed to "regularize or order" the tech, so that the tech is PRODUCING something which is a really VALUABLE to all the dynamics and to aesthetics and to ethics and to tech. In other words it has to encompass of ALL of that. And that's why we are doing these levels like this. It's because we want people to do them EXACTLY so that they can have the full benefit of improving the QUALITY OF THETA which is the overall purpose of the whole thing anyway. All right.

So here's another datum for you from upper levels: A game can contain MANY universes. Got it? All right? Now, a universe can contain MANY games, see? It can be EITHER WAY and what this whole thing was from the Game of Gods until now is a "Games-Universe-Model." It's called a "Games-Universe-Model" or GUM - G U M - it had MANY earlier universes in it and includes and also built the MEST universe and all of what's going on in it. And it had ANOTHER game in it, the Game of Gods. And it had all the Earlier Universe games and it had many games going on IN the MEST universe. So it's a Games-Universe-Model - that has GAMES in it - that has UNIVERSES in it - and it's a BIG model, ok? And the purpose of that one - it's the overall purpose of ALL these Games-Universe-Models - there is more than one - are to "improve the quality of theta." And that's right along with our purpose line as well. Now that IS LRH's idea. Now this IS Elron Elray's idea. So we ARE at the top of the admin scale on that one. Now there were EARLIER Games-Universe-Models and there are FUTURE Games-Universe-Models. Between each Games-Universe-Model - which is a whole series of games and universes - is a STATIC POINT. You know, it's a sort of a grouping

together telepathically to find out "Ok, what did we learn that time?" and "Let's go do something else this time." you know? And "What's the game now?"

Well, anyway, at these "static points" some people decide that AFTER the static point they just don't want to play the game at all or just want to sort of "sit outside." And these are called STATIC THETANS. All right? These Static Thetans usually hang around on or at the edges of the game. And they are not with Xenu and they are not with LRH and they are not with any other group and so on. But, they do pop their "noses" in every now and then and they say "Ok, you guys, when are you gonna finish that one so we can do another one?" you know? And so they poke in and they have these "big ideas" about - you know - sometimes people mistake them for "gods" and so on like that. Not the "gods" you find in plugs, I'm not talking about that, but I'm talking about the "voices" coming with some truth. You know, somebody gets a revelation and a truth. But not from a plug, not a plug one, not an implanted one by Xenu, who was the "game of gods limping god" and decided he should show everybody that he WAS a god. You know? NOT him, but OTHER beings, who have remained outside of it all.

And you have legends of these also in the histories. Basically a Static Thetan you have to audit them on OT 9, 10 and 11. They are easy to audit, they usually have only out-ruds. Why out-ruds? Because they didn't have any tech and they were messing around in a game and they would give a revelation to some thetan and say "Hey, look man, you guys are not really bodies, you are thetans and something ..." And the guy would go and start a religion or he will maybe get killed and that wasn't very good. "I didn't mean for him to do that, you know" So, these Static Thetans get out-ruds, they have missed withholds, they have ARC breaks. And there are even GROUPS of them and they are betting on the game sometimes. They are betting on this side or the other side and so on. You find them betting on the Trojan Wars or something like that. And of courses they BET WITH MOCOs, they bet with ATTENTION UNITS, they bet with CREATED VIEWPOINTS, you see? So some of that HAS interfered with the game, but it's not from implanting. It's not from Xenu. It's just these Static Thetans sitting out there. They are big guys. They have this whole confront of "bigger than the universe", bigger than - you know, they have THE SAME CONFRONT THAT A GUY WILL HAVE WHEN HE'S READY FOR OT 9. You see? So that's where you start hitting them. Ok? Now, but they didn't decide to play IN the game, you understand? They didn't take a body, they didn't take a side, or anything. They just sort of stay outside there and they bet and they fool around with it. Like a kibitzer. That's right. Ok, so that's a Static Thetan. They're usually handled easily by just finding out what rud is out, handle the rudiments and that's it. And they leave you alone. They're usually very interested in the tech and you can give them a job to go do something, get a body maybe and do some tech, but usually they just want to sort of preach the tech to people telepathically and tell them to move on towards the Free Zone or something like that. They're very powerful guys and don't like to be told what to do. But because they ARE very powerful they can do a lot of good for you if they want to help. But usually in their OWN purpose line. You have to find out sometimes what their purpose WAS and the ruds and overts they did on it, get them cleaned up and then put them back on that purpose line and say "Yeah, would you like

to help, you can do it this way now, you see?" "Yes, mmh." So.

But these PHI thetans are interesting - the ones who were dumped you see? They were dumped into the MEST universe. Now, why were they dumped? Because they were part of other games, they were part of earlier games, earlier universe games, going parallel to the MEST universe, and the thetans had created these here as soldiers or as armies or as troops or as mock-ups or as castles and fairies and sorcerers and dragons or whatever he had in his own universe or with others. And when they finished that game they just dumped everything. Most of it. Some of it they carried along WITH THEM, but that comes on a higher level. But the things they dumped became the MEST universe and there were BEINGS in there - some created beings and some that were just regular beings. Ok?

So, how do you handle these guys? They are usually easily handled by a simple ARC break or Long Duration ARC break handling. And the ARC break of Long Duration can date all they way up to 100 centillion years ago. You find the moment they were dumped, and then you might have to run that they were "in charge of a creation" which got dumped and it might have been made "invalid" or of "no use."

You have to run that little incident or that bit of it being "invalidated." And before that it WAS valuable and before that they were either free or they were a moment of creation (MOCO) of somebody. So you have to give them the choice, they can either go free after that or they can return to the moment of creation. You won't find many of these in plugs. We have only found very few. Because Xenu couldn't even use them either, because they're ARC broken with ALL big thetans. Because ALL big thetans dumped them. And they formed their own "union" or "social democracy" and they're very socially knit together and you will encounter them on the next level and all you have to know if you DO find one in a plug - or two or three stuck in the body somewhere or something that responds as a PHI thetan, a piece of MEST, a real piece of MEST - then you have to find his ARC BREAK OF LONG DURATION. Ok? Up to 100 CENTILLION YEARS AGO and then maybe some inval and then the validation of his creation and then "That game is over! And you can go free or back to you moment of creation!" - Pffft! - they go. All right.

So, that takes care of the MOCOs, the PHI thetans, the Static Thetans and the MULES, which is the two MOCOs put together. All right. What else did I want to tell you about here? By the way if you run into Static Thetans and you run into a lot of PHI thetans talking as a group or if you run into some of this Game of God stuff and all, it's sort of like also the guy is punching through this level into the next levels. So don't think it's something strange and new and wonderful - it IS something strange and new and wonderful - but it's also all known about and covered in the tech of the next three levels.

So just don't confuse it with the plug. In other words, if the thetans don't handle on the normal Excalibur stuff it's because they are a Static Thetan, a PHI thetan - you know, dumped into the MEST universe - or it's one of theses MOCOs, a created viewpoint. All right.

Just three more things I want to cover very quickly. One is that the basic formula of auditing is Theta plus Theta - one single thetan plus another thetan IS GREATER THAN "n times theta," any number of thetans. That's why auditing can work. Auditor plus PC is greater then PC's bank, which consists of all these other thetans, you see? Now, on solo it's a thetan plus Tech is GREATER THAN any number of thetans. So what you are doing is you better learn the Tech very well and on these next levels you will learn it very well. So don't skimp on Excalibur Tech. It's very important. You will need it all the way up to do certain things with. All right.

The other thing is I want to tell you that if you run into a "Black Hole" - I noticed this wasn't on the tape 4 or 7 - but you run the Black Hole at the CENTER of the centrifuge. He's "made" at the CENTER OF THE CENTRIFUGE to be PULLING IN ALL THE OTHER THETANS. So you run him in the spindrier at the CENTER. The guys in the Black Holes, because they're all PULLING IN, you see? They were fun at the center trying to pull back all the other guys out at the edges, and they were put on it in the center. That's their incident. Ok?

And the other thing is: "How do you handle a person, a real person, who comes up on a plug as a Black NOTser or something?" The tech on that is you handle him EXACTLY like an implanter. "How long have you worked for Xenu?" "How many thetans did you implant?" "PTS to Xenu?" "How many thetans did you implant?" "PTS to Xenu?" "What was your betrayal?" - blablablabla - right on down the line until they blow loose of all the thetans and implants that Xenu did on them and their evil purposes, etc, etc, and their own purpose, get it back and find out how they were fooled and tricked and betrayed into working with Xenu and they might even have some shared MOCOs with him - admiration particles - and they WILL go free. And we can create some incredible changes. Already some ARE being created. Some already ARE being created all over the planet and we can free ALL the beings and we can do it by using Ron's Tech, and especially with "Excalibur," his sword.

So I wish you all a very happy trip up the bridge and I want to see many of you ready with the confront and session space ready for the next levels. That's the end of this briefing.

Thank you very much

*****

OT Life Repair

1) What were you doing 75 million years ago around Incident II?

If you are interested and you haven't looked at it before, now is the time. First look for plugs connected to it:

"Any BTs or Clusters connected to what I was doing around Incident II?"

When you have exhausted that (still one plug per session) you can then look at whatever you need to look at for yourself. Most likely your own story will be available at that point.

2) What were you doing around Incident I, 4 quadrillion years ago?

If you got something on the first question you must do this one also.

"Any BTs or Clusters connected to what I was doing around Incident I?"

Run the plugs, then look at whatever you need to look at for yourself.

3) Coltus?

If you have interest in anything to do with Coltus, check for:

"Any BTs or Clusters connected to Coltus?"

Run the plugs found.

4) People you are thinking about? Out-ruds with others?

"Any BTs or Clusters between ___ and me?"

Run the plugs between you and people you have attention on or out-ruds with.

5) Any plugs migrated on any of the 9 flows:

Another to you?

Another to another?

Another to others?

You to another?

You to others?

You to yourself?

Others to you?

Others to another?

Others to others?

Handle what you find as plugs.

6) The Super Int RD:

Check for not quite blown beings in a wider and wider sphere starting from your central viewpoint. 1ft radius, 3ft, 10ft, 50ft, 100ft, 1mile, 10miles, 100miles, 1000miles, 1lightyear and so forth. Use whatever increments are appropriate and continue until you span the whole of the physical universe. Continue until your space is all clean

Beings found might need:

"Who are you?",

"Return to your moment of creation or go free or wait at static point",

or Rights of a thetan,

or have to spot other beings in their valence or that they are in your valence,

they might be stuck in past incidents,

or they might need an orientation or a hat.

Or any other Excalibur technique might apply.

7) Attention on old friends in the theta universe? Incomplete comm cycles?

Look for plugs. Handle any out-ruds on them or you.

8) Plugs related to drugs or drug experiences?

CONFIDENTIAL

THE BODY STRAIGHTWIRE PREPARATION COURSE

(BODY REHABILITATION)

CHECKSHEET

25 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course
2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)
2. Advanced Ability Stabilization (OT Life Repair)

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETED**:_____

ATTESTATION:

The materials on this level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

READ: STRAIGHTWIRE _____

2. READ: THE OT LEVEL CHART _____

3. READ: THE BRIDGE AT RON'S ORG _____

SECTION TWO: BODY STRAIGHTWIRE THEORY AND PRACTICAL

1. READ: THE VALENCE TECHNIQUE _____

2. READ: DEFINITIONS FOR BODY STRAIGHTWIRE _____

3. READ: BODY S/W - BLOW/CAN'T BLOW STEPS _____

4. READ: BODY STRAIGHTWIRE _____

SECTION SIX: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has completed the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE BODY STRAIGHTWIRE PREPARATION COURSE

* * *

STRAIGHTWIRE

24 SEPTEMBER 1995

When we say straightwire, we're simply talking about stringing a line from cause to effect through the past.

Straight memory is also called straightwire because the auditor is directing the memory of the preclear and in doing so is stringing wire, much on the order of a telephone line, between "I" and

the standard memory bank.

A technique of direct memory.

In 1950 in the early Hubbard Dianetic Auditor lectures L. Ron Hubbard described this as the act of stringing a line between present time and some incident in the past, and stringing that line directly and without any detours.

Straightwire is the recovery of the actual time, place and object.

Taken from The Scientology Technical Dictionary

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game Course game in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of

OT XV games

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond

OT XI one's own universe

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ADVANCED ENTITY CLEARING

THE VALENCE TECHNIQUE

24 NOVEMBER 1988

Entity Beings and clusters of Entity Beings go out of valence. They can go into the valence of a person or animal. Some Entity Beings go into the valence of molecules, minerals, as well as, cells. Some go into the valence of objects.

Sometimes Entity Beings are in the valence of a body, or part of a body, such as "torso," "brain," "arm," etc. These aren't vicious in attitude, they are benign but misguided. They feel they are necessary to the body. They are sometimes stuck on the external perimeter of the body, 2 - 3 feet out from the body, surrounding it.

There's a trick of getting them to shift valence. You find out what valence it is into and indicate it - this is done by simply asking them what they are. Having found out what he or they have gone into the valence of, you acknowledge it and ask them who they are and they generally blow off.

They are in the valence of something. They consider these safe valences or safe beingnesses. It is one of the systems of "being in," protected and defended - be in the valence of something.

There's also a scarcity of forms, and a Being becomes a form. They can also be an idea, and try to be in a form.

They can be a picture, or an unsafe picture - to remind one that "nothing is safe, because one might forget." So an Entity Being can be a picture, or part of a picture, or he can be being a condensed energy mass, or being a problem, etc. An Entity Being can be in the valence of anything at all.

There are actually five steps to shifting valence - you find out what valence the Entity Being is being and acknowledge it and ask "who are you?" - he will usually cognite "I'm me," and blow.

Entity Beings think they are pictures, things, beings, body parts, objects, ideas, somatics - they can be anything at all. If that is realized,they will tell the Clear what they are and blow. The basic misconception when handled, flips them into their own valence, and they blow - sometimes disintegrating explosively - with a succession of "I'm me," "I'm me," "I'm me"....sometimes they go out several hundred feet and explode violently.

If the Clear asks "What are you?" they'll answer up "I'm(valence)," and then realize they're

not(valence). There's another action of acknowledgement - maybe nobody has ever acknowledged these beingnesses - because they're so bizarre, so far out. You must acknowledge what the Entity Being or cluster tells you they are. You're flipping them out of obsessive beingnesses or a misconceived area.

The full steps of shifting their valence:

(1) Ask"What are you?"

(2) Entity Being or cluster answers "I'm (valence)."

(3) Acknowledge Entity Being or cluster.

(4) Entity Being or cluster realizes they're not (valence), and blows,

or

(5) Ask"Who are you?" and Entity Being or cluster realizes and normally says "I'm me" and blows and sometimes it's a highly multiple blow.

(6) If they repeat what they just said ask "What were you before you became that?," they say "me" and blow.

(If you don't acknowledge Entity Being's answer after "What are you?," the second question - "Who are you?" - tends to be invalidative.)

If they don't answer, you're talking to an energy mass and not an Entity Being or they're really dead; there's one trick - tell them to go earlier, and if it's a condensed energy mass, go behind it

and you'll locate them.

If they don't answer what they are - persist, say "Good" and ask "Well, who are you?" and they won't persist in their chatter, they'll go silent and probably answer "I'm me" and blow.

Most of the time you don't have to do anything though, just look and they blow.

DIFFERENT RESPONSES

Blowing Entity Beings and clusters by this Valence Technique is almost the basic rundown - it is the hottest technique there is. There are two situations under which it does not work at once. These are:

(A) When you don't get an answer.

(B) They give you a significance or an identity in answer to the

"Who are you?" question.

Here's how you handle:

(A) When you don't get an answer:

If you don't get an answer, you may be talking to simply an energy mass put out by some other Entity Being or cluster, or they are really dead. Tell it to go a little bit earlier, jolt it a little bit earlier with an intention or impulse and then it will run on through and blow.

But if it's a condensed energy mass, being put out by some other Entity Being or cluster, just look behind the condensed energy mass, address your actions to the Entity Being or cluster behind the condensed energy mass and then you'll get an answer.

(B) They give you a significance or an identity answer:

If you ask "Who are you?" and get an answer which is an identity such as: "George Smith," or "Willy the Red," you simply acknowledge that answer and ask "Who were you before you became that?" Sometimes you may have to run back down the track through a whole chain of past identities, but if you persist the Entity Being or cluster will eventually realize and say "I'm me" and blow.

Generally Entity Beings are very fluent and quite easy to handle.

Probably what makes a Preclear, as a whole, hard to clear at lower levels, is that the Clearing Practitioner is clearing the misconceptions of the Preclear and Entities simultaneously. But on Entity Clearing you will find the majority of Entity Beings and clusters easy to clear and blow. Many of them simply blow on inspection, and the basic usual technique for blowing the rest of them is the Valence Technique.

VALENCE TECHNIQUE

1. "What are you?"

2. (answer)

3. Acknowledge

4. Realizes it isn't (_____), and blows, or

5. "Who are you?" - "I'm me," and blows.

6. If they repeat what they just said or give you an identity, ask "What were you before you became that?," they say "me" and blow.

These steps are the basic and most workable technique. If the Clear realizes that an Entity Being or cluster can be being anything - anything at all - and accepts the Entity Being's or cluster's answer and acknowledges that answer, this technique will work very smoothly and well.

* * *

Definitions for Body Straight Wire

17 December 1986

S Qn or Static Qn: a "Big Qn" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chose to do so by Rights of a Qn. Usually they don't know the Tech so have out-ruds. They can permeate the Playing Field and get in comm with other Players telepathically.

Qn: a general term meaning <u>any</u> life unit. S Qn, Big Qn or Player, Lambda (l) Qn, Phi (F) Qn. An awareness of awareness unit.

Big Qn or "Player": the preclear or Clear you are auditing or the Qn called "me" who has a <u>case</u>. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being

implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body Qn" or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static Qns.

Lambda (l) Qn: a "lambda" or "life form" Qn. One who has a function of caring for or operating life forms. Can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. May be part of a team of such Qns who were hatted to do this in early MEST Universe track prior to Inc I or from E/U Games or even earlier GUMs. All true l Qns basically are MOCOs. However, you may find a Player Qn occasionally implanted or suppressed into the "belief" he is a l Qn. Also called loosely "Body Qns." Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid." l Qns like to copy or hold "pictures" for Big Qns or make them as a result of his intention. l Qns align with the 5th Dynamic.

Phi (F) Qn or (F) Qn: "Phi Qns" or MEST Qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. They do not cooperate with any Big Qns normally, because of their ARCB LD (ARC break of long duration) on being dumped. All F Qns originally were MOCOs. F Qns align with the 6th Dynamic. (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint." A MOCO is a Created Qn by one of the Big Q ns or Static Qns for use in the games. They, therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." (They also do not have a large "case" like a Player, who has been in the Games since the beginning.)

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

PLUG: An organized part of the case on Excalibur. It consists of several "terminals" (each of which may be very complex, and consist of many Qns, with various functions as a unit or "thing") having a function to perform on a case connected by holding lines. Holding means "suppression carried out through time" or "constant suppression." There may be several plugs on one "stack" or a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a Qn. It can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thoughts!

WBR

Sr C/S Ron's

Body S/W

Blow/Can't Blow Steps

11 November 1986

Now we know what the EP is: Persistent F/N or F/TA with Phi thetans even saying "Process is Complete" or "need more data" and freedom from auditing-caused somatics, of course.

These are called the "Blow" and "Can't Blow" Steps from OT9-16 data.

1) Session TR0 to now include all those Phi thetans audited on PrPr 3 no matter where they are.

2) Run Blow Steps: Each to Clean F/N. A Clean F/N is an F/N without stops or slows in it for at least 2/3 to a full dial at your sensitivity. This is group auditing:

3) Blow steps:

A) "Who are you?" + Acks

B) "Return to your Moment of Creation or GO FREE!" Tone 40

- "Or wait at a Static Point for your Creator (outside the U3 or game)

or HELP ME."

(This is the 4 choice blow step for MOCOs).

C) Rights of a Thetan:

1) Right to your own sanity (or self-determinism).

2) Right to leave a game (or power of choice).

(These are from Elron Elray, Games Master).

4) Can't Blow Steps: (Run each to clean F/N)

A) "Anyone stuck to you?"

"In your Valence?"

"In my Valence?"

"In another's Valence?"

B) Incidents: from PT back.

Are you "stuck" in: (or "have attention on")

- An incident between now & 75 million yrs ago?

- Inc II? Capture? 36 days?

- Coltus?

- Incident between Inc II and Inc I? - CC?

- Incident I?

- Earlier Inc I?

- Earlier Universe?

- Experimental Pre-Is?

- Dump into MEST U?

- Game of Gods?

- Earlier GUMs?

(Handle any reads to blow-F/N)

C) Do you need:

Orientation?

Purpose?

New Game?

Handle to Blow, F/N.

5) Repeat the "Blow" Steps if not F/TA by this time.

6) Run to F/TA at end of Can't Blow step or continue to run "Blow" & "Can't Blow" until FTA appears.

7) Folder to C/S.

BR

SrC/S Ron's

GMC #75 - SS C/S #15 - 1 November 1986 - OT 8-40

Body Straightwire

Many OTs after Excalibur have body problems which can only be fully handled by the C/O Cycle RD prior to OT14 and the succeeding optimization steps. However, it is troublesome and is a source of some confusion and hidden standards to people who expected to get a full handling by the end of OTLR & Excalibur.

From the end of Excalibur to the end of OT13, the body of the OT is only incidental - but necessary to the auditing. It actually is part of the metering system on a via thru U3.

Therefore, it would be optimum for the body to also have a handling that could be done any place between OT Life Repair Step 8 and OT14, as directed by the C/S so as not to come in the middle of a level, but could be done at any point between levels, whenever it appears to be a problem to the OT or interferes with the session data by putting it's own somatics into the normal phenomena expected during the session. [Exit Point creations impinged on the body, infiltrated creations, +/- A, s, Prime MOCO particles (see PreStatic Prior Assessment), Clone telepathy].

Thus chronic-type somatics can muddy up the EPs and make the OT uncertain about the EP because of "persisting somatics" or ones that "turn on after session" or "between sessions."

Theory

I have looked at this problem from the viewpoint of OT40 data and find that it may be resolvable by use of:

1. Data on LTA (for those needing it or hitting it)
2. PrPr 3
3. Blow & Can't Blow steps

The theory behind this is that once the person is finished OT8 (Excalibur and OTLR as needed), he has no other-determined charge on the case from Xenu or the implant org -

unless he has an "infiltrated creation" or a "BST" (Black Static Thetan) on his case. But, these are only handled as they come up normally on OT12 or OT 14-16, or C/Sed for a special review when the Ron's Org trained C/S analyzes from folder and D of P that that exact thing is present. In fact I have found that if they do come up at a lower level, say on Excalibur - that it takes very exact Review Auditing from a Ron's Org trained SS C/S to handle without stirring up any other upper level case. So these Reviews can not be done solo, except by highly trained auditors who also are C/S trained, or who can exactly follow the C/S given.

Outside of those possibilities, where does this "somatic BPC" come from? This is the breakthrough I have made. And it can be done Solo!

The body after Excalibur, is freed of plugs, Bs & Cs, and monitor lines all dealing with track from PT back to Pre-I Incident. But it still is composed of Phi thetans from the U3 dumping ground. (At OT14, after OT13 EP, it appears as U2, so can be completely handled on the C/O Cycle RD (and the following optimization sessions).

Now, we all know the Phi thetans have BPC on being dumped, and that they are essentially MOCOs, and will respond to Tone 40 and "Help" flows if they can. But 88% are unresponsive, and only 12% are able to respond. The breakthrough is that these "somatics" must come from the 12% as the unresponsive ones have been that way since LTA. (But if the OT has contacted LTA, say on handling BST or a parallel LTA body track, then some may have started coming out of the anaten). And the only thing that could affect them (both responsive and newly awakened ones) is the AUDITING TRACK ITSELF. Nothing else is powerful enough (except the plugs of Excal) to make them go against the will and command of the OT, once he has done Excalibur. Of course, before that, many reasons are possible, including Black NOTs, OT3 Bs & Cs, Engrams, etc. But these are all handled by the end of OTLR or certainly can easily be handled in daily life. So, how can we destimulate the Body MOCOs (or Phi thetans) before we are ready to audit them on the C/O Cycle RD?

The answer is simple:

We run out the track - their track of being subjected to auditing of other beings and things. They were there IN THE SESSION, while the Pre-OT was doing Excal and all lower levels. If he is aware of LTA, then of course those Phi thetans who also have it, were being restimmed while he audited it!

The parallel on this action goes back down the bridge:

On Excal & NOTs - Indicating "it's not your item and doesn't apply to you." (On Bs&Cs).

On Clears - L3RG, Indicate BPC Tone 40 to key out the Restimulated Engrams, etc. (or "entities")

On PreClears - BPC lists and Touch Assists which get the command line back in from the pc to his body.

Now, since there are trillions of Phi thetans composing the body, the use of lists might be truly endless, and only have a slight effect, while restimulating more than it discharges. (by calling the various lines, it will (or can) act as a command to restimulate to the many Phi thetans who always want to help anyway).

The Body S/W Process

But, Ron developed a process in 1965 to handle the "overcharged by auditing" case. It is PrPr3:

1. "What condition have you encountered in auditing?"

2. "Tell me how you handled it?"

It is run 1, 2, 1, 2, 1, 2, etc., to big cog, F/N. VGIs and no attention on past auditing. It puts a thetan in PT, in respect to auditing.

A. By the OT addressing this process to the Body MOCOs of HIS BODY and including in the auditing "space" his time track concept as a big thetan (The track on which he has been run) (TR0 "Space & Time" as on OT12), it should work as a Group Auditing Process with the BPC coming off in "WAVES" or "LAYERS" of AMOUNT and BASICNESS of the charge, which was impinged on the Phi thetans or was restimulated on their individual tracks.

(The OT doing this should also include in his TR0 the theoretical data on the time track at his level - PreI, The Mest Universe 100 Centillion track, E/U Games, GUM 0, GUM -1, -2, etc - even to LTA if he has run it, or studied it.)

B. After EP of PrPr3 the OT should run the "Blow & Can't Blow" steps of OT 9-11. (Group Style)

Blow:

A) "Who are you?"

B) "Return to your MOC or go free. Or wait at Static or help me."

C) Rights of a thetan:

1) Sanity (Self-determinism)

2) Leave a Game (Power of Choice)

Can't Blow:

A) "Stuck to you? In your valence? In my valence? In another's valence?"

B) Incidents: from PT back to II, I, E/I, E/U, Pre I, Dump, GofG, GUMS, CCCs, RINGs,

LTA.

C) Orientation, Purpose, Game.

These are run: Blow, A, B, C each to Clean F/N, Can't Blow, A, B, C each to Clean F/N, then Blow, A, B, C, again (if needed) to Clean F/N. Keep "rolling" these alternately Blow, Can't Blow, Blow, etc. to F/TA.

C. The EP is a clean somatic-free body for all the BPC of auditing itself previous to the Body Straightwire session.

This does not mean it will stay that way, because of the possible impingements from Black NOTs, Infiltrated creations, BST coming up, etc., and, also, further solo and other auditing.

But the CHRONIC nature of the somatics should totally disappear with the Body S/W process, allowing the OT to spot any new somatics and informing the C/S so their exact cause can be found without the past CHRONICS muddying up the analysis.

1st Note:

The body is subject to inflow from unhandled Phi thetans every minute of its existence in U3: from air, food, water, gasses, radiation, impingements, etc. Thus it will tend to "go off" a bit on a slow gradient after the Body S/W session. This tendency is completely handled by the C/O Cycle RD right before OT14.

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It may be possible to run this more than once, addressing in a subsequent session any Phi thetans who were not there or not awake in the 1st S/W session, or who got BPC from auditing since the 1st S/W session. (Say after the next level or so is done).

I am piloting this Solo "Body Straightwire" on cases in Frankfurt and if it is successful will release this to Ron's Org trained C/Ses

BR

SrC/S Ron's

Thanks again to Ron!

SS C/S # 15 - 1 Nov 86 - OT 8-40

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BR

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Thanks again to Ron!

CONFIDENTIAL

THE PHOENIX PREPARATION COURSE

CHECKSHEET.

31 MAY 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on the Phoenix level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Phoenix level to anyone

below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE ADVANCED ABILITY CHART ___@____

2. READ: CLEAR AND OT - A NEW LOOK ___@____

3. READ: THE NON-MATERIAL QUALITY OF EXISTENCE.___@____

4. READ: THE AXIOMS __@_____

5. TAPE: THE AXIOMS _____

6. READ: STATIC BEINGS __@_____

7. READ: MOCO'S ___@____

8. READ: MEST BEINGS ___@____

9. READ: TYPES OF BEINGS __@_____

10. DEMO: Static Beings, Mocos and MEST Beings and the handling of each

_____

11. READ: THE THREE UNIVERSES ___@____

12. READ: THE FACTORS __@_____

13. TAPE: THE FACTORS _____

14. READ: THE KRC TRIANGLE __@_____

15. READ: UNITS OF TIME __@_____

16. READ: THE GAMES UNIVERSE MODEL __@_____

17. DIAGRAM: The Ring Archive Games _____

18. READ: VALENCES AND IDENTITIES __@____

19. READ: RESISTIVE CASE POINTS ___@____.

SECTION TWO: INTRODUCTION TO THE PHOENIX

1. READ: POSTULATES AND INTENTIONS - THE DIFFERENCE __@_____

2. EXERCISE: Write a few postulates and several intentions stemming

from each postulate. _____

3. READ: FIRST AND SECOND POSTULATES ____@___

4. READ: THE TWO ABILITIES OF A BEING __@_____

5. READ: PHOENIX GLOSSARY ____@___

6. DEMO: Other-Determinism _____

7. READ: HISTORY OF EXISTENCE _____

8. DIAGRAM: The History of Existence _____

9. READ: THEORY OF THE PHOENIX ___@___

SECTION THREE: RUNNING THE PHOENIX

1. READ: THE CLEARING RUDIMENTS ___@____

2. READ: RUDIMENTS ____@___

3. DRILL: The Rudiments _____

4. READ: THEORY OF RUNNING THE PHOENIX ___@____

5. READ: THE RIGHTS OF A BEING ___@____.

6. READ: THE BLOW/CAN'T BLOW STEPS _____

7. READ: TECH REFERENCES ____@___

8. READ: INTENTIONS AND ATTENTIONS ____@___

9. READ: ARC AND KRC ____@___

10. READ: RESISTIVE CASE POINTS ON THE PHOENIX _____@__

11. READ: THE DOORS ____@___

12. READ: PHOENIX PROCEDURE STEPS ____@___

13. TAPE: TECH BRIEFING 9 AND TRANSCRIPT ____@___

14. READ: SOME EXAMPLES OF WHAT YOU MIGHT FIND ON THE PHOENIX

___@____

15. READ: OT IX, X AND XI - SUPER SCIENTOLOGY FOR OTs ___@____

16. DRILL: All the steps of the Phoenix _____

SECTION FIVE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON.THE PHOENIX PREPARATION COURSE

* * *

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game

Course in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of games

OT XV

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond one's

OT XI own universe

CLEAR AND OT

A NEW LOOK

20 DECEMBER 1993

In the late 1940's L.Ron Hubbard finalized research which led to the development of Dianetics. When LRH worked with people in these early days of Dianetics he discovered a very interesting phenomenon. He discovered that if you systematically release and erase incidents on a person's time track, that person would go through a transition or turning point. He found that if you continue to discharge incidents systematically, completing cycles of action, that individual would go through a transition point where his life was forever changed. Hubbard called this new state Clear - The State of Clear.

If you give a person enough good Clearing, eventually there is a resolution of the past. You have dealt with *time* and the *past* until those two subjects are resolved for that person. If you try to do more with the time and the past you begin to get an overrun. He is complete and doesn't need to or want to look at his own past any longer. The person feels complete with the past and if you do more auditing on his past, you start to get a deterioration of the person's case.

Later, in the 1960's, to facilitate the process of Clearing, a Grade Chart was developed. This is a series of steps on a path leading to the goal of Clear. Each step has a specific outcome called an End Phenomenon or Outcome. The Path usually starts with some type of Introductory Clearing or

Life Repair and leads up through the Steps of Recall Clearing, Life Incident Clearing, The Intermediate Steps or Grades, Power, etc. Here is a diagram illustrating this simple step-by-step approach to Clearing:

Goal = Clear

_____

_____

_____

A Path composed _____ Area Addressed: Time/Past

of Steps leading _____

to the Goal of _____

Clear _____

In doing this Chart, step-by-step, it is usually not necessary to do every single step to reach the State of Clear. A preclear could reach the State of Clear on Life Repair or Dianetics or The Grades. The number of steps needed is highly individual. It just depends on how much time in auditing the preclear needs to complete his experience of time and the past. Once he reaches that point he is complete on his time track and will not benefit significantly from further looking at the past. In fact, if you try to do more with the past and time he will go into a decline and get worse.

As we know, the State of Clear has been ridiculed by many because it is far from any state of perfection. It has its limitations because the person is still subject to restimulation; he still has a case. The next question is: What is the source of this case? To answer this question I first think of the line from the Star Trek movies: Space - The Final Frontier. A Clear is complete with time and the past and now has his attention in present time where he begins to expand his own personal space. Doing this, he begins to run into other thetans in that expanding space. These thetans in his space have cases caused by their own reactive minds. These other thetans in the Clear's space are not clear; they are not complete on the subjects of time and the past as he is. Who are these other thetans? Look around and you will see that we live in a virtual sea of beings: other people, animals, plants - all kinds of life. Through a feeling level, kinesthetic telepathy, the Clear will pick up on and feel or dramatize the reactivity of other beings in his space. Because of this, he can even begin to think that he is no longer Clear.

The next steps of Clearing must deal with this phenomena of space. The next steps of Clearing deal with *space* and the *present* and not *time* and the *past*. Here one can construct a grade chart as a path with specific steps and outcomes (end phenomena). An overall goal must first be established. This goal has been called Operating Thetan or OT. By thetan we mean the being

who is the individual and who handles and lives in the body. A simple definition of OT might be: a thetan who operates as a thetan in the theta universe and not as a body through MEST. The point where Operating Thetan begins could be defined as the point where the Clear has completed the step-by-step telepathic auditing of his space in the present to a point very far out, perhaps to infinity. His space is now clean and clear of reactivation from other aberrated thetans. He is now able to operate as a spiritual being rather than solely through a body.

Goal = Operating Thetan (OT)

_____

_____

_____

A Path composed _____ Area Addressed: Space/Present

of Steps leading _____

to the Goal of _____

Operating Thetan _____

(Clear OT) _____

These steps are called the OT Levels, i.e., OT I, OT II, OT III, etc. They are sometimes referred to as the OT Course, Section I, Section II, Section III, etc. On the Advanced Ability Chart they are referred to as AA I, AA II, AA III, etc. The first three OT Levels can be fully credited to L. Ron Hubbard. Those OT Levels from IV through VII were discovered and developed as joint effort of L. Ron Hubbard and David Mayo in the late 1970's. In the mid 1980's Bill Robertson discovered the principles and phenomenon of Excalibur. Excalibur became OT VIII and the OT Levels IV to VII became Excalibur set-up levels. Excalibur OT VIII is really a perfection of the earlier discoveries of LRH and David Mayo. Bill Robertson went on to give us OT IX through OT XVI. All of these sections of the OT Course (OT I through OT XVI) deal with the Clears (PreOTs) space in the present and the thetans and creations left over from earlier games that are in that space. Once these thetans and creations are cleared, the Clear can now put his postulates into that space and not cause disruption and restimulation by agitating other unclear thetans and reactive creations left over from earlier games. The Clear is now free to intend and postulate without stirring up the hornet's nest.

We have now dealt with the *past* and *present*. What is left is the *future*. In the realm of MEST (matter, energy, space and time) we have dealt with *time* and *space* . What is left is *matter* and *energy*. It looks like the next part of the Grade Chart deals with *matter* and *energy* in the *future*, i.e., creating matter and energy in the future. This sounds like Creative Processing. Perhaps this is the proper place for Creative Processing.

By the formula $E = mc^2$, matter and energy are equivalent and are different forms of the same thing.

Preclear ---------> Clear ---------> Operating Thetan ----------> Games Master

Time ----------> Space ----------> Matter/Energy

The Past ----> The Present ----------> The Future

The next part of the Grade Chart might look like this:

Goal = Games Master

_____

_____

_____

A Path composed _____ Area Addressed: Matter/Future

of Steps leading _____ Energy

to the Goal of _____

Games Master _____

_____

This part of the chart would be composed of the earlier, original OT sections (original OT IV, V, VI and VII) of pre 1978 which have to do with Creative Processing and the rehabilitation of a thetan's native abilities. These and other Creative Processing Steps could then be renumbered as OT XVII through OT XXXII as part of the Games Master Course.

* * *

THE NON-MATERIAL QUALITY OF EXISTENCE

20 DECEMBER 1993

Physics is the science of matter and energy and of interactions between the two. *Mechanics* is the branch of physics that deals with energy and forces and their effect on objects.

There are two major areas of mechanics:

1. *Dynamics* is the branch of mechanics that deals with forces and their relation primarily to the motion of objects. Dynamics would be used to find what velocity and angle is needed to put a satellite in orbit around the earth.

2. *Statics* is the branch of mechanics that deals with forces on stationary objects. Statics would be used to find out what forces are present in the construction of a bridge so that it would not collapse under the load of traffic. Static comes from the Greek word *statikos* which means *causing to stand without motion or stationary*. Static electricity is a form of energy that sits or stands stationary on objects until you touch the object and get a shock. Strong static electricity in the atmosphere, when released, is called *lightning*. This static electricity in the air can interfere with and cause a disturbing crackling effect in radio reception; therefore, we call this disturbing effect static. For this reason, when someone is giving heated opposition or criticism to another, we call it static.

According to scientists, who are experts in the subject of mechanics, a static would be an object which is completely stationary and has no motion at all. Such a scientist would refer to the Lamar bridge over the Colorado River as a static - it is totally stationary. But as you can see from the

following commentary this may not be so:

Husband to wife: "Look at this, honey. It says here that the Earth travels 595 million miles around the sun every year at a speed of 66,000 miles per hour. At the same time, the Earth is rotating around the center of the galaxy. The galaxy is traveling endlessly through space and is pulling the Earth along with. Now how can you say that we never go anywhere?"

So that bridge over the Colorado river or that chair you are sitting on or your body is travelling at a speed of thousands of miles per hour. In fact, no physical object can be called a true static. All physical matter is in motion - all of it, everywhere. Even at microscopic and sub-microscopic levels it is totally in motion.

Is there anything in existence that could be called a static? Is there anything that has

no motion? In 1954, a well known philosopher answered this question by proposing that *life* is the only true static. Life, itself, is non-material and, therefore, has no motion in the physical universe. Life animates form in the physical universe but is not in the physical universe. That is how he defined life. He said life is the only true static. This means that the first self-evident truth or axiom is:

LIFE IS BASICALLY A STATIC

This means that life is fundamentally a non-material quality of existence. It is not a quantity, as are matter, energy, space or time (MEST); it is a quality. He then went on further to say:

A life static is defined as something which has no mass, no motion, no location in space or time and no wavelength (you cannot see it).

Therefore, existence is composed of:

1. MEST, which is a quantity of existence

2. Life, which is a true static and a non-material quality of existence

That's it. That's all there is. Makes it simple that way, doesn't it?

Most scientists of today like to think that MEST, by some magical process, organized itself somehow and gave rise to life. Sounds silly, doesn't? How could something that is not alive create something that is alive? This is very backward thinking. What is more likely is that life created MEST and continues to do so today.

* * *

THE AXIOMS OF DIANETICS

AXIOM 1. THE SOURCE OF LIFE IS A STATIC OF PECULIAR AND PARTICULAR PROPERTIES.

AXIOM 2. AT LEAST A PORTION OF THE STATIC CALLED LIFE IS IMPINGED UPON THE PHYSICAL UNIVERSE.

AXIOM 3. THAT PORTION OF THE STATIC OF LIFE WHICH IS IMPINGED UPON THE PHYSICAL UNIVERSE HAS FOR ITS DYNAMIC GOAL, SURVIVAL AND ONLY SURVIVAL.

AXIOM 4. THE PHYSICAL UNIVERSE IS REDUCIBLE TO MOTION OF ENERGY OPERATING IN SPACE THROUGH TIME.

AXIOM 5. THAT PORTION OF THE STATIC OF LIFE CONCERNED WITH THE LIFE ORGANISMS OF THE PHYSICAL UNIVERSE IS CONCERNED WHOLLY WITH MOTION.

AXIOM 6. THE LIFE STATIC HAS AS ONE OF ITS PROPERTIES THE ABILITY TO MOBILIZE AND ANIMATE MATTER INTO LIVING ORGANISMS.

AXIOM 7. THE LIFE STATIC IS ENGAGED IN A CONQUEST OF THE PHYSICAL UNIVERSE.

AXIOM 8. THE LIFE STATIC CONQUERS THE MATERIAL UNIVERSE BY LEARNING AND APPLYING THE PHYSICAL LAWS OF THE PHYSICAL UNIVERSE.

SYMBOL: The Symbol for the Life Static in use hereafter is the Greek letter THETA (Q).

AXIOM 9. A FUNDAMENTAL OPERATION OF THETA IN SURVIVING IS BRINGING ORDER INTO THE CHAOS OF THE PHYSICAL UNIVERSE.

AXIOM 10. THETA BRINGS ORDER INTO CHAOS BY CONQUERING WHATEVER IN MEST MAY BE PRO-SURVIVAL AND DESTROYING WHATEVER IN MEST MAY BE CONTRA-SURVIVAL, AT LEAST THROUGH THE MEDIUM OF LIFE ORGANISMS.

SYMBOL: The symbol for the PHYSICAL UNIVERSE in use hereafter is MEST, from the first letters of the words Matter, Energy, Space, and Time, or the Greek letter PHI (F).

AXIOM 11. A LIFE ORGANISM IS COMPOSED OF MATTER AND ENERGY IN SPACE AND TIME, ANIMATED BY THETA.

SYMBOL: Living organism or organisms will hereafter be represented by the Greek letter LAMBDA (l).

AXIOM 12. THE MEST PART OF THE ORGANISM FOLLOWS THE LAWS OF THE PHYSICAL SCIENCES. ALL LAMBDA IS CONCERNED WITH MOTION.

AXIOM 13. THETA OPERATING THROUGH LAMBDA CONVERTS THE FORCES OF THE PHYSICAL UNIVERSE INTO FORCES TO CONQUER THE PHYSICAL UNIVERSE.

AXIOM 14. THETA WORKING UPON PHYSICAL UNIVERSE MOTION MUST MAINTAIN A HARMONIOUS RATE OF MOTION.

The limits of Lambda are narrow, both as to thermal and mechanical motion.

AXIOM 15. LAMBDA IS THE INTERMEDIATE STEP IN THE CONQUEST OF THE PHYSICAL UNIVERSE.

AXIOM 16. THE BASIC FOOD OF ANY ORGANISM CONSISTS OF LIGHT AND CHEMICALS.

Organisms can exist only as higher levels of complexities because lower levels of converters exist.

Theta evolves organisms from lower to higher forms and supports them by the existence of lower converter forms.

AXIOM 17. THETA, VIA LAMBDA, EFFECTS AN EVOLUTION OF MEST.

In this we have the waste products of organisms on the one hand as those very complex chemicals which bacteria make, and, on the other hand, we have the physical face of the earth being changed by animals and men, such changes as grass holding mountains from eroding or roots causing boulders to break, buildings being built, and rivers being dammed. There is obviously an evolution in MEST in progress under the incursion of Theta.

AXIOM 18. LAMBDA, EVEN WITHIN A SPECIES, VARIES IN ITS ENDOWMENT OF THETA.

AXIOM 19. THE EFFORT OF LAMBDA IS TOWARD SURVIVAL.

The goal of Lambda is survival.

The penalty of failure to advance toward that goal is to succumb.

DEFINITION: PERSISTENCE IS THE ABILITY TO EXERT CONTINUANCE OF EFFORT TOWARD SURVIVAL GOALS.

AXIOM 20. LAMBDA CREATES, CONSERVES, MAINTAINS, REQUIRES, DESTROYS, CHANGES, OCCUPIES, GROUPS AND DISPERSES MEST. LAMBDA SURVIVES BY ANIMATING AND MOBILIZING OR DESTROYING MATTER AND ENERGY IN SPACE AND TIME.

AXIOM 21. LAMBDA IS DEPENDENT UPON OPTIMUM MOTION. MOTION WHICH IS TOO SWIFT AND MOTION WHICH IS TOO SLOW ARE EQUALLY CONTRA-SURVIVAL.

AXIOM 22. THETA AND THOUGHT ARE SIMILAR ORDERS OF STATIC.

AXIOM 23. ALL THOUGHT IS CONCERNED WITH MOTION.

AXIOM 24. THE ESTABLISHMENT OF AN OPTIMUM MOTION IS A BASIC GOAL OF REASON.

DEFINITION: LAMBDA IS A CHEMICAL HEAT ENGINE EXISTING IN SPACE AND TIME MOTIVATED BY THE LIFE STATIC AND DIRECTED BY THOUGHT.

AXIOM 25. THE BASIC PURPOSE OF REASON IS THE CALCULATION OR ESTIMATION OF EFFORT.

AXIOM 26. THOUGHT IS ACCOMPLISHED BY THETA FACSIMILES OF PHYSICAL UNIVERSE, ENTITIES OR ACTIONS.

AXIOM 27. THETA IS SATISFIED ONLY WITH HARMONIOUS ACTION OR OPTIMUM MOTION AND REJECTS OR DESTROYS ACTION OR MOTION ABOVE OR BELOW ITS TOLERANCE BAND.

AXIOM 28. THE MIND IS CONCERNED WHOLLY WITH THE ESTIMATION OF EFFORT.

DEFINITION: MIND IS THE THETA COMMAND POST OF ANY ORGANISM OR ORGANISMS.

AXIOM 29. THE BASIC ERRORS OF REASON ARE FAILURES TO DIFFERENTIATE AMONGST MATTER, ENERGY, SPACE AND TIME.

AXIOM 30. RIGHTNESS IS PROPER CALCULATION OF EFFORT.

AXIOM 31. WRONGNESS IS ALWAYS MISCALCULATION OF EFFORT.

32. THETA CAN EXERT ITSELF DIRECTLY OR EXTENSIONALLY.

Theta can direct physical application of the organism to the environment or through the mind, can first calculate the action or extend, as in language, ideas.

AXIOM 33. CONCLUSIONS ARE DIRECTED TOWARD THE INHIBITION, MAINTENANCE OR ACCELERATIONS OF EFFORTS.

AXIOM 34. THE COMMON DENOMINATOR OF ALL LIFE ORGANISMS IS MOTION.

AXIOM 35. EFFORT OF AN ORGANISM TO SURVIVE OR SUCCUMB IS PHYSICAL MOTION OF A LIFE ORGANISM AT A GIVEN MOMENT IN TIME THROUGH SPACE.

DEFINITION: MOTION IS ANY CHANGE IN ORIENTATION IN SPACE.

DEFINITION: FORCE IS RANDOM EFFORT.

DEFINITION: EFFORT IS DIRECTED FORCE.

AXIOM 36. AN ORGANISM'S EFFORT CAN BE TO REMAIN AT REST OR PERSIST IN A GIVEN MOTION.

Static state has position in time, but an organism which is remaining positionally in a static if alive, is still continuing a highly complex pattern of motion, such as the heart beat, digestion, etc.

The efforts of organisms to survive or succumb are assisted, compelled or opposed by the efforts of other organisms, matter, energy, space and time.

DEFINITION: ATTENTION IS A MOTION WHICH MUST REMAIN AT AN OPTIMUM EFFORT.

Attention is aberrated by becoming unfixed and sweeping at random or becoming too fixed without sweeping.

Unknown threats to survival when sensed cause attention to sweep without fixing.

Known threats to survival when sensed cause attention to fix.

AXIOM 37. THE ULTIMATE GOAL OF LAMBDA IS INFINITE SURVIVAL.

AXIOM 38. DEATH IS ABANDONMENT BY THETA OF A LIFE ORGANISM OR RACE OR SPECIES WHERE THESE CAN NO LONGER SERVE THETA IN ITS GOALS OF INFINITE SURVIVAL.

AXIOM 39. THE REWARD OF AN ORGANISM ENGAGING UPON SURVIVAL ACTIVITY IS PLEASURE.

AXIOM 40. THE PENALTY OF AN ORGANISM FAILING TO ENGAGE UPON SURVIVAL ACTIVITY, OR ENGAGING IN NON-SURVIVAL ACTIVITY, IS PAIN.

AXIOM 41. THE CELL AND VIRUS ARE THE PRIMARY BUILDING BLOCKS OF LIFE ORGANISMS.

AXIOM 42. THE VIRUS AND CELL ARE MATTER AND ENERGY ANIMATED AND MOTIVATED IN SPACE AND TIME BY THETA.

AXIOM 43. THETA MOBILIZES THE VIRUS AND CELL IN COLONIAL AGGREGATIONS TO INCREASE POTENTIAL MOTION AND ACCOMPLISH EFFORT.

AXIOM 44. THE GOAL OF VIRUSES AND CELLS IS SURVIVAL IN SPACE THROUGH TIME.

AXIOM 45. THE TOTAL MISSION OF HIGHER ORGANISMS, VIRUSES AND CELLS IS THE SAME AS THAT OF THE VIRUS AND CELL.

AXIOM 46. COLONIAL AGGREGATIONS OF VIRUSES AND CELLS CAN BE IMBUED WITH MORE THETA THAN THEY INHERENTLY CONTAINED.

AXIOM 47. EFFORT CAN BE ACCOMPLISHED BY LAMBDA ONLY THROUGH THE CO-ORDINATION OF ITS PARTS TOWARD GOALS.

AXIOM 48. AN ORGANISM IS EQUIPPED TO BE GOVERNED AND CONTROLLED BY A MIND.

AXIOM 49. THE PURPOSE OF THE MIND IS TO POSE AND RESOLVE PROBLEMS RELATING TO SURVIVAL AND TO DIRECT THE EFFORT OF THE ORGANISM ACCORDING TO THESE SOLUTIONS.

AXIOM 50. ALL PROBLEMS ARE POSED AND RESOLVED THROUGH ESTIMATIONS OF EFFORT.

AXIOM 51. THE MIND CAN CONFUSE POSITION IN SPACE WITH POSITION IN TIME. (COUNTER-EFFORTS PRODUCING ACTION PHRASES.)

AXIOM 52. AN ORGANISM PROCEEDING TOWARD SURVIVAL IS DIRECTED BY THE MIND OF THAT ORGANISM IN THE ACCOMPLISHMENT OF SURVIVAL EFFORT.

AXIOM 53. AN ORGANISM PROCEEDING TOWARD SUCCUMB IS DIRECTED BY THE MIND OF THAT ORGANISM IN THE ACCOMPLISHMENT OF DEATH.

AXIOM 54. SURVIVAL OF AN ORGANISM IS ACCOMPLISHED BY THE OVERCOMING OF EFFORTS OPPOSING ITS SURVIVAL.

(Note: Corollary for other dynamics.)

DEFINITION: DYNAMIC IS THE ABILITY TO TRANSLATE SOLUTIONS INTO ACTION.

AXIOM 55. SURVIVAL EFFORT FOR AN ORGANISM INCLUDES THE DYNAMIC THRUST BY THAT ORGANISM FOR THE SURVIVAL OF ITSELF, ITS PROCREATION, ITS GROUP, ITS SUB-SPECIES, ITS SPECIES. ALL LIFE ORGANISMS, MATERIAL UNIVERSE, THE LIFE STATIC AND, POSSIBLY, A SUPREME BEING.

(Note: List of dynamics.)

AXIOM 56. THE CYCLE OF AN ORGANISM, A GROUP OF ORGANISMS OR A SPECIES IS INCEPTION, GROWTH, RE-CREATION, DECAY AND DEATH.

AXIOM 57. THE EFFORT OF AN ORGANISM IS DIRECTED TOWARD THE CONTROL OF THE ENVIRONMENT FOR ALL THE DYNAMICS.

AXIOM 58. CONTROL OF AN ENVIRONMENT IS ACCOMPLISHED BY THE SUPPORT OF PRO-SURVIVAL FACTORS ALONG ANY DYNAMIC.

AXIOM 59. ANY TYPE OF HIGHER ORGANISM IS ACCOMPLISHED BY THE EVOLUTION OF VIRUSES AND CELLS INTO FORMS CAPABLE OF BETTER EFFORTS TO CONTROL OR LIVE IN AN ENVIRONMENT.

AXIOM 60. THE USEFULNESS OF AN ORGANISM IS DETERMINED BY ITS ABILITY TO CONTROL THE ENVIRONMENT OR TO SUPPORT ORGANISMS WHICH CONTROL THE ENVIRONMENT.

AXIOM 61. AN ORGANISM IS REJECTED BY THETA TO THE DEGREE THAT IT FAILS IN ITS GOALS.

AXIOM 62. HIGHER ORGANISMS CAN EXIST ONLY IN THE DEGREE THAT THEY ARE SUPPORTED BY THE LOWER ORGANISMS.

AXIOM 63. THE USEFULNESS OF AN ORGANISM IS DETERMINED BY THE ALIGNMENT OF ITS EFFORTS TOWARD SURVIVAL.

AXIOM 64. THE MIND PERCEIVES AND STORES ALL DATA OF THE ENVIRONMENT AND ALIGNS OR FAILS TO ALIGN THESE ACCORDING TO THE TIME THEY WERE PERCEIVED.

DEFINITION: A CONCLUSION IS THE THETA FACSIMILES OF A GROUP OF COMBINED DATA.

DEFINITION: A DATUM IS A THETA FACSIMILE OF PHYSICAL ACTION.

AXIOM 65. THE PROCESS OF THOUGHT IS THE PERCEPTION OF THE PRESENT AND THE COMPARISON OF IT TO THE PERCEPTIONS AND CONCLUSIONS OF THE PAST IN ORDER TO DIRECT ACTION IN THE IMMEDIATE OR DISTANT FUTURE.

COROLLARY: THE ATTEMPT OF THOUGHT IS TO PERCEIVE REALITIES OF THE PAST AND PRESENT IN ORDER TO PREDICT OR POSTULATE REALITIES OF THE FUTURE.

AXIOM 66. THE PROCESS BY WHICH LIFE EFFECTS ITS CONQUEST OF THE MATERIAL UNIVERSE CONSISTS IN THE CONVERSION OF THE POTENTIAL EFFORT OF MATTER

AND ENERGY IN SPACE AND THROUGH TIME TO EFFECT WITH IT THE CONVERSION OF FURTHER MATTER AND ENERGY IN SPACE AND THROUGH TIME.

AXIOM 67. THETA CONTAINS ITS OWN THETA UNIVERSE EFFORT WHICH TRANSLATES INTO MEST EFFORT.

AXIOM 68. THE SINGLE ARBITRARY IN ANY ORGANISM IS TIME.

AXIOM 69. PHYSICAL UNIVERSE PERCEPTIONS AND EFFORTS ARE RECEIVED BY AN ORGANISM AS FORCE WAVES, CONVERT BY FACSIMILE INTO THETA AND ARE THUS STORED.

DEFINITION: RANDOMITY IS THE MIS-ALIGNMENT THROUGH THE INTERNAL OR EXTERNAL EFFORTS BY OTHER FORMS OF LIFE OR THE MATERIAL UNIVERSE OF THE EFFORTS OF AN ORGANISM, AND IS IMPOSED ON THE PHYSICAL ORGANISM BY COUNTER-EFFORTS IN THE ENVIRONMENT.

AXIOM 70. ANY CYCLE OF ANY LIFE ORGANISM IS FROM STATIC TO MOTION TO STATIC.

AXIOM 71. THE CYCLE OF RANDOMITY IS FROM STATIC, THROUGH OPTIMUM, THROUGH RANDOMITY SUFFICIENTLY REPETITIOUS OR SIMILAR TO CONSTITUTE ANOTHER STATIC.

AXIOM 72. THERE ARE TWO SUB-DIVISIONS TO RANDOMITY: DATA RANDOMITY AND FORCE RANDOMITY.

AXIOM 73: THE THREE DEGREES OF RANDOMITY CONSIST OF MINUS RANDOMITY, OPTIMUM RANDOMITY AND PLUS RANDOMITY.

DEFINITION: RANDOMITY IS A COMPONENT FACTOR AND NECESSARY PART OF MOTION, IF MOTION IS TO CONTINUE.

AXIOM 74. OPTIMUM RANDOMITY IS NECESSARY TO LEARNING.

AXIOM 75. THE IMPORTANT FACTORS IN ANY AREA OF RANDOMITY ARE EFFORT AND COUNTER-EFFORT.

(Note: As distinguished from near-perceptions of effort.)

AXIOM 76. RANDOMITY AMONGST ORGANISMS IS VITAL TO CONTINUOUS SURVIVAL OF ALL ORGANISMS.

AXIOM 77. THETA AFFECTS THE ORGANISM, OTHER ORGANISMS AND THE PHYSICAL UNIVERSE BY TRANSLATING THETA FACSIMILES INTO PHYSICAL EFFORTS OR RANDOMITY OF EFFORTS.

DEFINITION: THE DEGREE OF RANDOMITY IS MEASURED BY THE RANDOMNESS OF EFFORT VECTORS WITHIN THE ORGANISM, AMONGST ORGANISMS, AMONGST RACES OR SPECIES OF ORGANISMS OR BETWEEN ORGANISMS AND THE PHYSICAL UNIVERSE.

AXIOM 78. RANDOMITY BECOMES INTENSE IN INDIRECT RATIO TO THE TIME IN WHICH IT TAKES PLACE, MODIFIED BY THE TOTAL EFFORT IN THE AREA.

AXIOM 79. INITIAL RANDOMITY CAN BE REINFORCED BY RANDOMITIES OF GREATER OR LESSER MAGNITUDE.

AXIOM 80. AREAS OF RANDOMITY EXIST IN CHAINS OF SIMILARITY PLOTTED AGAINST TIME. THIS CAN BE TRUE OF WORDS AND ACTIONS CONTAINED IN RANDOMITIES. EACH MAY HAVE ITS OWN CHAIN PLOTTED AGAINST TIME.

AXIOM 81. SANITY CONSISTS OF OPTIMUM RANDOMITY.

AXIOM 82. ABERRATION EXISTS TO THE DEGREE THAT PLUS OR MINUS RANDOMITY EXISTS IN THE ENVIRONMENT OR PAST DATA OF AN ORGANISM, GROUP OR SPECIES, MODIFIED BY THE ENDOWED SELF- DETERMINISM OF THAT ORGANISM, GROUP OR SPECIES.

AXIOM 83. THE SELF-DETERMINISM OF AN ORGANISM IS DETERMINED BY ITS THETA ENDOWMENT, MODIFIED BY MINUS OR PLUS RANDOMITY IN ITS ENVIRONMENT OR ITS EXISTENCE.

AXIOM 84. THE SELF-DETERMINISM OF AN ORGANISM IS INCREASED BY OPTIMUM RANDOMITY OF COUNTER-EFFORTS.

AXIOM 85. THE SELF-DETERMINISM OF AN ORGANISM IS REDUCED BY PLUS OR MINUS RANDOMITY OF COUNTER-EFFORTS IN THE ENVIRONMENT.

AXIOM 86. RANDOMITY CONTAINS BOTH THE RANDOMNESS OF EFFORTS AND THE VOLUME OF EFFORTS.

(Note: An area of randomity can have a great deal of confusion but, without volume of energy, the confusion itself is negligible.)

AXIOM 87. THAT COUNTER-EFFORT IS MOST ACCEPTABLE TO AN ORGANISM WHICH MOST CLOSELY APPEARS TO ASSIST ITS ACCOMPLISHMENT OF ITS GOAL.

AXIOM 88. AN AREA OF SEVERE PLUS OR MINUS RANDOMITY CAN OCCLUDE DATA ON ANY OF THE SUBJECTS OF THAT PLUS OR MINUS RANDOMITY WHICH TOOK PLACE IN A PRIOR TIME.

(Note: Shut-off mechanisms of earlier lives, perceptics, specific incidents, etc.)

AXIOM 89. RESTIMULATION OF PLUS, MINUS OR OPTIMUM RANDOMITY CAN PRODUCE INCREASED PLUS, MINUS OR OPTIMUM RANDOMITY RESPECTIVELY IN THE ORGANISM.

AXIOM 90. AN AREA OF RANDOMITY CAN ASSUME SUFFICIENT MAGNITUDE SO AS TO APPEAR TO THE ORGANISM AS PAIN, ACCORDING TO ITS GOALS.

AXIOM 91. PAST RANDOMITY CAN IMPOSE ITSELF UPON THE PRESENT ORGANISM AS THETA FACSIMILES.

AXIOM 92. THE ENGRAM IS A SEVERE AREA OF PLUS OR MINUS RANDOMITY OF SUFFICIENT VOLUME TO CAUSE UNCONSCIOUSNESS.

AXIOM 93. UNCONSCIOUSNESS IS AN EXCESS OF RANDOMITY IMPOSED BY A COUNTER-EFFORT OF SUFFICIENT FORCE TO CLOUD THE AWARENESS AND DIRECT FUNCTION OF THE ORGANISM THROUGH THE MIND'S CONTROL CENTER.

AXIOM 94. ANY COUNTER-EFFORT WHICH MIS-ALIGNS THE ORGANISM'S COMMAND OF ITSELF OR ITS ENVIRONMENT ESTABLISHES PLUS OR MINUS RANDOMITY OR, IF OF SUFFICIENT MAGNITUDE, IS AN ENGRAM.

AXIOM 95. PAST ENGRAMS ARE RESTIMULATED BY THE CONTROL CENTER'S PERCEPTION OF CIRCUMSTANCES SIMILAR TO THAT ENGRAM IN THE PRESENT ENVIRONMENT.

AXIOM 96. AN ENGRAM IS A THETA FACSIMILE OF ATOMS AND MOLECULES IN MISALIGNMENT.

AXIOM 97. ENGRAMS FIX EMOTIONAL RESPONSE AS THAT EMOTIONAL RESPONSE OF THE ORGANISM DURING THE RECEIPT OF THE COUNTER- EFFORT.

AXIOM 98. FREE EMOTIONAL RESPONSE DEPENDS ON OPTIMUM RANDOMITY. IT DEPENDS UPON ABSENCE OF OR NON-RESTIMULATION OF ENGRAMS.

AXIOM 99. THETA FACSIMILES CAN RECOMBINE INTO NEW SYMBOLS.

AXIOM 100. LANGUAGE IS THE SYMBOLIZATION OF EFFORT.

AXIOM 101. LANGUAGE DEPENDS FOR ITS FORCE UPON THE FORCE WHICH ACCOMPANIED ITS DEFINITION.

(Note: Counter-effort, not language, is aberrative.)

AXIOM 102. THE ENVIRONMENT CAN OCCLUDE THE CENTRAL CONTROL OF ANY ORGANISM AND ASSUME CONTROL OF THE MOTOR CONTROLS OF THAT ORGANISM. (ENGRAM, RESTIMULATION, LOCKS, HYPNOTISM.)

AXIOM 103. INTELLIGENCE DEPENDS ON THE ABILITY TO SELECT ALIGNED OR MISALIGNED DATA FROM AN AREA OF RANDOMITY AND SO DISCOVER A SOLUTION TO REDUCE ALL RANDOMITY IN THAT AREA.

AXIOM 104. PERSISTENCE OBTAINS IN THE ABILITY OF THE MIND TO PUT SOLUTIONS INTO PHYSICAL ACTION TOWARD THE REALIZATION OF GOALS.

AXIOM 105. AN UNKNOWN DATUM CAN PRODUCE DATA OF PLUS OR MINUS RANDOMITY.

AXIOM 106. THE INTRODUCTION OF AN ARBITRARY FACTOR OR FORCE WITHOUT RECOURSE TO NATURAL LAWS OF THE BODY OR THE AREA INTO WHICH THE ARBITRARY IS INTRODUCED BRINGS ABOUT PLUS OR MINUS RANDOMITY.

AXIOM 107. DATA OF PLUS OR MINUS RANDOMITY DEPENDS FOR ITS CONFUSION ON FORMER PLUS OR MINUS RANDOMITY OR ABSENT DATA.

AXIOM 108. EFFORTS WHICH ARE INHIBITED OR COMPELLED BY EXTERIOR EFFORTS EFFECT A PLUS OR MINUS RANDOMITY OF EFFORTS.

AXIOM 109. BEHAVIOR IS MODIFIED BY COUNTER-EFFORTS WHICH HAVE IMPINGED ON THE ORGANISM.

AXIOM 110. THE COMPONENT PARTS OF THETA ARE AFFINITY, REALITY, AND COMMUNICATION.

AXIOM 111. SELF-DETERMINISM CONSISTS OF MAXIMAL AFFINITY, REALITY AND COMMUNICATION.

AXIOM 112. AFFINITY IS THE COHESION OF THETA.

Affinity manifests itself as the recognition of similarity of efforts and goals amongst organisms by those organisms.

AXIOM 113. REALITY IS THE AGREEMENT UPON PERCEPTIONS AND DATA IN THE PHYSICAL UNIVERSE.

All that we can be sure is real is that on which we have agreed is real. Agreement is the essence

of reality.

AXIOM 114. COMMUNICATION IS THE INTERCHANGE OF PERCEPTION THROUGH THE MATERIAL UNIVERSE BETWEEN ORGANISMS OR THE PERCEPTION OF THE MATERIAL UNIVERSE BY SENSE CHANNELS.

AXIOM 115. SELF-DETERMINISM IS THE THETA CONTROL OF THE ORGANISM.

AXIOM 116. A SELF-DETERMINED EFFORT IS THAT COUNTER-EFFORT WHICH HAS BEEN RECEIVED INTO THE ORGANISM IN THE PAST AND INTEGRATED INTO THE ORGANISM FOR ITS CONSCIOUS USE.

AXIOM 117. THE COMPONENTS OF SELF-DETERMINISM ARE AFFINITY, COMMUNICATION AND REALITY.

Self-determinism is manifested along each dynamic.

AXIOM 118. AN ORGANISM CANNOT BECOME ABERRATED UNLESS IT HAS AGREED UPON THAT ABERRATION, HAS BEEN IN COMMUNICATION WITH A SOURCE OF ABERRATION, AND HAS HAD AFFINITY FOR THE ABERRATOR.

AXIOM 119. AGREEMENT WITH ANY SOURCE, CONTRA- OR PRO- SURVIVAL, POSTULATES A NEW REALITY FOR THE ORGANISM.

AXIOM 120. NON-SURVIVAL COURSES, THOUGHTS AND ACTIONS REQUIRE NON-OPTIMUM EFFORT.

AXIOM 121. EVERY THOUGHT HAS BEEN PRECEDED BY PHYSICAL ACTION.

AXIOM 122. THE MIND DOES WITH THOUGHT AS IT HAS DONE WITH ENTITIES IN THE PHYSICAL UNIVERSE.

AXIOM 123. ALL EFFORT CONCERNED WITH PAIN IS CONCERNED WITH LOSS.

Organisms hold pain and engrams to them as a latent effort to prevent loss of some portion of the organism.

All loss is a loss of motion.

AXIOM 124. THE AMOUNT OF COUNTER-EFFORT THE ORGANISM CAN OVERCOME IS PROPORTIONAL TO THE THETA ENDOWMENT OF THE ORGANISM, MODIFIED BY THE PHYSIQUE OF THAT ORGANISM.

AXIOM 125. EXCESSIVE COUNTER-EFFORT TO THE EFFORT OF A LIFE ORGANISM PRODUCES UNCONSCIOUSNESS.

AXIOM 126. PERCEPTIONS ARE ALWAYS RECEIVED IN THE CONTROL CENTER OF AN ORGANISM WHETHER THE CONTROL CENTER IS IN CONTROL OF THE ORGANISM AT THE TIME OR NOT.

This is an explanation for the assumption of valences.

AXIOM 127. ALL PERCEPTIONS REACHING THE ORGANISM'S SENSE CHANNELS ARE RECORDED AND STORED BY THETA FACSIMILE.

AXIOM 128. ANY ORGANISM CAN RECALL EVERYTHING WHICH IT HAS PERCEIVED.

AXIOM 129. AN ORGANISM DISPLACED BY PLUS OR MINUS RANDOMITY IS THEREAFTER REMOTE FROM THE PERCEPTION RECORDING CENTER.

Increased remoteness brings about occlusions of perceptions. One can perceive things in present time and then, because they are being recorded after they passed Theta perception of the awareness unit, they are recorded but cannot be recalled.

AXIOM 130. THETA FACSIMILES OF COUNTER-EFFORT ARE ALL THAT INTERPOSE BETWEEN THE CONTROL CENTER AND ITS RECALLS.

AXIOM 131. ANY COUNTER-EFFORT RECEIVED INTO A CONTROL CENTER IS ALWAYS ACCOMPANIED BY ALL PERCEPTICS.

AXIOM 132. THE RANDOM COUNTER-EFFORTS TO AN ORGANISM AND THE INTERMINGLED PERCEPTIONS IN THE RANDOMITY CAN RE-EXERT THAT FORCE UPON AN ORGANISM WHEN RESTIMULATED.

DEFINITION: RESTIMULATION IS THE REACTIVATION OF A PAST COUNTER- EFFORT BY APPEARANCE IN THE ORGANISM'S ENVIRONMENT OF A SIMILARITY TOWARD THE CONTENT OF THE PAST RANDOMITY AREA.

AXIOM 133. SELF-DETERMINISM ALONE BRINGS ABOUT THE MECHANISM OF RESTIMULATION.

AXIOM 134. A REACTIVATED AREA OF THE PAST RANDOMITY IMPINGES THE EFFORT AND THE PERCEPTIONS UPON THE ORGANISM.

AXIOM 135. ACTIVATION OF A RANDOMITY AREA IS ACCOMPLISHED FIRST BY THE PERCEPTIONS, THEN BY THE PAIN, FINALLY BY THE EFFORT.

AXIOM 136. THE MIND IS PLASTICALLY CAPABLE OF RECORDING ALL EFFORTS AND COUNTER-EFFORTS.

AXIOM 137. A COUNTER-EFFORT ACCOMPANIED BY SUFFICIENT (ENRANDOMED) FORCE IMPRESSES THE FACSIMILE OF THE COUNTER-EFFORT PERSONALITY INTO THE MIND OF AN ORGANISM.

AXIOM 138. ABERRATION IS THE DEGREE OF RESIDUAL PLUS OR MINUS RANDOMITY ACCUMULATED BY COMPELLING, INHIBITING, OR UNWARRANTED ASSISTING OF EFFORTS ON THE PART OF OTHER ORGANISMS OR THE PHYSICAL (MATERIAL) UNIVERSE.

Aberration is caused by what is done to the individual, not what the individual does, plus his self-determinism about what has been done to him.

AXIOM 139. ABERRATED BEHAVIOR CONSISTS OF DESTRUCTIVE EFFORT TOWARD PRO-SURVIVAL DATA OR ENTITIES ON ANY DYNAMIC, OR EFFORT TOWARD THE SURVIVAL OF CONTRA-SURVIVAL DATA OR ENTITIES FOR ANY DYNAMIC.

AXIOM 140. A VALENCE IS A FACSIMILE PERSONALITY MADE CAPABLE OF FORCE BY THE COUNTER-EFFORT OF THE MOMENT OR RECEIPT INTO THE PLUS OR MINUS RANDOMITY OF UNCONSCIOUSNESS.

Valences are assistive, compulsive or inhibitive to the organism.

A CONTROL CENTER IS NOT A VALENCE.

AXIOM 141. A CONTROL CENTER EFFORT IS ALIGNED TOWARD A GOAL THROUGH DEFINITE SPACE AS A RECOGNIZED INCIDENT IN TIME.

AXIOM 142. AN ORGANISM IS AS HEALTHY AND SANE AS IT IS SELF-DETERMINED.

The environmental control of the organism motor-controls inhibits the organism's ability to change with the changing environment, since the organism will attempt to carry forward with one set of responses when it needs by self-determinism to create another to survive in another environment.

AXIOM 143. ALL LEARNING IS ACCOMPLISHED BY RANDOM EFFORT.

AXIOM 144. A COUNTER-EFFORT PRODUCING SUFFICIENT PLUS OR MINUS RANDOMITY TO RECORD IS RECORDED WITH AN INDEX OF SPACE AND TIME AS HIDDEN AS THE REMAINDER OF ITS CONTENT.

AXIOM 145. A COUNTER-EFFORT PRODUCING SUFFICIENT PLUS OR MINUS RANDOMITY WHEN ACTIVATED BY RESTIMULATION EXERTS ITSELF AGAINST THE ENVIRONMENT OR THE ORGANISM WITHOUT REGARD TO SPACE AND TIME, EXCEPT REACTIVATED PERCEPTIONS.

AXIOM 146. COUNTER-EFFORTS ARE DIRECTED OUT FROM THE ORGANISM UNTIL THEY ARE FURTHER ENRANDOMED BY THE ENVIRON AT WHICH TIME THEY AGAIN ACTIVATE AGAINST THE CONTROL CENTER.

AXIOM 147. AN ORGANISM'S MIND EMPLOYS COUNTER-EFFORTS EFFECTIVELY ONLY SO LONG AS INSUFFICIENT PLUS OR MINUS RANDOMITY EXISTS TO HIDE DIFFERENTIATION OF THE FACSIMILES CREATED.

AXIOM 148. PHYSICAL LAWS ARE LEARNED BY LIFE ENERGY ONLY BY IMPINGEMENT OF THE PHYSICAL UNIVERSE PRODUCING RANDOMITY, AND A WITHDRAWAL FROM THAT IMPINGEMENT.

AXIOM 149. LIFE DEPENDS UPON AN ALIGNMENT OF FORCE VECTORS IN THE DIRECTION OF SURVIVAL AND THE NULLIFICATION OF FORCE VECTORS IN THE DIRECTION OF SUCCUMB IN ORDER TO SURVIVE.

COROLLARY: LIFE DEPENDS UPON AN ALIGNMENT OF FORCE VECTORS IN THE DIRECTION OF SUCCUMB AND THE NULLIFICATION OF FORCE VECTORS IN THE DIRECTION OF SUCCUMB AND THE NULLIFICATION OF FORCE VECTORS IN THE DIRECTION OF SURVIVE IN ORDER TO SUCCUMB.

AXIOM 150. ANY AREA OF RANDOMITY GATHERS TO IT SITUATIONS SIMILAR TO IT WHICH DO NOT CONTAIN ACTUAL EFFORTS BUT ONLY PERCEPTION.

AXIOM 151. WHETHER AN ORGANISM HAS THE GOAL OF SURVIVING OR SUCCUMBING DEPENDS UPON THE AMOUNT OF PLUS OR MINUS RANDOMITY IT HAS REACTIVATED. (NOT RESIDUAL.)

AXIOM 152. SURVIVAL IS ACCOMPLISHED ONLY BY MOTION.

AXIOM 153. IN THE PHYSICAL UNIVERSE THE ABSENCE OF MOTION IS VANISHMENT.

AXIOM 154. DEATH IS THE EQUIVALENT TO LIFE OF TOTAL LACK OF LIFE-MOTIVATED MOTION.

AXIOM 155. ACQUISITION OF PRO-SURVIVAL MATTER AND ENERGY OR ORGANISMS IN SPACE AND TIME MEANS INCREASED MOTION.

AXIOM 156. LOSS OF PRO-SURVIVAL MATTER AND ENERGY OR ORGANISMS IN SPACE AND TIME MEANS DECREASED MOTION.

AXIOM 157. ACQUISITION OR PROXIMITY OF MATTER, ENERGY OR ORGANISMS WHICH ASSIST THE SURVIVAL OF AN ORGANISM INCREASE THE SURVIVAL POTENTIALS OF AN ORGANISM.

AXIOM 158. ACQUISITION OR PROXIMITY OF MATTER, ENERGY OR ORGANISMS WHICH INHIBIT THE SURVIVAL OF AN ORGANISM DECREASE ITS SURVIVAL POTENTIAL.

AXIOM 159. GAIN OF SURVIVAL ENERGY, MATTER OR ORGANISMS INCREASES THE FREEDOM OF AN ORGANISM.

AXIOM 160. RECEIPT OR PROXIMITY OF NON-SURVIVAL ENERGY, MATTER OR TIME DECREASES THE FREEDOM OF MOTION OF AN ORGANISM.

AXIOM 161. THE CONTROL CENTER ATTEMPTS THE HALTING OR LENGTHENING OF TIME, THE EXPANSION OR CONTRACTION OF SPACE AND THE DECREASE OR INCREASE OF ENERGY AND MATTER.

This is a primary source of invalidation, and it is also a primary source of aberration.

AXIOM 162. PAIN IS THE BALK OF EFFORT BY COUNTER-EFFORT IN GREAT INTENSITY, WHETHER THAT EFFORT IS TO REMAIN AT REST OR IN MOTION.

AXIOM 163. PERCEPTION, INCLUDING PAIN, CAN BE EXHAUSTED FROM AN AREA OF PLUS OR MINUS RANDOMITY, STILL LEAVING THE EFFORT AND COUNTER-EFFORT OF THAT PLUS OR MINUS RANDOMITY.

AXIOM 164. THE RATIONALITY OF THE MIND DEPENDS UPON AN OPTIMUM REACTION TOWARD TIME.

DEFINITION: SANITY, THE COMPUTATION OF FUTURES.

DEFINITION: NEUROTIC, THE COMPUTATION OF PRESENT TIME ONLY.

DEFINITION: PSYCHOTIC, COMPUTATION ONLY OF PAST SITUATIONS.

AXIOM 165. SURVIVAL PERTAINS ONLY TO THE FUTURE.

COROLLARY: SUCCUMB PERTAINS ONLY TO THE PRESENT AND PAST.

AXIOM 166. AN INDIVIDUAL IS AS HAPPY AS HE CAN PERCEIVE SURVIVAL POTENTIALS IN THE FUTURE.

AXIOM 167. AS THE NEEDS OF ANY ORGANISM ARE MET IT RISES HIGHER AND HIGHER IN ITS EFFORTS ALONG THE DYNAMICS.

An organism which achieves ARC with itself can better achieve ARC with sex in the future; having achieved this it can achieve ARC with groups; having achieved this, it can achieve ARC with mankind, etc.

AXIOM 168. AFFINITY, REALITY AND COMMUNICATION CO-EXIST IN AN INEXTRICABLE RELATIONSHIP.

The co-existent relationship between affinity, reality and communication is such that none can be increased without increasing the other two and none can be decreased without decreasing the other two.

AXIOM 169. ANY AESTHETIC PRODUCT IS A SYMBOLIC FACSIMILE OR COMBINATION OF FACSIMILES OF THETA OR PHYSICAL UNIVERSES IN VARIED RANDOMITIES AND VOLUMES OF RANDOMITIES WITH THE INTERPLAY OF TONES.

AXIOM 170. AN AESTHETIC PRODUCT IS AN INTERPRETATION OF THE UNIVERSES BY AN INDIVIDUAL OR GROUP MIND.

AXIOM 171. DELUSION IS THE POSTULATION BY THE IMAGINATION OF OCCURRENCES IN AREAS OF PLUS OR MINUS RANDOMITY.

AXIOM 172. DREAMS ARE THE IMAGINATIVE RECONSTRUCTION OF AREAS OF RANDOMITY OR THE RE-SYMBOLIZATION OF THE EFFORTS OF THETA.

AXIOM 173. A MOTION IS CREATED BY THE DEGREE OF OPTIMUM RANDOMITY INTRODUCED BY THE COUNTER-EFFORT TO AN ORGANISM'S EFFORT.

AXIOM 174. MEST WHICH HAS BEEN MOBILIZED BY LIFE FORMS IS IN MORE AFFINITY WITH LIFE ORGANISMS THAN NON-MOBILIZED MEST.

AXIOM 175. ALL PAST PERCEPTION, CONCLUSION AND EXISTENCE MOMENTS, INCLUDING THOSE OF PLUS OR MINUS RANDOMITY, ARE RECOVERABLE TO THE CONTROL CENTER OF THE ORGANISM.

AXIOM 176. THE ABILITY TO PRODUCE SURVIVAL EFFORT ON THE PART OF AN ORGANISM IS AFFECTED BY THE DEGREES OF RANDOMITY EXISTING IN ITS PAST. (THIS INCLUDES LEARNING.)

AXIOM 177. AREAS OF PAST PLUS OR MINUS RANDOMITY CAN BE READDRESSED BY THE CONTROL CENTER OF AN ORGANISM AND THE PLUS OR MINUS RANDOMITY EXHAUSTED.

AXIOM 178. THE EXHAUSTION OF PAST PLUS OR MINUS RANDOMITIES PERMITS THE CONTROL CENTER OF AN ORGANISM TO EFFECT ITS OWN EFFORTS TOWARD SURVIVAL GOALS.

AXIOM 179. THE EXHAUSTION OF SELF-DETERMINED EFFORT FROM A PAST AREA OF PLUS OR MINUS RANDOMITY NULLIFIES THE EFFECTIVENESS OF THAT AREA.

AXIOM 180. PAIN IS THE RANDOMITY PRODUCED BY SUDDEN OR STRONG COUNTER-EFFORTS.

AXIOM 181. PAIN IS STORED AS PLUS OR MINUS RANDOMITY.

AXIOM 182. PAIN, AS AN AREA OF PLUS OR MINUS RANDOMITY, CAN RE-INFLICT ITSELF UPON THE ORGANISM.

AXIOM 183. PAST PAIN BECOMES INEFFECTIVE UPON THE ORGANISM WHEN THE RANDOMITY OF ITS AREA IS ADDRESSED AND ALIGNED.

AXIOM 184. THE EARLIER THE AREA OF PLUS OR MINUS RANDOMITY, THE GREATER SELF-PRODUCED EFFORT EXISTED TO REPEL IT.

AXIOM 185. LATER AREAS OF PLUS OR MINUS RANDOMITY CANNOT BE RE-ALIGNED EASILY UNTIL EARLIER AREAS ARE RE-ALIGNED.

AXIOM 186. AREAS OF PLUS OR MINUS RANDOMITY BECOME INCREASED IN ACTIVITY WHEN PERCEPTIONS OF SIMILARITY ARE INTRODUCED INTO THEM.

AXIOM 187. PAST AREAS OF PLUS OR MINUS RANDOMITY CAN BE REDUCED AND ALIGNED BY ADDRESS TO THEM IN PRESENT TIME.

AXIOM 188. ABSOLUTE GOOD AND ABSOLUTE EVIL DO NOT EXIST IN THE MEST UNIVERSE.

AXIOM 189. THAT WHICH IS GOOD FOR AN ORGANISM MAY BE DEFINED AS THAT WHICH PROMOTES THE SURVIVAL OF THAT ORGANISM.

COROLLARY: EVIL MAY BE DEFINED AS THAT WHICH INHIBITS OR BRINGS PLUS OR MINUS RANDOMITY INTO THE ORGANISM, WHICH IS CONTRARY TO THE SURVIVAL MOTIVES OF THE ORGANISM.

AXIOM 190. HAPPINESS CONSISTS IN THE ACT OF BRINGING ALIGNMENT INTO HITHERTO RESISTING PLUS OR MINUS RANDOMITY. NEITHER THE ACT OR ACTION OF ATTAINING SURVIVAL, NOR THE ACCOMPLISHMENT OF THIS ACT ITSELF, BRINGS ABOUT HAPPINESS.

AXIOM 191. CONSTRUCTION IS AN ALIGNMENT OF DATA.

COROLLARY: DESTRUCTION IS A PLUS OR MINUS RANDOMITY OF DATA.

The effort of construction is the alignment toward the survival of the aligning organism.

Destruction is the effort of bringing randomity into an area.

AXIOM 192. OPTIMUM SURVIVAL BEHAVIOR CONSISTS OF EFFORT IN THE MAXIMUM SURVIVAL INTEREST IN EVERYTHING CONCERNED IN THE DYNAMICS.

AXIOM 193. THE OPTIMUM SURVIVAL SOLUTION OF ANY PROBLEM WOULD CONSIST OF THE HIGHEST ATTAINABLE SURVIVAL FOR EVERY DYNAMIC CONCERNED.

AXIOM 194. THE WORTH OF ANY ORGANISM CONSISTS OF ITS VALUE TO THE SURVIVAL OF ITS OWN THETA ALONG ANY DYNAMIC.

Advanced Procedure and Axioms

1951

EXCALIBUR

"STATIC" BEINGS

24 FEBRUARY 1990

STATIC (noun) 1. that which has no motion, no wavelength, no position in space and no measurable quantity, but possesses the qualities of life. (This comes from Axiom 1 which states: "Life is basically a static." Another way to say this is: "Life is fundamentally a quality of existence which is non-material.")

These are big Beings who rarely get trapped by anything but may have popped up in the session because of all the Beings they see "going free." They think "I want to find out how it's done" or they pretend to be in the plug so they can "experience" Clearing. The difference is these guys are fully aware of the game between the Implanters and those who want to free Beings (implanting vs freedom) but have not taken part in either side. They think they are very pan-determined, "know best" and think, "It has nothing to do with me." They have been meddling around in the affairs of Beings in the MEST Universe, but they don't have any tech; they just meddle. So that's their attitude.

Realize a Static Being has out-ruds and doesn't have any real tech, although he may tell you all kinds of stuff like "I'm a powerful Being - I controlled whole civilizations here on Earth as a God," etc.

HANDLING:

1. FIND THE OUT-RUDS AND HANDLE E/S TO BIG F/N Cog. (Usually it's a M/W/H or W/Hs or perpetrations or evaluation.)

2. R-factor: "This is the technology of Clearing. You see it works. (a) Do you want to help? or (b) Do you want to return to static state?" Rights of a Being can be given too. The Valence Process (What/Who?) doesn't usually produce any result because a Static Being will always answer "me" without any resolution.

3. Handle by: (a) Giving him a job that he likes, usually in line with his former interest that produced the perpetrations; but now he can use tech to handle. (b) or say, "Good, your session is over - YOU CAN NOW -RETURN TO STATIC STATE."

* * *

EXCALIBUR

MOCO'S

25 NOVEMBER 1990

MOCO is short for "MOCOVP." "MOCOVP" means "Moment Of Creation Of View Point." This is an abbreviation of the command used to handle these entities. The command is "Return to your moment of creation of viewpoint" or simply "Return to your moment of creation."

MOCO'S are created entities. They can be found anywhere in a Plug.

These are Beings who have a limited ability because they were CREATED by a "big Being" on a postulate to DO or BE only certain things or only ONE THING. They are a "created viewpoint."

They have a track extending from their "moment of creation" to PT. They are different than clusters, but they can be in a group.

Basically a Static Being or Big Being has split off some of his theta and endowed it with a separate personality. MOCO'S want to come back and be the big Being again. But they are independent while they are out there; therefore, they have the Rights of a Being. So to tell them to go back to a creator may be a violation of their rights. If their creator is not a good Being, they may not want to join or go back to him or her. Tell them, "You've got four choices:

1. Return to your moment of creation."

2. Go free."

3. Wait at Static Point, outside the game."

4. Help me. Do something useful in the game."

The MOCO could have been created in an Earlier Universe game to "run" a mock-up for a "big Being" and then got neglected, dumped or CAPTURED by an implanter to use in a PLUG ON THE BIG BEING who made him . This gives the Clear a "strange" AFFINITY for what's in the PLUG as it's really a PART OF HIMSELF.

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EXCALIBUR

MEST BEINGS

F BEINGS (F=PHI=MEST) OR "TEENIE-WEENIES"

25 NOVEMBER 1990

These are smaller ("junior sized") Beings that were dumped "into" or became part of the MEST universe from Earlier Universe Games. They were not captured. They were dumped.

They are "resistive" because they don't like "big Beings" at all. Even the master implanters couldn't use them in Pre-Incident I plugs, hardly at all, because they refuse to DO or BE anything else or change in anyway for a "big Being."

These Beings are so ARC Broken that they are unwilling to play any game, even being implanted. That's one reason implanters had to capture Beings who were "more moldable" and still would "go for" another "game."

They have an ARC BREAK OF LONG DURATION from being "DUMPED into the MEST UNIVERSE" that may go back much earlier than Incident I.

After being dumped they then "joined" up with other F Beings in a sort of "social democracy" of their own as "LOSERS" and adopted a set of rules to "take care of MEST." They don't EVER listen to any big Being because that's who dumped them.

You might find one or two of these F Beings at the bottom of a plug. After all other Beings have blown, -these F Beings still will be there.

HANDLING:

1) Check on the meter "DUMPED INTO THE MEST UNIVERSE?"

(check for read)

2)Run the ARC Break LD by asking:

"Do you have an ARC Break of Long Duration?" (Check for a read)

"How long have you had it? (Be prepared for a very large number.)

Indicate by saying, "I'd like to indicate charge has been bypassed because you've had this ARC Break for so long."

If not gone, do an L1 ARC Break Assessment on the actual ARC Break, whatever they said it was. Assess and indicate the BPC. It's usually "REJECTED AFFINITY" from the big Being who dumped them.

3)If they don't release or Clear on ARC Break LD, use "Rights of a Being," Valence Process (What/Who?), or Orientation. They will release or Clear.

Now do the MOCO step.

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TYPES OF BEINGS

22 DECEMBER 1993

BEING (*noun*) 1. the individual, himself or herself, who exists in the nonmaterial universe, yet operates and handles a body in the material universe. 2. the person, oneself - not one's body, not one's name, not the mind, not the physical universe. 3. the individual who is aware of being aware. 4. a creator of things, but not a thing itself.

THETA (q) 1. Greek for thought or life or the spirit. 2. an energy existing separate and distinct from the physical universe.

THETA BEING 1. the "I." It is who the person is.

THETAN (qn) 1. the living unit. (from the Greek letter *theta*, the mathematic symbol used to indicate the source of life and life itself.) 2. the awareness of awareness unit which has all potentialities but no mass, no wave-length and no location. 3. the Being who is the individual and who handles and lives in the body. 4. the personality and beingness which actually is the individual and is aware of being aware and is ordinarily and normally the "person" and who the individual thinks he is. 5. the name given to the life source. (It is the individual, the Being, the personality, the knowingness of the human being.) 6. the person himself?not his body or his name, the physical universe, his mind, or anything else; that which is aware of being aware; the identity which is the individual. (The thetan is most familiar to one and all as you.) 7. a static that can consider, and can produce space and energy and objects.

EXTERIOR (*adjective*) 1. being on the outside of something. (used in reference to a Being/thetan who is outside of and separate from the body.)

EXTERIORIZATION (*noun*) 1. the state of being outside the body or being bigger than the body. (When this is done, the person achieves a certainty that he is himself and not his body.) 2. the feeling or experience of being larger than or expanding beyond the limits of the body (This feeling is commonly experienced in Clearing and sometimes in awareness expansion seminars, meditation, hypnosis or just in life itself). 3. the action of moving out of the body or the feeling of expanding beyond the limits of the body.

THETA CLEAR 1. it is a person who operates exterior to a body without need of a body. 2. that state wherein the person can remain with certainty outside his body when the body is hurt. 3. an individual who, as a Being, is certain of his identity apart from that of the body, and who habitually operates the body from outside, or exteriorized.

OPERATING THETAN (qT) 1. a thetan exterior who can have but doesn't have to have a body in order to control or operate thought, life, matter, energy, space and time. 2. willing and knowing cause over life, thought, matter, energy, space and time. 3. an individual who could operate totally independently of his body whether he had one or didn't have one. (He's now himself, he's not dependent on the universe around him.) 4. a Clear who has been refamiliarized with his capabilities. 5. a Being at cause over matter, energy, space, time, form and life. (*Operating* comes from "able to operate without dependency on things" and *thetan* is the Greek letter theta (q), which the Greeks used to represent "thought" or perhaps "spirit" to which an "n" is added to make a new noun in the modern style used to create words in engineering.) 6. this state of being is attained by drills and familiarity after the state of Clear has been obtained. (A real OT has no reactive bank, is cause over matter, energy, space, time and thought and is completely free.)

BIG THETAN (Big qn or "Player") 1. the preclear or Clear; the thetan (qn) called "me" who has a case.

A Big Thetan can be in or out of a body. He can be found sticking on a case at OT III or in a Plug because of being implanted or betrayed. He can be suppressed into believing he is a "Body" or a "Body qn," or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static qns.

ALIENABLE (*adjective*) 1. capable of being transferred to the ownership of another.

INALIENABLE (*adjective*) 1. not capable of being transferred to the ownership of another: as in, *inalienable* rights. (also *unalienable*)

RIGHTS OF THETAN

Beings have certain inalienable rights and these are:

1. A Being has the right to life, liberty and the pursuit of happiness.

2. A Being has the right to his own self-determinism.

3. A Being has the right to his own sanity.

4. A Being has the right to his own power of choice.

5. A Being has the right to leave any game at any time.

6. A Being has the right to choose a game that suits his reality as long as he does not interfere with the right of another Being.

7. A Being has the right to create his own game as long it does not interfere with the rights of

another Being.

GAMES UNIVERSE MODEL (GUM) 1. The smallest unit of time in which thetans play a complete game. (Some Games Universe Models are more than quadrillions of years long and there have been many GUMS in our existence.)

STATIC THETAN (S qn) 1. a "Big Thetan" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chooses to do so by Rights of a Thetan. Usually they don't know the Tech so have out-ruds (ARC Breaks, Present Time Problems and Missed Withholds) caused by ignorance of the basic principals of existence. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, one Games Universe Model and have, of course, unhandled charge on earlier ones.

STATIC POINT 1. the point of serenity between Games Universe Models where thetans "rest," debrief and get ready for the next GUM.

MOCO ("**M**oment **O**f **C**reation **O**f Viewpoint") 1. a created Being or thetan (qn), created by one of the Big qns or Static qns for use in the games.

MOCOs , therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." They also do not have a large "case" like a Player, who has been in the Games since the beginning.

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator, they "blow" inward to him. Other Players' MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

PRE-OT 1. One who is doing the OT Levels toward the state of OT.

PLUG 1. An organized part of the case on Excalibur.

A Plug consists of several "terminals" (each of which may be very complex and consists of many qns with various functions as a unit or "thing") having a function to perform on a case, connected by holding lines. Holding means "suppression carried out through time" or "constant suppression." There may be several plugs in one "stack" as a part of a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

KRC 1. **K**nowledge, **R**esponsibility and **C**ontrol, which together equate to **P**ower.

STACK 1. A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational, non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a qn.

A stack can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thought! A stack is composed of one or more plugs.

LAMBDA THETAN (Lambda (l) qn) 1. a "lambda" or "life-form" qn.

Lambda Thetans have the function of caring for or operating life forms. A Lambda Thetan can be

a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. He may be part of a team of such qns who were hatted to do this job in early MEST Universe track prior to Inc I or from Earlier Universe (E/U) Games or even earlier GUMs. All true I qns basically are MOCOs. However, you may find a Player qn occasionally implanted or suppressed into the "belief" that he is a I qn. Lambda Thetans are also called, loosely, "Body qns." Many of these were captured from E/U games and used in "Plugs" after being made to believe they were "solid." I qns like to copy or hold "pictures" for Big qns or make pictures from his intention. Lambda Thetans are mostly found in and align with the 5th Dynamic. (Ref: Dianetic Axioms).

PHI THETAN (pronounced "Fee" Thetan) (Phi j qn or F qn) 1. "Phi qns" or MEST qns. One who has a function of being a particle of matter or energy or space in a creation.

Phi Thetans can be of a gradient of sizes, with the bigger ones responsible for the smaller ones. They can be identified as space, potential energy or motion, energy particles, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. They are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. All j qns originally were MOCOs. j qns are mostly found in and align with the 6th Dynamic (Ref. Dianetic Axioms).

THETAN (qn) 1. a general term meaning any life unit. S qn, Big qn or Player, Lambda (I) qn, Phi (j) qn. An awareness of awareness unit.

MULES 1. A combination of two or more MOCOs, one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

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THE THREE UNIVERSES

18 MARCH 1990

There are three universes:

1. Your universe (U1)

2. The universe of others (U2)

3. The physical universe or MEST universe (U3)

The MEST universe is made up of your universe plus the universe of others. This gives us the equation:

U1 + U2 = U3

There is a definite relationship between each of these three universes. If you don't put anything there in your universe, it will not happen in the physical universe. If you want to put something in someone else's universe, you will need to put it there by means of intention. If you don't think it and intend it, it won't happen and the other person won't pick it up.

There is a continuous interaction of action, thought, intention and postulate going on between your own universe, another person's universe and occurrences in the physical universe. The physical universe does not think, it does not intend and it does not postulate. A live being intends and postulates. Your universe is the universe in which you think. It is not contained within your head and it co-exists with the physical universe and the universe of every other person. Your universe is infinite and you are capable of putting into itanything you desire. The physical universe is patterned on the thoughts, intentions and postulates contained within your universe and another's universe. You will notice that any object that you have in the

room with you right now has not moved since it was put in that position. The only way it can be moved is by you putting it in another position in your universe, intending it to be there and then picking it up and putting it in that position.

What does this tell you? It tells you that unless you think, intend and create a mock-up within your own universe, nothing will happen within the physical universe. If you are in a position of being in charge of other people, unless you put it in your universe first, they will not pick it up and duplicate it in their universe and be able to carry out your intentions. If you are confused in your universe, others around you are likely to get confused also.

MOCK-UP: A mental model, construction or picture created by a Being. A mock up is distinct from a facsimile in that it is created volitionally, does not necessarily copy any previous experience, and is under the control of the Being.

When a person creates an intention within his own universe, it will always come about. When an intention does not manifest within the physical universe or within another person's universe, there are three reasons why it has not happened:

1.He did not really intend it.

2.He bought someone else's intention.

3.He has counter-intentions within his own reactive mind or from Entities and Clusters, which keyed-in and countered yourown intentions.

In fact, we have found that for a Clear all case and manifestations of case come from Enitities, Clusters and other more complex telepathic and sympathetic interactions with other Beings who are still very aberrated. It can finally be stated without a doubt that a Clear has no case of his own.

You should become aware of picking up other people's thoughts or ideas and going along with them. These are intentions which they have intended within their own universe. Because it co-exists with yours, you pick it up and go into agreement with it. Something can only happen for you when you go into agreement

and you also intend it.

There is an interesting relationship between your universe and the physical universe. You can have only those things in the physical universe that you create in your universe. They will not be there for you in the physical universe unless you can first mock them up in your own universe and hold them there. The reasons why a person has difficulty creating and holding something within his own universe are:

1.He lacks knowledge of how to handle his own universe and how to mock up something.

2.He has the reactive mind or Entities and Clusters which comes into restimulation on that particular subject causing counter-intentions which interfere with his own intentions and create difficulty within the physical universe.

THE TWO LIABILITIES

25 JULY 1990

There are two liabilities in running NOTS:

Number One - They have run it so that they have only taken out BTs and Clusters from the lower parts of these plugs, the lower parts of the Org Board. More or less the "easy" ones, the ones that could be bypassed and handled. Any "senior" could come in the Org and order them around. So they take orders from anyone. So they came out.

And you do this long enough, these easy ones, wake them up and handle them, wake them up and handle

them and pretty soon - what are you left with? You are left with the top of the executive strata of each plug STILL THERE. This top executive strata are the HOLDERS of the whole plug. So if they are the holders, they are a bit more POWERFUL and usually they can be "out of valence in R6" or "implanter" type evil purpose beings.

As the person runs the lower part or the "easy" part of his case and just takes up the lower "juniors" of the Org Board of all these plugs, he ends up with a case with NOTHING BUT HOLDERS. Holders are of a little more powerful nature. Some percentage of them are VERY EVIL INTENTIONED, but ALL OF THEM ARE HOLDING. And what are they holding NOW? They are holding HIM, THE PRE OT.

Increasingly he feels like he is in some kind of a "tight situation." He is a bit "bothered by things." He doesn't LOOK like he is a NOTS completion at all. He is sort of worried about "PTSness" and "sickness" and "illness" and all these various phenomena. He is going on "dramatizing" around here and there and he is feeling an EFFORT to keep his "sanity."

Those are the indications of a person who has run out the lower parts of the plugs and has left the "tops" or the holders or the "out of valence R6 people" there. They feel anxious, they feellike the real "core" of their case has not been reached. And they are worried about it, anxious about it. This is merely the fact that they have put themselves at the mercy now of the TOP HOLDERS IN THE ORG BOARD. And THEY are the ones being held at the moment because they took away all the juniors. So if you take away the game. What's now the game? The game is GETTING YOU. You didn't give them a new game. You didn't set them free. So the game is GETTING YOU and they're going to hold YOU tighter and tighter and tighter if you don't take out the whole org board. And that's the first liability.

The second liability is this: There are some people who decided, "Yes, it's a tough level. We are going to handle all these bad guys first." So what do they do? They go in there and handle all the bad guys first. They do one of these rundowns that are current in the "independent field" and they handle the bad guys first. So they take the top off the org board. They handle the guys that are out of valence and dramatizing, have evil intentions, evil purposes and so on. And they work through this, through this, through this, through this.

Now you have the other situation, which is: Once you take the TOPS off the org board, if you have NOT also handled all the juniors. Some of them down there are quite asleep; some of them are tied into little "knots." They cannot move. When you take off the top you still have to open them up, wake them up and let them go. If they DON'T free the whole org board connected to these top guys that they are handling on these rundowns, what will be the effect? Well, then you will have an org board with only the juniors left and no seniors. So they don't have any other senior. So they are going to float around you more and more, shall we say "cuddle" all around the PreOT.

And in this case some of them WILL have woken up, some of them WILL have broken loose, but not gotten completely handled. The PreOT will start feeling like: "Well, this is never ending. Ifeel almost just as bad as when I was on OT III!" And what do you know? He has woken up enough of his case, by handling these holders, that the plugs now, the truncated BOTTOM PARTS OF THE ORG BOARDS, all the juniors and all, are running around and sort of floating half in and half out, and some of them are tied together, and some of them are not, and they're sort of going crazy, just like: "When the boss is away the staff will play."

So they become to him almost like another III case. He's got the fears back that there are BTs all around him. They're not very harmful, not very dangerous but they are all around him, they're floating around him. "I feel this pressure here and this and so on...." So by taking off the TOP ONLY of the org board and LEAVING THE BOTTOM INTACT without handling it, you create yourself another III case! The "smoke" from the fire. You take the "hot guys" out and the "smoke" comes up around and there's another III case.

When you do this CORRECTLY AND REMOVE THE WHOLE ORG you've got it. So that is the Technology and those are the liabilities of running it improperly: You take off the top and leave the bottom or you take off the bottom and leave the top. In both cases it makes a funny type of appearance for somebody on NOTS. One of them is that they look like they're really caved in and PTS. Other people look at him and say: "What! That's weird, he should be really great! He is on NOTS, but he looks really weird. PTS, sick and all that." And in the other one he creates another OT III case.

Then they say: "Well, he's not saying he's making much gains. He even says he feels like he did when he was on OT III. It's not really interesting." These are the effects and you can spot these. But what is the whole handling of these to correct it? Of course, you do the assessment, you find out what his attention is on, you find out the way he likes to word that area he is interested in. You handle the first plug that shows up through the BT that is first contacted. They will line up and get handled all the way down through that plug.

TYPE OF INCIDENT

ACCIDENT

IMPACT

INJURY

ILLNESS

A DRUG

SHOCK

IMPLANT

HEAT

BURNING

WAR

IMPRISONMENT

A CRASH

FREEZING

ELECTRICAL

EXPLOSION

IMPLOSION

TORTURE

SHOT

PSYCHIATRIC INCIDENT

LIGHTNING

VACUUM

RADIATION

COLLISION

HIT

ACCELERATION

DROWNING

CRUSHING

LOSS

VOCANOES

INCIDENT II

75,000,000

Volcanoes:

Asia & Pacific:

North Japan

South Japan

Krakajawia

Mount Washington

Mt. Ranier

Mt. Hood

Andes

Mt. Shasta

San Gergonio

Indonesia

Philipines

Himalayas

(Hawaii)

Atlantic:

Tangier

St. Helena

Kolomonjero

Canada

(Las Palmas)

THE FACTORS

(Summation of the considerations and examinations of the human spirit and the material universe completed between A.D. 1923 and 1953)

1. Before the beginning was a Cause and the entire purpose of the cause was the creation of effect.

2. In the beginning and forever is the decision and the decision is TO BE.

3. The first action of beingness is to assume a viewpoint.

4. The second action of beingness is to extend from the viewpoint, points to view, which are dimension points.

5. Thus there is space created, for the definition of space is: viewpoint of dimension. And the purpose of a dimension point is space and a point of view.

6. The action of a dimension point is reaching and withdrawing.

7. And from the viewpoint to the dimension points there are connection and interchange. Thus new dimension points are made. Thus there is communication.

8. And thus there is light.

9. And thus there is energy.

10. And thus there is life.

11. But there are other viewpoints and these viewpoints out-thrust points to view. And there comes about an interchange amongst viewpoints; but the interchange is never otherwise than in terms of exchanging dimension points.

12. The dimension point can be moved by the viewpoint, for the viewpoint, in addition to creative ability and consideration, possesses volition and potential independence of action; and the viewpoint, viewing dimension points, can change in relation to its own or other dimension points or viewpoints. Thus comes about all the fundamentals there are to motion.

13. The dimension points are each and every one, whether large or small, SOLID. And they are solid solely because the viewpoints say they are solid.

14. Many dimension points combine into larger gases, fluids or solids. Thus there is matter. But the most valued point is admiration, and admiration is so strong its absence alone permits persistence.

15. The dimension point can be different from other dimension points and thus can possess an individual quality. And many dimension points can possess a similar quality, and others can possess a similar quality unto themselves. Thus comes about the quality of classes of matter.

16. The viewpoint can combine dimension points into forms and the forms can be simple or complex and can be at different distances from the viewpoints and so there can be combinations of form. And the forms are capable of motion and the viewpoints are capable of motion and so

there can be motion of forms.

17. And the opinion of the viewpoint regulates the consideration of the forms, their stillness or their motion, and these considerations consist of assignment of beauty or ugliness to the forms and these considerations alone are art.

18. It is the opinions of the viewpoints that some of these forms should endure. Thus there is survival.

19. And the viewpoint can never perish; but the form can perish.

20. And the many viewpoints, interacting, become dependent upon one another's forms and do not choose to distinguish completely the ownership of dimension points and so comes about a dependency upon the dimension points and upon the other viewpoints.

21. From this comes a consistency of viewpoint of the interaction of dimension points and this, regulated, is TIME.

22. And there are universes.

23. The universes, then, are three in number: the universe created by one viewpoint, the universe created by every other viewpoint, the universe created by the mutual action of viewpoints which is agreed to be upheld - the physical universe.

24. And the viewpoints are never seen. And the viewpoints consider more and more that the dimension points are valuable. And the viewpoints try to become the anchor points and forget that they can create more points and space and forms. Thus comes about scarcity. And the dimension points can perish and so the viewpoints assume that they, too, can perish.

25. Thus comes about death.

26. The manifestations of pleasure and pain, of thought, emotion and effort, of thinking, of

sensation, of affinity, reality, communication, of behavior and being are thus derived and the riddles of our universe are apparently contained and answered herein.

27. There IS beingness, but Man believes there is only becomingness.

28. The resolution of any problem posed hereby is the establishment of viewpoints and dimension points. The betterment of condition and concourse amongst dimension points, and, thereby, viewpoints, and the remedy of abundance or scarcity in all things, pleasant or ugly, by the rehabilitation of the ability of the viewpoint to assume points of view and create and uncreate, neglect, start, change and stop dimension points of any kind at the determinism of the viewpoint. Certainty in all three universes must be regained, for certainty, not data, is knowledge.

29. In the opinion of the viewpoint, any beingness, anything, is better than nothing, any effect is better than no effect, any universe better than no universe, any particle better than no particle, but the particle of admiration is best of all.

30. And above these things there might be speculation only. And below these things there is the playing of the game. But these things which are written here Man can experience and know. And some may care to teach these things and some may care to use them to assist those in distress and some may desire to employ them to make individuals and organizations more able and so give to Earth a culture of which we can be proud.

Humbly tendered as a gift to Man

by L.Ron Hubbard, April 23, 1953

THE KRC TRIANGLE

30 OCTORBER 1993

In the KRC triangle **K** for **K**nowledge, **R** for **R**esponsibility, and **C** for **C**ontrol.

It is difficult to be responsible for something or control something unless you have knowledge of it. It is folly to try to control something or even know something without responsibility. It is hard to fully know something or be responsible for something over which you have no control. By increasing one point of the KRC Triangle the other two increase. Little by little one can make anything go right by increasing KNOWLEDGE on all dynamics, increasing RESPONSIBILITY on all dynamics, increasing CONTROL on all dynamics.

Thus one can see that **KRC** together equate to **P**ower. **KRC** = **P**.

* * *

UNITS OF TIME

24 DECEMBER 1993

The oldest philosophical principal on this planet is the idea that something has a beginning, a middle and an end or a creation, a preservation period and a destruction or end. This idea comes from the ancient Indian Vedas, the ancient, sacred literature of Hinduism. Veda mean *knowledge* in the ancient India language of Sanskrit. The three principle gods of the Hindu religion are: Brahma the creator, Vishnu the preserver and Shiva the destroyer. Within the destruction of Shiva are the seeds of creation so that cycle can begin anew with Brahma. Thus we have continuous unending cycles of action in the material universe of matter, energy, space and time (MEST).

In modern terms the cycle of action is: start-continue-stop. Every action in the material universe is composed of a start-continue-stop whether it is as simple as putting your jacket on in the morning or brushing your teeth to putting a man on the moon. A long cycle of action can be composed of many smaller cycles of action. All is start-continue-stop. That is a complete cycle of action. This is what gives us the illusion of time or duration. Time is an illusion because all we really have is present time; past and future time are mental constructs resulting from the idea of a cycle of action.

The smallest unit of time is a second. If one says, "One thousand and one," this is approximately a duration of one second. This is a very small cycle of action. Of course, a second can be divided up in to milliseconds, thousandths of a second, ad infinitum, down to nanoseconds, billionth of a second. But a second is the smallest named unit of time. From here we have minutes (60 seconds), hours (60 minutes), days (24 hours), weeks (7 days), months (4 weeks), years (12 months). A year is the time it takes for the earth to go around the sun one time. A decade is 10 years, a century is 100 years and millennium is 1,000 years. A millennium is about as far as it goes for planet earth because recorded history goes back less than 10,000 years.

When LRH began investigating the past track of beings in this universe in the early 1950s, he found the history of being going back trillions of years and even more. A trillion is a 1,000 billion and a billion is a 1,000 million. It even went up to trillions 2 or quadrillions of years which is 1,000 trillion. Later in 1967 when researching the OT III, he found two major incidents, Incident II at 75 million years ago and Incident I at 4 quadrillion years ago. We are pretty used to hearing about the age of Dinosaurs in millions of years ago. To get an idea of what a quadrillions of years means we can draw a simple time line and place Incident One and Incident Two on that time line with Present Time on the left:

PT_____Incident Two_____Incident One

1 inch x inches

If the distance from PT to Incident Two at 75 million years ago is represented by 1 inch, what is the distance from PT to Incident One at 4 quadrillion years ago? You may be surprised because it is better expressed in miles, 841 miles to be exact. Here are the calculations.

First convert each date to scientific notation:

75 million = 75,000,000 = 7.5×10^{7}

4 quadrillion = 4,000,000,000,000,000 = 4.0×10^{15}

Now set up a proportion:

$\frac{7.5 \times 10^7}{1 \text{ inch}} = \frac{4.0 \times 10^{15}}{X \text{ inches}}$

Cross multiply to solve this equation and get:

$X \times 7.5 \times 10^7 = 1 \times 4.0 \times 10^{15}$

$X = \frac{4.0 \times 10^{15}}{7.5 \times 10^7} = 0.5333 \times 10^8 \text{ inches} = 5.333 \times 10^7 \text{ inches}$

Converting to miles we get:

$X = 5.333 \times 10^7 \text{ inches} \times \frac{1 \text{ foot}}{12 \text{ inches}} \times \frac{1 \text{ mile}}{5{,}280 \text{ feet}}$

$X = 5.333 \times 10^7 / 1.2 \times 10 \times 5.28 \times 10^3 = 8.41 \times 10^2 \text{ miles} =$ **841 miles**

If Incident Two is an inch away from present time then Incident One is 841 miles. This is the approximate distance from the Texas/Louisiana boarder to El Paso - the distance clear across the state of Texas at its widest part. Our time line now looks like this:

PT_____Incident Two_____Incident One

1 inch 841 miles

So when Ron says on Tape 10 of the Class VIII course that Incident Two is almost in present time he means that Incident Two in comparison to the entire Whole Track of 4 quadrillion years seems like one second ago. And if Incident Two were 1 second ago then Incident One would be 3 years, 4 months and 19 days ago. I hope this sheds some light on the relative magnitudes of these important dates.

One bulletin on the OT III course hints about earlier Incident One's and earlier universes, but little is said about this until WB Robertson extended LRHs work in the mid-1980s. He found Pre-Incident One experiments with implantation at 7 to 10 quadrillions years. Now the time track really opened up fully and he found that the physical (MEST) universe began 300 Centillion years ago with the Game of Gods where all the beings in this universe made all the original agreements. A centillion is a 1 with 300 zeros after it. Now he needed a really big measure for the cycle of action of beings and he called this a Games Universe Model or GUM. So this 300 centillion year old MEST universe is one GUM.

Now lets get really cosmic. Twenty-four (24) GUMs give us one Cascade to Collection Cycle (CCC). Twenty-four (24) CCCs add up to one Ring. There are 10,000 Rings in what Bill Robertson called the Ring Archive Games (RAGS). So by some simple arithmetic we wind up with the following:

The Ring Archive Games (RAG) = 10,000 Rings

1 Ring = 24 Cascade to Collection Cycles (CCC)

1 CCC = 24 Games Universe Models (GUMs)

1 Ring = 24 CCCs x 24 GUMs = 576 GUMs in a Ring

Total Ring Archives Games = 10,000 Rings

10,000 Rings x 24 CCCs x 24 GUMs = 5,760,000 GUMs in the RAG

This physical universe is GUM 0 (zero), 24th CCC of Ring 10,000.

GUM numbering in each CCC goes from -11 to +12 (-11, -10, -9, -8, -7, -6, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12) for a total of 24 GUMs in each CCC.

We are currently in GUM 0 (zero) in the 24th CCC of Ring 10,000

GUM 0 (zero) has gone on for 3×10^{100} (300 hundred centillion) years.

Not all the past GUMs where 300 centillion years long and not all the GUMs to come will be that long.

* * *

THE GAMES UNIVERSE MODEL

22 DECEMBER 1993

All the Players, the Big Thetans in the Games, agreed to play certain Games. They were arranged in a certain order. It was all very well decided. It was very much agreed upon. The order the games are arranged in is called a Games Universe Model (GUM). This Games Universe Model is the MEST Universe. Implanting was not supposed to be part of this GUM. The Games Universe Model agreed upon by the Thetans goes from its beginning to its end. At the Beginning of this one you will find it is GUM 0 (zero), based on the condition of Emergency and has in it 8 Dynamics. The 9th Dynamic (aesthetics) was added just before Incident I and the 10th Dynamic (ethics) was added when LRH put in Ethics on the Implanters between 1950 and 1970. Tech (11th Dynamic) and Admin (12th Dynamic) were added in 1986 to 1989 by WB Robertson to get us unstuck and through this GUM.

But this "Games Universe Model 0" is one GUM. Before that there is a sort of a "Static Point," you might say, "a Council of the Players." The purpose of this Council of Players was to decide what they are going to do, what they have learned, and so on, in the previous GUM and to plan the new GUM.

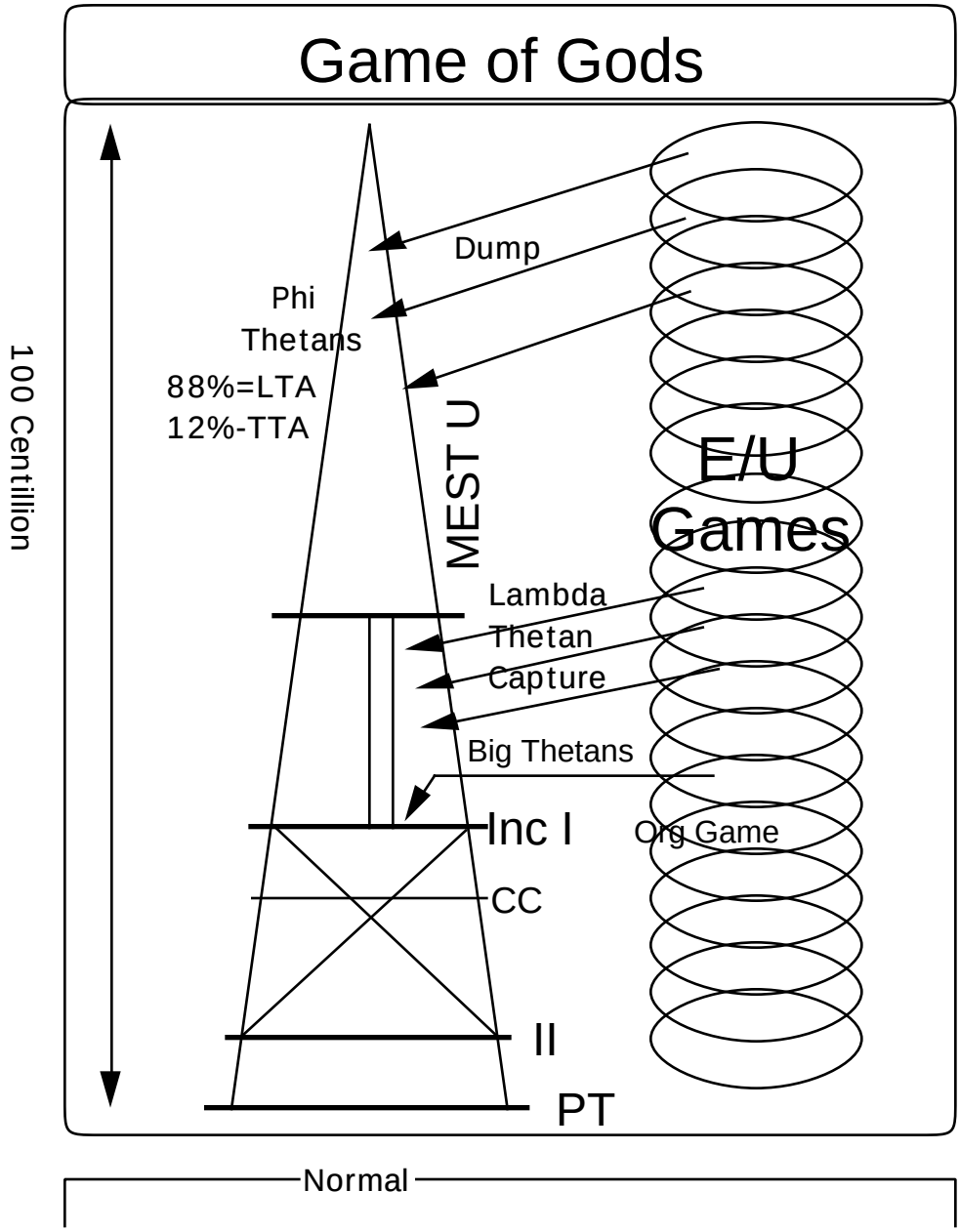
At the beginning of this Games Universe Model was a Council of Players called the "Game of Gods." This was done to decide who would be "the responsible party for all of the creations that the other thetans were going to make." Its purpose was to decide who would be responsible for taking care of all the creations, so they wouldn't accidentally unmock or as-is them. That was supposed to teach them that later on they would lose power if they didn't as-is their own creations, but instead gave them into the "responsibility" of somebody else. And that was certainly true, and you find all about that on OT 12-13.

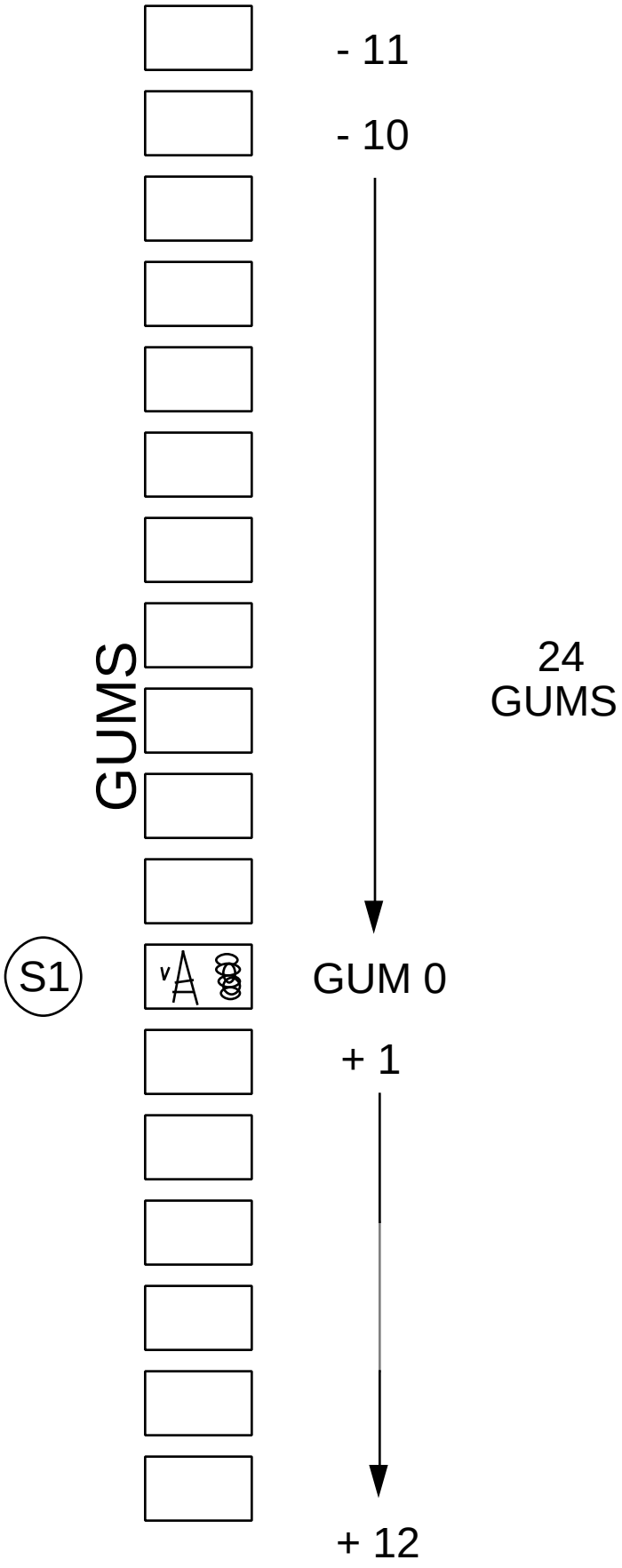
Now before this Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics. There are 24 Games Universe Models in a "Cascade to Collection Cycle (CCC)." That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Let's go play!" When they "collect up" to find out what they did or accomplished, they debrief to each other and say, "Oh, What a great Game it was!" Twenty-four Games Universe Models would be a Cascade to Collection Cycle. Now, 24 Cascade to Collection Cycles equals 1 "Ring." A "Ring" is a "Ring of Games" which is 24 GUMs times 24 CCC's (Cascade to Collection Cycles) which equals 576 GUMs. That is 1 of these "Rings." It is one ring and it looks like a large "doughnut shape." There are the 24 CCC's "wrapped around" or going around making the ring, and there are 24 GUMs in each one of the CCC's. These are all in "position" on this Ring.

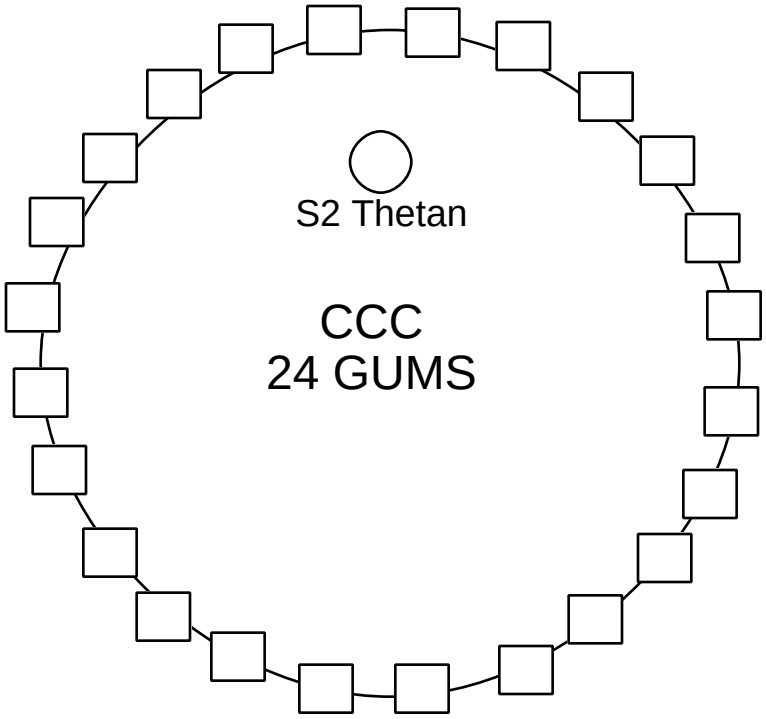
In the entire series of Ring games, since original Static State, the "before the beginning Static State" which is talked about in the "Factors" by LRH, "before the beginning," there are 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games", and those are the Games which were all agreed upon by the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16.

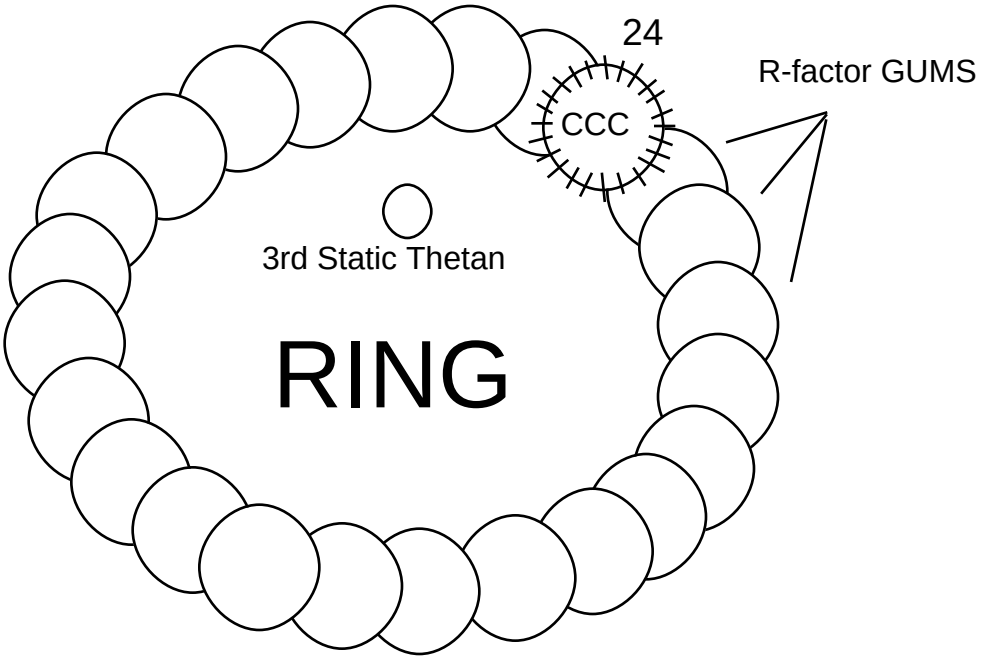
* * *

GUM 0 Emergency




- 11
- 10
GUMS
24
GUMS
S1
GUM 0
+ 1
+ 12

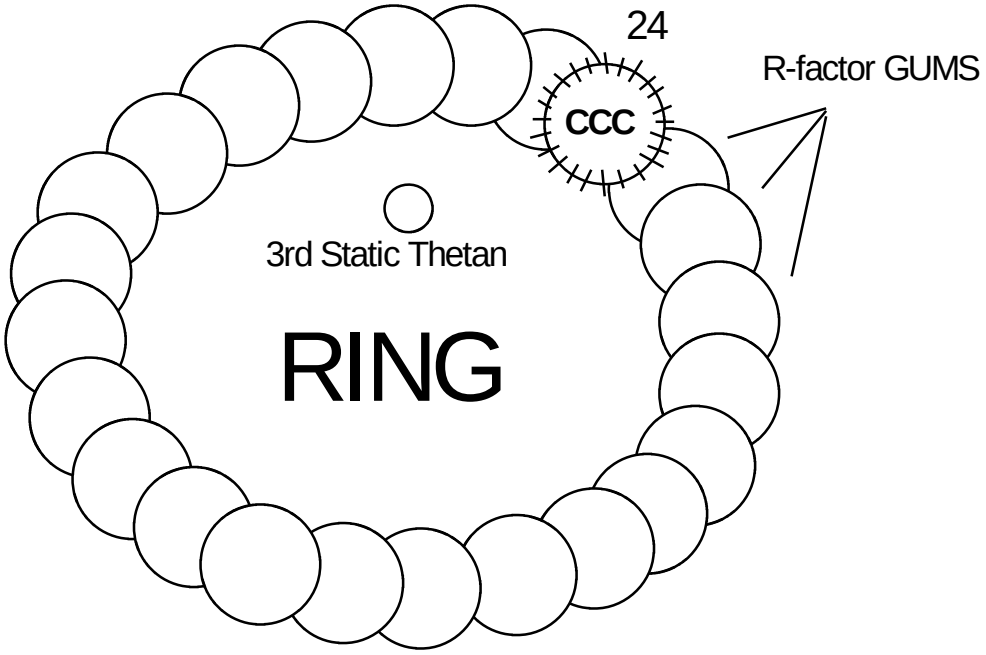

S2 Thetan
CCC
24 GUMS



24 CCC = 1 RING

24x24 = 576 GUMS = 1 Ring

576-12 = 564 GUMS back for MOCOs



24 CCC = 1 RING

24x24 = 576 GUMS = 1 Ring

576-12 = 564 GUMS back for MOCOs

IDENTITY CLEARING

VALENCES AND IDENTITIES

THE DIFFERENCE

19 JUNE 1989

WHO 1. what person or persons: used to introduce a question: as, who came? 2. which person or persons: as, I don't know who came?

VALENCE 1. The unwitting assumption by one individual of the characteristics of another individual. 2. the borrowed or copied personality of another: as, he is in the valence of his father. [Latin *Valare*, to be strong]

WHAT 1. which or which kind of: used in asking for or specifying the nature, identity, etc. of a person or thing: as, what is your role in this organization?

IDENTITY 1. what a person is; what a thing is. 2. the condition or fact of being some specific person or thing.

When responding to a listing question that asks "who or what," it is important to understand the basic differences between the words "who" and "what."

Suppose the listing question is:

"Who was tough?"

The Preclear lists:

my father

my brother Jack

Alex the butcher

Pete

Harry

My high school football coach

Henry LFBD F/N item (indicated to the Pc)

The Preclear's item is Henry. The Preclear says that Henry was a tough guy who the Preclear knew as a young man growing up in Pittsburgh. Henry was better than the Preclear in most sports, had more girlfriends, was one of the best pool players in town and beat the Preclear in a fist fight once. Henry spoke out of the corner of his twisted mouth, used a gravelly voice, was emotionally cold, smoked cigars, spit frequently, drank straight whiskey, swaggered like a gorilla and scorned education. Henry won every contest with the Preclear in most areas of the Preclear's life. These contests were all related to survival at that time. After a number of defeats through the years the Preclear began to copy Henry. The Preclear went into the "Winning Valence," becoming less himself and more like Henry. Nowadays the Preclear experiences great difficulty in learning how to use a computer on his new job and Henry's winning valence isn't helping the Preclear to win new friends in San Diego.

A "Winning Valence" is a set of characteristics adopted by an individual to enhance his own survival in order "to be strong." Taking the "Winning Valence" always seems to be the best course of action in every way possible. The "Winning Valence" looks good, on a reactive level, to the Preclear at the time and usually all the characteristics of the valence are picked up and the Preclear becomes a carbon copy of the copied person. This is called going into the "Winning Valence," such as going into Henry's valence. Unfortunately, on a reactive level, we can't just take the positive and prosurvival qualities of the valence. We get stuck with the whole package of characteristics, good and bad. Of course, after trillions of years of time we wind up with thousands of valences; fortunately, these are not all keyed in and active in any one life time. These valences also blend and mix like so many cans of odd colored paints. The various valences tend to key in and out, depending on the situation and what looks like "survival" at the time; actually, it might turn out to be the worse possible identity at the worse possible time.

Valence is the "who" in the "who or what" question. (Who did you know who you thought was so wonderful and great that you decided subconsciously to copy him and be him in order to survive better even though he may have been a horrible bum in reality?) Being in a valence helps an individual have more ARC with the person who won and his peer group. At the time that the "Winning Valence" is taken on, it really did seem to aid the Preclear's survival. Years later, however, when he is stuck in some or all of these characteristics, they have become a definite liability to him rather than an aid to survival. His marriage and his work suffer; he is helpless, unable to undo the "Winning Valence." It is installed and operates independently.

Once a "Who" item from a listing question is found and cleared with some simple processes, the Preclear releases the valence. Now, he is more himself; free to be and act as himself. The "Winning Valence" is gone and all of the adopted characteristics vanish.

The "WHO" of a list question locates individual people in the Preclear's past, but the real question remains -

WHAT WAS THE "WINNING VALENCE?"

When the sum total of all the characteristics of a valence are viewed, what appears is an IDENTITY. The "Winning Valence" this lifetime is one valence on a long chain of valences. The Preclear was not being himself at the beginning of this lifetime; instead, he was looking for valences to take in order to survive. The Preclear's valence, represented by "Henry," is "late on a chain" of related valences. This valence, taken with others like it, supports an IDENTITY that the Preclear is receptive to as a solution to survival.

The IDENTITY is the "WHAT" in the "who or what" question. It is the common thread that connects a chain of valences on the whole track. It might be "a roman gladiator," "a cruel jailer," "a slave master" or "a soldier." It is the identity of the valence, a general item, and it covers a lot more on the Time Track than one valence. Compare a list of valences (who) with a list of identities (what):

VALENCES (WHO) IDENTITIES (WHAT)

my father a Roman gladiator

my brother Jack a cruel jailer

Alex the butcher a slave master

Pete a soldier

Harry an executioner

My high school football coach a collector of taxes

Henry a grand inquisitor

This does not mean that the Preclear lists only Valences (Who) or only Identities (What). The Preclear LISTS EVERYTHING that comes to mind in answer to a particular "Who or What" question. The final item could be either a Valence (who) or an Identity (what); it doesn't matter as long as the Preclear understands that a "who" is a valence and a "what" is an identity. The Preclear is asked to list ALL of the valences (who's) and ALL of the identities (what's) that he or she thinks of.

It should be noted that the Preclear will also think of conditions and whatever else comes to mind on a "who or what" question. For example on the question "Who or what was tough" the Preclear might also think of items like "a steak" or "a math exam" or "pioneer life." These should be stated and added to the list as one of them might be the LFBD F/N item. The important point here is: be sure to list identities in a "who or what" question and get all the gains from Identity Clearing.

* * *

RESISTIVE CASE POINTS ON THE PHOENIX

1 JANUARY 1994

You don't need any "super duper" tech for these levels, you just need the basics. There is no new tech for any of these levels, it's just using what LRH already found, he had all the tech there by the time the Class VIII course was done in 1968. It's just applying it to new areas, that's all we are doing here in the areas of the upper levels.

These Resistive Case Points are: Out Rudiments; Out of Valence; PTS; Earlier Practices; Out-Int or Interiorization phenomenon. It is also 'stuck-in,' 'stuck-on' or something like that. And then

Drugs, of course, and Physically Ill. Drugs and Physically Ill, by the way, don't come up much on this level. That should have been handled earlier in the first place as on this level you are dealing with exterior being. Either that or they are just caught in doing something by an intention or attention. They are usually not in a physical condition at all nor have anything to do with drugs.

The basic behind these Resistive Case Points is reason you can't Clear someone. They can't be repaired or Cleared because they might have these Resistive Case Points: Out Rudiments - can't get in session. Out Valence - can't as-is. PTS - roller coasters. Earlier Practices - confuses it with Clearing Tech. Out Int - can't get out, sticks him, he can't get any wins because he is stuck in this thing. Drugs - giving him hallucinations so he can't get in session and you are just restimulating entity beings stuck in drug. Physical illness is a constant PTP. So all of these things are Resistive Case Points. But the basic basic here is a simple one. This is covered on Class VIII, it just is that the person doesn't want to be Cleared You can't handle the Resistive Cases Points because the person doesn't want to be Cleared. So how can you get him in session to handle the Resistive Points? Well, that's also covered on this level. You ask, "Why don't you want Clearing?" That handles it.

And of course there is one more basic than that, another Resistive Point. More basic than the basic basic, and this is called the basic basic basic. That is the person is not there. He is not there to be Cleared. It's not that he doesn't want to be, maybe he doesn't want to either, but he's not even there. So that's the most basic basic Resistive Case. But now you can get them there because your session space can be as big, bigger than the physical universe and the whole Time Track. You can put them in your session now, so you can get them there, so they can be audited, or so that you can find out why they don't want to be Cleared. So you can handle their Resistive Points; then you can Clear them and free them from whatever intention or attention has been hung on them by you for so long. That's the basic of OT 9, 10 and 11.

* * *

POSTULATES AND INTENTIONS

THE DIFFERENCE

31 MARCH 1992

BELIEF (*noun*) 1. mental acceptance of something as true, whether based on reason, prejudice or the authority of the source. 2. an opinion; expectation; judgement.

POSTULATE (*noun*) 1. something taken for granted or assumed as a basis for reasoning; a fundamental principle; necessary condition. 2. a consideration generated by the Being; a self-created truth. 3. a self-created thought which shapes, forms or creates past, present or future existence. 4. a self-created idea or consideration on which intentions are based. *Example:* a woman considers or has the idea (postulates) that eating meat is not good for her body. Based on this consideration, she intends to not eat meat.

POSTULATE (*verb*) 1. to take for granted; assume without proof as a basis of reasoning; require as a fundamental principle or necessary condition. 2. to cause an idea or consideration. 3. to conclude, decide or resolve a problem or to set a pattern for the future or to nullify a pattern of the past.

CONSIDER (*verb*) 1. to think, believe, suppose, postulate. 2. originally, to look at carefully; regard attentively; examine. [Latin *considerare*, to look at closely, observe]

CONSIDERATION (*noun*) 1. a thought; a postulate about something. 2. a continuing postulate. 3. the highest capability of life, taking rank over the mechanics of the physical universe.

INTENTION (*noun*) 1. a command from the mind that helps to bring about a result. [Latin *intendere*, from *in-* toward + *tendere* stretch (the mind or thought)]

INTEND (*verb*) 1. to have in the mind as a purpose, plan; something to be done. 2. to hold an idea before the mind to its manifestation.

The words ***postulate*** and ***intention*** have generally been thought to be interchangeable; however, there is a distinct and fundamental difference between them.

A postulate is a belief about the way something is - a personal law out of which your reality is

created, whether you are aware of it or not.

We have postulates about everything and only some of them are counter to our survival. To very few of them do we pay any attention. We just act as if they are true, as true as the law of gravity. Notice that we neither question nor think about the law of gravity, yet everything we do is based on it. It is a *given* which, in our every day lives we don't examine or set about to change in any way, yet we operate in alignment with it 100%. This is how it is with postulates. They are our *personal* laws and they have the same magnitude of influence on us as the law of gravity.

Out of our postulates comes our reality - the way our lives are. Some of these postulates are known to us and are easy to spot. Stop a moment now and think of some postulates you *know* you have. It may be something like, "It's better to be healthy than sick," or "Having enough money is important," or "Being bored isn't fun." When you are aware of a postulate, you can look at it with your analytical mind and see if it's rational and acceptable to you. If it is not, you can change it.

It is the postulates you have that you *don't know* you have that cause the trouble. Submerged in the subconscious mind are postulates, created during real or imagined threats to survival, that are outdated, illogical and a source of trouble; yet, ***they are still operating in full force***. In running traumatic incidents you are bringing these postulates to conscious awareness where they can be re-examined and changed. In Clearing you are able to look for, examine and change the postulates you didn't know you had.

Let's say a person subconsciously had the postulate, "I don't deserve any time off." The person doesn't know he has that postulate, but will he have much time off? Not much. He doesn't think about or consider the issue. The postulate is like an automatic pilot; it thinks and considers FOR him.

Another example: a person has the postulate, "Pain lets me know I'm alive." As insane as it may be, and as counter-survival as it may be, yes, this person, via his subconscious mind, will attract a certain amount of pain in his life.

During a Clearing process, this postulate might rise to the surface. The person would see it and say, "Hey! That's crazy! I don't need pain to know I'm alive." In that moment of cogniting, the old postulate is as-ised, and the person consciously can make a new postulate in present time - one he's aware of and accepts as supportive to his survival.

How does a postulate conclude, decide or resolve the past, present or future? In order to discuss

this, we first have to realize that everything is an illusion of some sort to begin with; it is our view or opinion of it, consideration about it, etc., that determines any qualities it has.

Something happened to you when you were five. Was it a good experience or bad? That is determined only by you. So right now, in present time, you can change the past by simply saying it's changed. You can't change what actually happened but what happened doesn't matter. The factor that has any effect on your life is, how do you *view* what happened? In order to change the past, all you need to do is change your opinion about it. And that opinion is the new postulate.

To intend is to want to achieve a particular goal. An intention could be something we want to *be:* "I want to be a cowboy when I grow up;" or something we want to *do*: "I will work hard so I can retire at 65;" or something we want to *have*: "I will have that parking space in front when I get to the store." Every intention is preceded by a known or unknown postulate. All intentions are secondary to postulates. Intentions are about the doing of something while postulates are about the beingness of something.

Postulates compose the belief system that determines your reality. The conscious intentions a person has are based on his postulates. For example, a person would have to have a postulate like, "Cowboys are great people," or "Cowboys have good lives," before that person would intend to be a cowboy. Likewise, we've had intentions that were not in our best interest, but because of unknown postulates we had, we automatically had the intentions that align with those postulates.

You may have heard someone say, "I postulated that parking place in front of the store" or "I'm going to postulate a new job," etc. These are, in fact, *intentions*, not *postulates*.

The following are examples of postulates and the intentions a person might "logically" have as a result. After reading them, stop and think up 5 or 10 examples of your own.

*Example*s:

Postulate: It is good to have a lot of money.

Intention: I will save 10% of my income into a savings account.

Postulate: When I write, food helps me concentrate.

Intention: I'm going to keep some healthy snacks by my computer.

Postulate: It is unwise to jump out of an airplane without a chute.

Intention: I'm not jumping out of any planes without a chute!

Postulate: There are more crooks in the world than decent people.

Intention: I need to go to the hardware store and get those extra locks for every door in my house.

Postulate: Too much sleep can make you a lazy failure.

Intention: I'm going to work on my project day and night till it's done.

There are some postulates that don't necessarily elicit *conscious* intentions; they create your reality for you and you are not aware of intending anything.

Some examples:

Postulate: Temperature changes cause colds and flu.

Postulate: If I am "too" happy, it makes other people feel bad.

Postulate: Living on the street in a cardboard box is not OK for me.

Postulate: A *real* family has at least 10 children.

Postulate: It's all hopeless.

Postulate: A life of struggle and effort means I'm a good person.

Postulate: Being critical proves you're smart.

Postulate: Things *never* turn out as good as you think they will.

Postulate: I'm ugly.

Postulate: Other people get what they want and I don't.

Postulate: Nobody loves me.

Postulate: Remembering the past is dangerous.

Postulate: No pain, no gain.

Postulate: Being overweight keeps me safe.

Next time you're out driving, take note of the car bumper stickers you see. Most often they are postulates. The owner of the car may think the bumper sticker is funny, but he (or she) is possibly revealing a hidden postulate that he might do well to reconsider! Some examples: "I owe, I owe, so off to work I go" and "Sh_t Happens." There are a myriad of others.

It is interesting to note that **Postulates** appear at Tone 30 on the Full Scale of Emotions directly below the highest tone, Tone 40, **Serenity of Beingness**. Postulates are the rules for the game, so to speak. And **Games** is right below **Postulates** at Tone 22. It seems that we made the rules, "forgot" we made them and so off we go, playing the Game of Life while forgetting that WE made up the rules and can change them any time!

Lacking the proper amount and levels of Clearing, you can't control the Game because of the subconscious postulates you have; you can only dramatize them.

The good news, of course, is that we do have excellent Clearing processes designed to handle this. However, the widespread misunderstood that postulates and intentions are interchangable is a barrier, just as any misunderstood is.

Postulates and intentions are not the same. Postulates are considerations; they are conclusions the subconscious mind draws that it then converts to personal laws carved in stone!(unless changed by analytically inspecting them). Intentions are plans, things you put your attention on because you want a specific result. Intentions imply that you want to cause a particular effect. What effects you want to cause depends solely on your postulates.

* * *

FIRST AND SECOND POSTULATES

31 MAY 1995

If one has no prior postulate and makes a postulate, then that postulate cannot be a lie. If one

then makes a denying postulate second to this primary postulate, he then has accomplished a lie.

A prime postulate on any subject cannot be a lie. A second postulate can be a lie. In such a case, the second postulate permits the prime postulate to exist. But in such a case it is the second postulate, the lie, which persists. All second postulates depend on prime postulates for their force.

1. All evil depends upon a prime postulate of goodness if the evil is to persist.

2. The Satanists claim that Satan is God after He made the universe.

3. A hatred of a person depends for its only strength upon a love for that person prior to the hatred. The hatred persists, but only has strength from the love.

4. A man considers himself to be worthless. This state of mind, persisting, denotes that he must have had a considerable opinion of himself before he felt worthless.

But beware of thinking that 'all is good' or 'all is evil.' The force comes from prime postulate, the state persisting from the second postulate.

EXAMPLE:

1. A doctor considers himself a good, charitable man, a wholly unselfish healer. On examination we see the second postulate persists, so his goodness must be the second postulate. It must have force from a prime postulate it denies and so we find this doctor entered medicine because it had more chance of easy sex. Then he denied this to himself and argued he did it from humanity. His pious mien ceases to persist and he is freed from this pose by straightwiring the prime postulate.

RULE:

Always straight-wire out a condition contradicting the condition which exists.

EXAMPLE:

1. We have a preclear with bad legs. We see that bad legs are persisting. Thus we know that the forceful postulate is prior and opposite so we straightwire out good legs.

2. A man is sick because of a jilt in love. We straight-wire out not the jilt, but the times he loved the girl.

3. Our interiorized preclear is stuck, won't exteriorize. We straightwire the time he was free and so discharge the stuck (the second) postulate, and thus exteriorize him.

RULE:

That which is closer to an ultimate truth (the Static) gives power to that which contradicts it.

* * *

THE TWO ABILITIES OF BEING

1 JUNE 1995

From Scn Axioms a thetan has the ability to POSTULATE & PERCEIVE. For POSTULATION he uses INTENTION. For PERCEPTION he uses ATTENTION.

These are the only two things a thetan has done that ever got him aberrated - not that they are bad - it's just that the thetan did a lot of both without KNOWLEDGE of the CONSEQUENCES.

PHOENIX GLOSSARY

27 OCTOBER 1993

STATIC THETAN (S qn): a "Big Thetan" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chooses to do so by Rights of a Thetan. Usually they don't know the Tech so have out-ruds caused by ignorance of the basic principals of existence. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones.

THETAN (qn): a general term meaning any life unit. S qn, Big qn or Player, Lambda (l) qn, Phi (j) qn. An awareness of awareness unit.

BIG THETAN (Big qn or "Player"): the preclear or Clear you are auditing or the qn called "me" who has a case.

A Big Thetan can be in or out of a body. He can be found sticking on a case at OT III or in a Plug because of being implanted or betrayed. He can be suppressed into believing he is a "Body" or a "Body qn," or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static qns.

LAMBDA THETAN (Lambda (l) qn): a "lambda" or "life-form" qn.

Lambda Thetans have the function of caring for or operating life forms. A Lambda Thetan can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. He may be part of a team of such qns who were hatted to do this job in early MEST Universe track prior to Inc I or from Earlier Universe (E/U) Games or even earlier GUMs. All true l qns basically are MOCOs. However, you may find a Player qn occasionally implanted or suppressed into the "belief" that he is a l qn. Lambda Thetans are also called, loosely, "Body qns". Many of these were captured from E/U games and used in "Plugs" after being made to believe they were "solid." l qns like to copy or hold "pictures" for Big qns or make pictures from his intention. Lambda Thetans are mostly found in and align with the 5th Dynamic. (Ref: Dianetic Axioms).

PHI THETAN (pronounced Fee Thetan) (Phi j qn or F qn): "Phi qns" or MEST qns. One who has a function of being a particle of matter or energy or space in a creation.

Phi Thetans can be of a gradient of sizes with the bigger ones responsible for the smaller ones. They can be identified as space, potential energy or motion, energy particles, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. They are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In Universe 3 (U3) they are all mixed up from E/U game "dumpings" by all Players. These U3 j qns have been organized by their "Board of Directors" and do not cooperate with any Big qns normally, because of their ARCB LD (ARC Break long duration) on being dumped. All j qns originally were MOCOs. j qns are mostly found in and align with the 6th Dynamic (Ref. Dianetic Axioms).

MOCO ("Moment Of Creation Of Viewpoint"): a Created qn, created by one of the Big qns or Static qns for use in the games.

MOCOs , therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." They also do not have a large "case" like a Player, who has been in the Games since the beginning. They can also be a l qn or j qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO) The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction. Probably the Board of Directors of the j qns were originally VIA MOCOs who got dumped with their j qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted, while doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

CLONE: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

Prime MOCOs: These are the MOCOs a Player created to prepare for and start the Games. There are 4 of them. One is the basis of the "Analytical" Mind. Another is the Basis for the "Security" Mind (which became the "Reactive" Mind), and another is the Basis for the "Social" Mind. The 4th one is the MOCO which was used to Create the Playing Field and Ring Archives Games as an agreement with all other Players.

The interesting thing about the Prime MOCOs is that they CAN NOT BE RUN OUT until the Player has finished the Games (after OT 16). He created these Prime MOCOs with the Super Static postulate to assist him throughout the games, so at any point before that, he is simply not powerful enough to undo or as-is that postulate. If encountered in a session on OT levels, they should be thanked for what they did in the session and told to continue helping till the Player is

finished the Games.

PLUG: An organized part of the case on Excalibur.

A Plug consists of several "terminals" (each of which may be very complex and consists of many qns with various functions as a unit or "thing") having a function to perform on a case, connected by holding lines. Holding means "suppression carried out through time" or "constant suppression." There may be several plugs in one "stack" as a part of a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a qn.

A stack can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thoughts! A stack is composed of one or more plugs.

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD," who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player qns were supposed to learn by doing this to take responsibility for their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100×10^{303})(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the qns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an earlier similar area of charge.

GUM: A Games Universe Model.

A GUM can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the qns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency." "Time", as in the MEST Universe (one of the universes in this GUM. There are also "Earlier Universe Games" in it), does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with. This called Guming.

CCC: A "CASCADE TO COLLECTION CYCLE"

A CCC is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM on Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it could as well be a GUM for "picturing aesthetics," "creating aesthetics," "exchanging aesthetics", etc. with all types of aesthetics in each GUM and then in later ones a combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" qns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND.

TTA refers to Ring 10,000 and is a "re-play" of Ring 9999 with all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND.

LTA refers to Ring 9999 the 1st time it was played. This is the critical GUM which prevented qns from finishing the Ring properly is GUM 0, CCC 24, RING 9999. (This is same one we are doing over again now on Ring 10,000).

LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

All major incidents of TTA also happened LTA.

Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to run out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static 3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

BST: BLACK STATIC THETAN (or BLACK STATIC TECH).

The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or "own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

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THEORY OF THE PHOENIX

OT 9, 10 AND 11

25 DECEMBER 1993

OTHER-DETERMINED 1. that which is determined or decided by some external force or agent. 2. that which is not under a person's control.

The other-determined case means the aberration a person has as a result of the entities and clusters which make up the plugs and stacks encountered on Excalibur.

The Phoenix is the legendary bird that rises from the ashes of death and lives again. Once you have finished Excalibur (OT 8) and the OT Life Repair (Advanced Ability Stabilization), if you needed it, you will realize that you are pretty much alone. For the first time you don't have any other-determined or sleeping or dead or implanted entities and clusters and Jelly Beans and such around you.You might ask very shortly: "Why the hell am I alone?"

You must have been in with some other thetans and playing games on other dynamics and perhaps in other universes, earlier in this gigantic Games Universe Model. Where are these guys and what happened? Occasionally one or two pop in towards the end of Excalibur or on OT Life Repair, and you have to repair some comm-lines with them. But the great majority of them are, shall we say, behind closed doors; and those doors were closed because you had quite an other-determined case. That other-determined case, of course, was courtesy of Xenu, the master implanter. Now implanted, other-determined case has been removed.

By getting through all the other-determined plugs on the case, a person becomes at full cause on

the 1st Dynamic - that is: OT on the 1st Dynamic and Clear on all Dynamics.

The next step is to work on OT ability on the remaining dynamics. Why did a thetan lose abilities to handle the 2nd & 3rd Universes? This is what will be handled on this level - which uses all the Basics of Clearing Technology.

In running Excalibur, a person gets large amounts of organized other-determined charge off the case (Plugs). During it, one occasionally hits a big thetan (a real operating being with or without a body - not just an Entity Being, Cluster, Jellybean, or Teenie-Weenie) and has to handle him as a holder or monitor, etc. Toward the end of Excalibur one may be getting other connections to thetans in this or another universe or just an old friend with or without a body; or in some cases a "Kibitzer" or on-looker into the session from Earth or another Star System. Or his "Stack" wording may take him right through Pre I to earlier games he was connected to on a parallel track to the MEST Universe.

When finished with Excalibur his case will be clean of any Pre-I and Implant charge on the MEST time track and his attention free to handle any Game, any Universe. In Excalibur, the assessment of charge was done by THOUGHT which monitored FUNCTION & STRUCTURE.

Above THOUGHT are two abilities of a thetan which monitor everything he ever got involved with. These are INTENTION and ATTENTION.

From Axioms a thetan has the ability to POSTULATE & PERCEIVE. For POSTULATION he uses INTENTION. For PERCEPTION he uses ATTENTION.

These are the only two things a thetan has done that ever got him aberrated - not that they are bad - it's just that the thetan did a lot of both without KNOWLEDGE of the CONSEQUENCES.

In other words, he broke his KRC triangle when using intention and attention without knowledge.

The KRC (top triangle) is the OT triangle. In this level we will raise it back up.

Knowledge we now have from the Technology of Clearing. This data and using it to free thetans is the "Game of Games," as it covers them all.

Responsibility is raised by handling what your attention is on, or was on, or keeps avoiding.

Control is raised by handling what your intention is on, or was on, or avoids being on.

So let's open the doors again and get back in communication with all those old friends and find out what has happened. Another thing you must realized is: that this level is a very causative level for you, because you are undoing some things that you actually caused to happen; and the things that you caused to happen were "out rudiment situations" caused your own attention or lack of it, and your own intention or lack of it.

If once we all had full OT abilities and now we don't, then we must have used them in such a way as to decrease them.

The Phoenix processing steps remove the fixed, stuck, unsuccessfully used Postulates and Perceptions by locating the Intentions and Attentions behind them, and handling the effects they caused on other dynamics, games, and universes.

TONE 40 1. the highest point on the Tone Scale called Serenity of Beingness.

TONE 40 INTENTION 1. Intention without reservation.

RIDGE 1. a barrier of energy created by two flows of energy hitting each other.

Example: A thetan puts a Tone 40 Intention of anger in the space of another thetan. Then he goes away. The other thetan who resisted it has a ridge , or ARC Break. All smaller thetans or Jelly Beans, Teenie Weenies, beings and clusters in the area either are frozen by the Tone 40 or carry it with them as an impression or picture forever.

Example: Two thetans are playing a game of "laser war" or "beam war" in an earlier Universe

game. They each command thousands of "troops" who are other smaller thetans mocked up as soldiers or spaceships, etc. The game is over. Both big thetans leave - one with a "win," one with a "loss." The broken pieces lying around in the mock-up form are still "solid" and become part of the MEST Universe. They are "dead," out of comm, ARC Broken or even have a Missed Withhold from the big thetan who controlled them - maybe they feel bad because they didn't do the big thetan's orders fast enough and got "beamed."

Both big thetans take no responsibility for handling the mess lying around. The loser may abandon the rest of his "team." The winner may take some of his "winning team" with him to the next game. Later he may "forget" about them. They are out of comm, waiting for orders, still loyal to him.

Example: Some thetan wants to keep a big secret or hide an perpetration from you. He postulates a "shield" of entity beings around himself but facing you so telepathic thoughts don't come through. Or he instructs them to give you false data if you come around or just "never let the person find out." Later down the track - all the above is "forgotten" but the shield is still there and if you meet this person you feel "there's something I don't know about him" and he feels "I mustn't get too close or say too much to that person." This is a Missed Withhold phenomenon.

All the above show that the reason a person hasn't recovered his abilities is that his connections to these earlier intentions and attentions have not been handled and the intentions and attentions have not been as-ised because they have RESISTIVE CASE POINTS (technically) in them, so preventing the regaining of KRC and ability.

The Resistive Case Points per Class 8 are:

OUT-RUDS

OUT OF VALENCE (includes wrong items)

PTS

EARLIER PRACTICES

OUT INT

DRUGS (Require an auditor to handle if needed)

PHYSICALLY ILL (Require an auditor to handle if needed)

and a basic basic:

THE PERSON DOESN'T WANT TO BE AUDITED

and the basic basic basic:

THE PERSON IS NOT THERE IN THE SPACE OR TIME TO BE AUDITED.

As an Excalibur completion, you can now create a processing space as large as needed and open your attention to cover the whole time track back to 100 centillion years (100×10^{303}). You have to do this to free beings (entities, jelly beans, teeny weanies, etc.) from this universe or from back to the beginning of MEST track.

Also you are familiar with Clearing groups of thetans as you had to do to free the 1000s of JBs & TWs in some of the plugs.

As you do the process, you will find <u>many</u> blowing on each step. (Some steps will cleanly F/N, showing there were no thetans with that type of charge). As you get to the last step you will find a wide F/N or floating range arm and cog and return of ability - or it may return on a gradient of cogs and feeling of power as you break through the resistive points. But always cover <u>every</u> point so you don't leave any BPC.

We are now going to free <u>all</u> these thetans from <u>all</u> dynamics connected to us as Phoenix Solo Clearing Practitioners.

THE CLEARING RUDIMENTS

25 DECEMBER 1993

RUDIMENT a first principle, step, stage or condition.

CLEARING RUDIMENTS Processes designed to quickly and easily handle any *current* upsets a person is experiencing so that he may continue with his regular Clearing.

Note: Occasionally a person arrives for a Clearing session with her mind preoccupied with some current upset or difficulty. This affects her ability to be in present time and prevents her from having her attention available for the major action of that Clearing session. The *Rudiments* processes free up her attention and allow her to be in present time and easily focus on the Clearing session at hand.

AFFINITY 1. a *natural* attraction to a person or liking for a thing. 2. a *mutual* attraction. 3. *degree* of liking or affection; the feeling of love or liking for something or someone. 4. a willingness to share the same space or a desire to be close to something or someone. [*ad*, in the direction of; toward + *finis*, end, border]

REALITY in human relationships, *reality* is measured by the amount of agreement between two or more people. Ex: You meet someone new and discover that he enjoys the same hobby you do; that is, you *agree* about that hobby. This *agreement* causes that person to be more *real* to you.

COMMUNICATION 1. the action of causing an idea or object to go across a distance to a receipt point with the intention that it arrives at the receipt point; at the receipt point there must be attention and an understanding of what was sent. 2. an *interchange* of objects or ideas between two people.

ARC (a word from the initial letters of **Affinity**, **Reality**, and **Communication**) the three factors which together equate to **Understanding**. First a person must be in *communication* with someone or something. Then the person or thing must be *real* to some degree. Finally, there must be some degree of closeness or *affinity*. The degree of **ARC** present will determine the degree of **Understanding** present. Note: raising one of the points, **A, R or C,** will raise the other two and thereby increase **Understanding**.

ARC BREAK 1. a sudden drop or cutting of one's affinity, reality or communication with someone or something; upsets with people or things come about because of a lessening or violent breaking apart of affinity, reality, communication or understanding. It is called an *ARC break* instead of an upset because, if one discovers which of the points has been cut (**A, R, C or U**), one can bring about a rapid recovery in the person's state of mind. Note: when one point is cut, it diminishes all the points, but the one which was cut first is the entry point in locating the source of negative charge. 2. the *first* Rudiments process.

CURIOUS 1. eager to learn or know; inquisitive. 2. strange, surprising, odd.

DESIRED 1. wished for or wanted strongly.

ENFORCED 1. imposed by force.

INHIBITED 1. stopped or checked; hindered; held back.

NO (*adjective*) 1. not any; none; zero: as, "He has *no* friends."

REFUSED 1. declined to accept; rejected; said "no" to.

CDEINR (stands for **CURIOUS, DESIRED, ENFORCED, INHIBITED, NO, REFUSED**) 1. the six buttons used to further assess an ARC Break; they help the person to identify and more thoroughly view the negative energy so that the charge may vanish.

PROBLEM 1. a conflict of purposes within one individual's mind; two or more purposes (views, intentions, goals, etc.) the individual has that are of equal force and are opposed, such as: *"I want to lose 20 lbs./I don't want to diet or exercise."* 2. two or more opposing and conflicting views on the same subject that cause the person worry and indecision such as: *"I want that job in England/I don't want to move out of the U.S."*

PRESENT TIME PROBLEM 1. a particular problem that exists in the physical universe ***now*** on which the person has his attention *fixed*; it is a viewpoint, intention, or purpose, etc., opposed by a counter-viewpoint, intention or purpose, etc., that exists in *present time*. 2. something that worries the person. 3. a problem that so engages the person's attention that he would rather be doing something about it than be in the Clearing session. 4. the *second* Rudiments process.

PERPETRATION 1. to do, perform or commit (a crime, etc.).

Types of perpetrations:

a. an unintended bad result. Ex: Forgetting to keep an appointment.

b. something a person does to another that would upset her if someone did the same thing to her. (A variation of the "Golden Rule").

c. an aggressive or destructive act which harms *broadly*. Ex: the David Koresh incident.

d. an intentionally committed harmful act, *overt* or *covert*, that is committed in an effort to solve a problem. Ex: Having financial difficulties and robbing a bank (overt) or embezzling (covert). Note: Criminality is the effort to solve problems irresponsibly.

e. perpetration of omission (a *failure* to act that causes harm or damage).

Ex: Recognizing a potential for danger or harm and not warning others.

WITHHOLD (*noun*) 1. an undisclosed perpetration; for example, if a person steals from his employer, he will *withhold* that he committed that harmful act; a *withhold* comes after a perpetration. 2. an unspoken, unannounced transgression against a moral code by which the person was bound. 3. something the person has done and has not told anyone for fear that revealing it will endanger his survival. 4. something the person is afraid to tell the Clearing Practitioner.

MISSED WITHHOLD 1. an undisclosed harmful act which has been reactivated by another; a

withhold which another person *nearly* found out about, leaving the person with the withhold wondering whether his hidden deed is known or not. 2. the *third* Rudiments process.

* * *

LEVEL III

RUDIMENTS

25 SEPTEMBER 1988

A rudiment is that which is used to get the Pc in shape to be cleared in that session.

For Clearing to take place at all, the Pc must be in session which means:

1. **Willing to talk to the Clearing Practitioner**.

2. **Interested in own case**.

That is what you want to accomplish with rudiments. You want to set up the case to run by getting the rudiments in, not use the rudiments to run the case.

ARC breaks, present time problems (PTP) and withholds all keep a session from occurring. It is elementary Clearing knowledge that clearing over the top of an ARC break can reduce an Personality Profile graph, hang the Pc up in sessions or worsen his case. In the presence of PTPs, perpetrations and missed withholds (a reactivated undisclosed perpetration) no gains can

occur. Thus these are the rudiments we are most concerned with getting in at the beginning of a session so that Clearing with gains can occur.

GETTING THE F/N

If you know bank structure, you know it is necessary to find an earlier item if something does not release.

If a rud doesn't F/N, then there is an earlier (or an earlier or an earlier) lock which is preventing it from F/Ning.

Thus we have the procedure and the rule:

IF A RUD READS YOU ALWAYS TAKE IT EARLIER SIMILAR UNTIL IT F/Ns.

The question used is:

"Is there an earlier similar (ARC break) or (problem) or (missed withhold)?"

If at the beginning of a session the rudiments are in (the needle is floating and the Pc is VGIs), the Clearing Practitioner goes directly into the major actions of the session. If not, the Clearing Practitioner must fly a rud or ruds, as ordered by the C/S. Even if the C/S does not order ruds to be flown, the Clearing Practitioner must "Fly a rud" if needed.

ARC BREAKS

ARC: A word from the initial letters of Affinity, Reality and Communication which together equate to Understanding.

ARC BREAK: A sudden drop or cutting of one's affinity, reality or communication with someone or something. Upsets with people or things come about because of a lessening or a violent breaking apart of affinity, reality, communication or understanding.

While the earlier similar rule fully applies to ARC breaks, there is an additional action taken in handling ARC breaks that enables the Pc to spot precisely what happened that resulted in the upset.

An ARC break is called that, an "A-R-C break," instead of an upset because if one discovers which of the three points of understanding has been cut, one can bring about a rapid recovery in the person's state of mind.

You never clear over the top of an ARC break, and you never clear an ARC break itself; they cannot be cleared. But they can be assessed to locate which of the basic elements of ARC the charge is on.

Thus, to handle an ARC break you assess affinity, reality, communication and understanding to find which of these points the break occurred on.

Having determined that, you assess the item found (A or R or C or U) against the CDEINR Scale (curious, desired, enforced, inhibited, no and refused).

With this assessment the actual bypassed charge can be located and indicated even more accurately, thus enabling the Pc to blow it.

The assessment is done on every ARC break as you go earlier similar until the rudiment is in with F/N and VGIs.

The first rudiment question is:

1. **"Do you have an ARC break?"**

2. If there is an ARC break, get the data on it briefly.

3. Find out by assessment which point the ARC break occurred on by asking:

"Was that a break in **Affinity?**

Reality?

Communication?

Understanding?

You assess it once and get the read (or the largest read) on, say, "communication."

4. Check it with the Pc: "Was that a break in (Communication)?" If he says no, rehandle. If yes, let him tell you about it if he wishes. Then give it to him by indicating it, i.e., "I'd like to indicate that was a break in communication."

PROVIDED THE RIGHT ITEM HAS BEEN GOTTEN, the Pc will brighten up, even if ever so slightly, on the very first assessment.

NOTE: On Step 4 the Pc may originate: "Yes, I guess it was communication but to me it's really more like a break in reality," for example. The wise Clearing Practitioner then acknowledges and indicates it was a break in "reality".

5. Taking the item found in Step 4 above, assess it against the CDEINR Scale:

"Was it:

Curious about (communication)?

Desired (communication)?

Enforced (communication)?

Inhibited (communication)?

No (communication)?

Refused (communication)?"

6. As in Steps 3 and 4 above, assess it once, get the item and check it with the Pc:

"Was it (desired) communication?"

If no, rehandle. If yes, indicate it.

7. If no F/N at this point you follow it earlier with the question: "Is there an earlier similar ARC break?"

8. Get the earlier similar ARC Break, get in ARCU, CDEINR, indicate. If no F/N, repeat Step 7, continue to go earlier, always using ARCU, CDEINR until you get an F/N.

When you get the F/N and VGIs you have it.

PRESENT TIME PROBLEM

PROBLEM: A conflict arising from two opposing intentions. It's one thing versus another thing; an intention-counter-intention that worries the preClear.

PRESENT TIME PROBLEM: A special problem that exists in the physical universe now, on which the Pc has his attention fixed. Any set of circumstances that so engages the attention of the preClear that s/he feels s/he should be doing something about it instead of being Cleared.

A violation of "in session-ness" occurs when the Pc's attention is fixed on some concern that is "right now" in the physical universe. The Pc's attention is "over there" and not on her/his case. If the Clearing Practitioner overlooks and doesn't handle the PTP then the Pc is never in session, grows agitated, ARC breaks. And no gains are made because s/he is not in session.

The second rudiment question is:

1. **"Do you have a present time problem?"**

2. If there is a PTP, have the Pc tell you about it.

3. If no F/N take it earlier with the question:

"Is there and earlier similar problem?"

4. Get the earlier problem and if no F/N, follow it earlier similar, earlier similar to F/N.

MISSED WITHHOLDS

PERPETRATION: An intentionally or unintentionally committed harmful act committed in an effort to solve a problem. An act of omission or commission which does the least good for the least number of dynamics. That thing which you do which you aren't willing to have happen to you.

WITHHOLD: An undisclosed harmful (contra-survival) act. Something the Pc did that s/he isn't talking about.

MISSED WITHHOLD: An undisclosed contra-survival act which has been reactivated by another but not disclosed. This is a withhold which another person nearly found out about, leaving the person with the withhold in a state of wondering whether her/his hidden deed is known or not.

Missing a withhold or not getting all of it is one source of ARC breaks. A missed withhold is observable by any of the following: Pc not making progress, Pc critical of, nattery or angry at the Clearing Practitioner, refusing to talk to the Clearing Practitioner, nor desirous of being Cleared, going unconscious, exhausted, foggy at session end, dropped havingness. Telling others the Clearing Practitioner is no good, demanding redress of wrongs, critical. Lack of Clearing results, dissemination failures. The Clearing Practitioner must not overlook any manifestations of a missed withhold.

Thus, if the Pc has a missed withhold you get it, get all of it using the system described below, and use the same system on each earlier similar missed withhold until you get the F/N.

The third rudiment question is:

1. **"Has a withhold been missed?"**

2. If you get a missed withhold, find out:

(a) What was it?

(b) When was it?

(c) Is that all of the withhold?

(d) WHO missed it?

(e) What did (he/she) do to make you wonder whether

or not (he/she) knew?

(f) Who else missed it? (Repeat (e) above.)

Get another and another who missed it, using the Suppress button as necessary, and repeating (e) above.

Questions (a) through (b) are not rote questions and can be varied to suit the Preclear. For example, (e) How did (he/she) miss the withhold?

3. Clean it to F/N, or if no F/N take it earlier similar with the question:

"Is there a earlier similar missed withhold?"

4. Handle each earlier similar missed withhold you get per Step 2, above, until you get an F/N.

SUPPRESS

If a rudiment doesn't read and is not F/Ning, put in the Suppress button, using: "On the question 'Do you have an ARC break?' has anything been suppressed?" If it reads, take it and ask ARCU, CDEINR, earlier similar, etc.

Use Suppress in the same way for non-reading PTP and missed withhold rudiments.

FALSE

If the Pc protests, comments, or seems bewildered put in the False button. The question used is:

"Has anyone said you had a _____ when you didn't have one?" Get who, what, when and take it earlier, if necessary, to F/N.

The "false question" is not rote and can be varied to suit the Pc. For example, "Did my asking you about ARC breaks cause you to think that you had an ARC break when you really didn't?"

END PHENOMENA

In ruds when you've got your F/N and the charge has moved off, indicate it the F/N. Don't push the Pc on for some other "EP."

When the Pc F/Ns with VGIs, you've got it.

HIGH OR LOW RANGE ARM

Never try to fly ruds on a high or low range arm.

Seeing a high or low range arm at session start, the Clearing Practitioner up to and including Class III does not start the session but sends the folder back to the C/S for a higher classed Clearing Practitioner to handle. The C/S will order the required correction list to be done by a Clearing Practitioner of Class IV or above.

THEORY OF RUNNING THE PHOENIX

26 DECEMBER 1993

OT 9, 10 and 11 are called the Phoenix. On OT 9 you handle the beings that you were or are "connected to." On OT 10 you handle the ones that you are "disconnected from." On OT 11 you handle the ones you are "unconnected with."

These can be looked at as gradually decreasing spheres of influence. You are most closely connected to those that you are "connected to." Then there is a sort of ridge out there of those you "disconnected from" and, lastly, a dispersal out there of beings you are "unconnected with," way out on the edge. These are the various areas of "connected," "disconnected" and "unconnected" associations. "Unconnected" means you had been in communication with or had played with and had KRC with and now you are unconnected with them.

We have to handle all these beings because we still have a job to do here to take responsibility for them. We also have to start freeing up the things we have created in this MEST universe game, in this particular Games Universe Model and others. But that will come on OT 12 and 13 after you do these three OT levels. You must have the assistance of the people and beings who you were in communication with to actually handle some of the co-creations and some of the multi-creations. That will be done on OT 12 and 13 with the help of these beings you are handling on the Phoenix. You have to get the co-operation of those you who worked with you in making those creations. That is why we do OT 9, 10 and 11: to get those beings back into ARC and KRC so that we can get their assistance in handling those creations on OT 12 and 13

THE RIGHTS OF A BEING

23 FEBRUARY 1990

ALIENABLE (adjective) 1. capable of being transferred to the ownership of another.

INALIENABLE (adjective) 1. not capable of being transferred to the ownership of another: as in, unalienable rights.

Beings have certain inalienable rights and these are:

1. A Being has the right to life, liberty and the pursuit of happiness.

2. A Being has the right to his own self-determinism.

3. A Being has the right to his own sanity.

4. A Being has the right to his own power of choice.

5. A Being has the right to leave any game at any time.

6. A Being has the right to choose a game that suits his reality as long as he does not interfere with the right of another Being.

7. A Being has the right to create his own game as long it does not interfere with the rights of another Being.

TECH REFERENCES

1 JANUARY 1994

There are some references here. Some students may have studied these already. They will be useful in evaluating your cognitions. Because you are going to have some quite fantastic cognition's on these levels. Some times you can't even express them unless you know The Axioms, The Factors, the KRC-triangle or the components of Games. You won't be able to really handle the beings you meet on these levels without knowing what Resistive Cases are and how to handle Rudiments and Long Duration Rudiments. There are few extra little things that may be needed from time to time like the "prevent" process (What are you trying to prevent?).

You also have to know about "group Clearing" because now you are not just Clearing one at a time. You are going to be Clearing large groups of beings, all at once. You have to know when you address a group and say: "Put your foot on the floor" to people in the audience, that you have to wait until all the people in the audience have put their foot on the floor. Then you say: "Thank

You," and then you can say: "Raise your hand above your head." Then you have to wait until they all have done that. Then you thank them and then you give the next command. It is quite a bit like that on the Phoenix. We are looking at your OT ability now as a solo Clearing Practitioner to have a confront which is large enough and free from any "out-rudiments" yourself so that you can confront anyone in large groups of beings and Clear then all as a group. Doing that, you can then progress through this level very rapidly.

The entire level has been accomplished in less than 50 hours. That's including 9, 10 and 11. Some people take about 40 hours per level. But it doesn't matter, it's just what you have to handle. It doesn't matter how long it takes; there is no particular status in doing it fast or slow. You just have to handle what is there.

* * *

INTENTIONS AND ATTENTIONS

1 JANUARY 1994

All your Excalibur tech will be valid on the Phoenix because you may find a few of these guys hung up with the implanters or Xenu. Possibly they got "accidentally" hit with implanting, but they are not on your cases like "plugs." This is something else. This whole level came to be because of your own intentions and attentions. Those are the monitoring factors on this level, just as thought was the monitoring factor on Excalibur. On Excalibur, we took thought and then we found out what was connected to that, plugs and so on. Thought gave us stack wording. At this level you are looking at attention and intention-areas. The reason for this is that a being's attention and intention are the things behind his postulates and his perceptions. And postulating and perceiving are the two native abilities of a being. So when he does those, anything he gets into trouble with can be traced back to the intention behind a postulate and his attention behind a perception.

* * *

ARC AND KRC

1 JANUARY 1994

On this level you will find beings that don't just have "ARC Breaks." They may have KRC Breaks. ARC equals Understanding. KRC equals Power. You might have beings here with an ARC Break which you have to assess A-R-C-U and a KRC Break which would be assessed K-R-C-P. Then there may be some of these Static Breaks (Theta Breaks). Theta is power and understanding. So they might just have a "Theta Break" if they are very close to a Static State and happen to mess up when they poked around into the game. You will find all of these. If you don't find an ARC Break, you can check to see if it is a KRC Break or a Theta Break.

KRC

Let's take a look at this KRC triangle. We have the knowledge from LRH's basics of Tech, Policy and Ethics. This data is used to free beings, to make them free, absolutely free. And that is the Game of Games. It's the Game that is a bit bigger than all the other games going on. It covers all of them because it's all the reasons why the guy got unfree, and it handles that.

Responsibility is raised by handling what your attention is on, or was on, or keeps avoiding. In other words, your attention is very interesting here. Your responsibility will cover the areas that your attention has been on, or it is on, or it avoids. That's why we get into these "connected," "disconnected" and "unconnected" areas. It's a gradient of handling responsibility. As you handle the areas of attention your responsibility will come up.

And then control is raised by handling what your intention is on, or was on, or avoids being on. You have to put intention on something to control it, to make a postulate about it, to start, change, stop. Your intention will then, therefore, bring up the control factor as you handle these areas of intention. So we expect to bring you all the way up fully onto the KRC triangle, not just on the ARC triangle during these 3 OT levels.

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RESISTIVE CASE POINTS ON THE PHOENIX

1 JANUARY 1994

You don't need any "super duper" tech for these levels, you just need the basics. There is no new tech for any of these levels, it's just using what LRH already found, he had all the tech there by the time the Class VIII course was done in 1968. It's just applying it to new areas, that's all we are doing here in the areas of the upper levels.
These Resistive Case Points are: Out Rudiments; Out of Valence; PTS; Earlier Practices; Out-Int or Interiorization phenomenon. It is also 'stuck-in,' 'stuck-on' or something like that. And then Drugs, of course, and Physically Ill. Drugs and Physically Ill, by the way, don't come up much on this level. That should have been handled earlier in the first place as on this level you are dealing with exterior being. Either that or they are just caught in doing something by an intention or attention. They are usually not in a physical condition at all nor have anything to do with drugs.

The basic behind these Resistive Case Points is reason you can't Clear someone. They can't be repaired or Cleared because they might have these Resistive Case Points: Out Rudiments - can't get in session. Out Valence - can't as-is. PTS - roller coasters. Earlier Practices - confuses it with Clearing Tech. Out Int - can't get out, sticks him, he can't get any wins because he is stuck in this thing. Drugs - giving him hallucinations so he can't get in session and you are just restimulating entity beings stuck in drug. Physical illness is a constant PTP. So all of these things are Resistive Case Points. But the basic basic here is a simple one. This is covered on Class VIII, it just is that the person doesn't want to be Cleared You can't handle the Resistive Cases Points because the person doesn't want to be Cleared. So how can you get him in session to handle the Resistive Points? Well, that's also covered on this level. You ask, "Why don't you want Clearing?" That handles it.

And of course there is one more basic than that, another Resistive Point. More basic than the basic basic, and this is called the basic basic basic. That is the person is not there. He is not there to be Cleared. It's not that he doesn't want to be, maybe he doesn't want to either, but he's not even there. So that's the most basic basic Resistive Case. But now you can get them there because your session space can be as big, bigger than the physical universe and the whole Time Track. You can put them in your session now, so you can get them there, so they can be audited, or so that you can find out why they don't want to be Cleared. So you can handle their Resistive Points; then you can Clear them and free them from whatever intention or attention has been hung on them by you for so long. That's the basic of OT 9, 10 and 11.

* * *

THE DOORS

3 JANUARY 1994

On Excalibur it was all an other-determined case. The instruction was to Tone 40 shut the door at the end of the session between one plug and another. If you didn't shut the door, these other determined guys would edge in there and start to influence you between sessions. So that was a level where you had to open the door, handle a bit of it, and then shut the door again. That's because it was all other determined.

Now on this level you don't do that. The doors have already been shut because of the way things went in this universe. Because you had such an implanted case, because you got out of ARC with them, because of all the things you may have done, the door was shut. The door is shut. This is why the Resistive Case Handling is sometimes needed.

We have to open the door on this level and then leave it open. After you finished Excalibur you feel alone and then you started saying "Hey, why am I alone - Hey!" Well, there is the shut doors; the door is shut to these guys. So you have to open door. So at the end of session you do NOT shut the door, you leave it open. You are going to need their co-operation on the next levels, OT 12 and 13. On this level, 9, 10 and 11, you're going to open the door at the beginning of the first session leave it open at the end. There is nothing other determined about these levels at all. It's all something you are involved in. So you want to leave the door open now, don't shut it. Shutting the door will just put you out of comm and lower your KRC again. So on the Phoenix you open the door with the Resistive Case Processes, if needed, and then at the end of the session you leave the door open. How do you leave the door open? Well, instead of doing a Tone 40 "That's it!" you just say "That's it," softly, and just let the session drift over into your life. By the end of 9, 10 and 11 you will find your life has now become much more real on the dynamics because you are now able to perceive and handle and be in communication telepathically with all these beings. So you leave the door open. It's going to become your way of life.

* * *

PHOENIX PROCEDURE STEPS

OT 9, 10 AND 11

29 SEPTEMBER 1995

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with CE 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

3. "ARC Breaks?" (this will usually be heavily charged, sensations, reads, etc. Let the babble die down and assess:

Check for ARC Breaks -If none, check KRC Breaks & Theta Breaks:

Assess breaks as follows:

A Known

R Unknown

C Curious about

U Desired

Enforced

Inhibited

O - No or Rejected

Refused

False

Note: If no read or F/N on ARCB even with S, I, N buttons, check for KRC Break? or Power Break? or Theta Break?

"Indicate the major BPC_____." (You may start getting blows on this step - even automatic blows). Handle to F/N cleanly or E/S to F/N cleanly.

"ARC BREAK LD?" (Get how long, assess as above, ind BPC, to F/N cleanly).

4. "PTP?" handle itsa, E/S itsa to Clean F/N.

"PTP LD?" get how long, ind BPC, handle itsa E/S itsa to Clean F/N.

Note: "Clean" F/N means the F/N doesn't slow down or halt as it goes across the dial in at least one sweep of 1/3 or 1/2 dial. If it does slow or halt, it means that most of the thetans got the charge off but there are some who didn't yet get it. You may find, if it bogs, that some were trying to handle the LD Rud on the Rud Question. Indicate that "any LD (ruds) will be handled next" and the F/N or the Rud will be clean.

5. "MWH? or WH?" handle itsa (what) + missed withhold system (who missed it, when, what they did, nearly found out?) then E/S to F/N cleanly.

"MWH or W/H of LD?" - get how long, ind BPC, handle per itsa + WH system E/S to Clean F/N.

6. "Overt?" - pull it to F/N cleanly or E/S to F/N cleanly.

"Overt LD?" - this comes under (or may) the heading of a continuous overt, so if it doesn't F/N cleanly on getting how long, ind BPC, and pulling it - then run: "What are you trying to prevent?" to clean F/N.

Note: You may have to use this "PREVENT" process on #5 W/H or W/H LD also). If you have to run it again, use "OBTAIN?" What you trying to obtain?

7. "Invalidation?" - Itsa, E/S itsa to clean F/N. (May have to handle PTS to Xenu on this one)

"Invalidation LD?" - how long, ind BPC, itsa, E/S itsa, PTS (if needed) to clean F/N.

Note: The inval may be on Flow Zero (self-inval). Any of these ruds may be on any flow.

Note: The flows are from the viewpoint of the thetans you are auditing, not yours. If you invaled one of them it would be his F1.

8. "Evaluation?" - Itsa, E/S itsa to clean F/N.

"Evaluation LD?" - how long, ind BPC, itsa, E/S itsa to F/N cleanly.

Note: On all LD Ruds - if the F/N doesn't come on the itsa, then check if it "really started earlier?", before going E/S.

Note: As you are the OT auditor here, these ruds are not necessarily including you. Your gain in session comes from COGNITIONS and realizing what you were connected to and regaining KRC.

Note: As blows occur on each step, you may have to assist it by intending "I'm not holding you."

9. Blow Steps:

A. "Who are you?" to any who haven't left yet. This step of the valence process usually blows 100s more from all over space and time if you keep asking them - to clean F/N.

B. "MOC or Free?" (for MOCOs)

C. Rights of a thetan.

10. Can't Blow Steps:

Out of Valence?

A. This is asking for those with Out Int, stuck to another thetan, others in his valence, etc. Just like on Excalibur.

Incidents?

B. Then there may be those that need Pre I - spin dryer - Electrosphere - Hoover, capture, in E/U or dumped in MEST U incidents for Phi thetans as a chain of engrams to run as in Super NOTs; or Inc II, I, E/Is, etc.

Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Excalibur).

Find A, B or C or all three, run to F/N cleanly broadening to F/N RA.

Note: Steps 9 & 10 can be done over & over till the F/N RA appears. (Blow, Can't Blow, Blow, etc.).

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PHOENIX PROCEDURE STEPS

OT 9, 10 AND 11

25 DECEMBER 1993

0. Keep notes of areas of your ATTENTION or INTENTION from before you start OT 9 and place in folder. They are valuable to locate what to run.

I. Assessment Session: In a solo session, write (from your notes or just thought of) areas of ATTENTION/INTENTION (A/I) (Put all the ATTENTIONS & INTENTIONS on the same list) and note the reads sF, F, LF, BD until they cease. End off when you feel it's complete (for now) - should be a nice F/N. (Sensitivity set at 1/3+ dial or 1/2+ dial on can squeeze).

II. As Solo C/S, add up the reads for each A/I area (some may be combined if on the same area) using sF = 0.5, F = 1.0, LF = 2.0 and BD as the range arm movement times 10. (0.1 BD = 1.0 for this add up). Put them on a sheet of paper for the front of your folder - like a STACK LIST but labelled ATTENTION/INTENTION AREAS and date. Leave a column for the final wording and session date run. Now put the order 1, 2, 3, etc., in sequence of most reads to least. This is your A/I list to start with on the level (OT9).

III. 1st Phoenix OTs Session:

A. Take #1 from A/I list and word it to laugh, VGIs, Big Reads and Interest. This is important so that the wording will impinge (hit) all the thetans on all Dynamics that are connected to you by it. Put a box around the correct wording (so you can refer to it and put it on your A/I list after

session).

B. Intend the following Question: (Through space of all Universes past & present and back to 100 Centillion years). (It can be intended as a Command also for more effect)

(Q) "Thetans connected to me by (wording)?" (OT 9 wording only)

This must read. Note it down. Check if it doesn't read - "Not-ised?" "Invalidated?" "Suppressed?"

C. Do the following steps on it:

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with CE 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

3. "ARC Breaks?" (this will usually be heavily charged, sensations, reads, etc. Let the babble die down and assess:

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Note: As you are the OT auditor here, these ruds are not necessarily including you. Your gain in session comes from COGNITIONS and realizing what you were connected to and regaining KRC.

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Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Excalibur).

Find A, B or C or all three, run to F/N cleanly broadening to F/N RA.

D. The F/N RA and a free feeling about the whole area of A/I comes as the last ones connected to it are freed.

You as the OT may sit there and just keep cogniting, but the F/N RA is the technical end of the session on all the others you were handling. So don't try to run anything more over the F/N RA. Of course, cognite all you want, and this can continue after the technical session is over and you have put the cans down. (Don't end session Tone 40, just a soft "That's it.").

E. Incredibles come up on this level, so be ready for anything! It's great fun!

Note: Steps 9 & 10 can be done over & over till the F/N RA appears. (Blow, Can't Blow, Blow, etc.).

IV.The next session is the next A/I area on your list, worded, and reading in the Questions, and run on the 10 Steps to F/N RA, VVGIs, Cogs.

V.After running all the 1st A/I list areas (OT9) you just repeat IIIB for OT 10 "DISCONNECTED FROM_____" question on the same areas, same wording, same sequence. Then do the same for OT 11 using the "UNCONNECTED WITH_____" question.

VI.When you get a big win or ability returned - take a win! Don't do more than one session per day - give yourself time to adjust to the new ability state.

VII.PROCESS PHENOMENON NOTE: Don't be alarmed if all the thetans blowing seem to come in from wherever they are or whenever they were and leave via your immediate area or body. You as an OT are acting as an EXIT POINT for freeing these thetans - they will flow to you as the big thetan and maybe even thank you or "kiss your hand" as they depart. Just ack and Intend "I'm not holding you. No one can. You are free!"

VIII. The EP of the Levels? (OT 9, OT 10, OT 11)

You will know it when you arrive to the EP. ("A fully cleaned up Universe 1"). There won't be any concern or wonder about how to improve your OT abilities.

You will have (Purpose, Character, and Future) awareness fully back. Using your new awareness with KRC will be on the next level as you handle your Creations!

* * *

TECH BRIEFING Nr. 9

"THE PHOENIX"

26 May AD 36

by

Capt Bill Robertson

Hello! This is Captain W. B. Robertson, Frankfurt, RON's Org. This is Tech Briefing Nr. 9, 26 May 1986 or AD 36. Tech Briefing Nr. 9 is confidential and it is for those who have finished Super NOT's or Excalibur and, if needed, the OT Life Repair steps, which were covered of those who have finished Excalibur and the Life Repair steps, so that you are now ready to confront any thetan that may come up when you open the doors on OT 9,10 and 11.

THEORY

I will read you a little bit from the theory. You have a copy of this, But I want you to go over it with you on the tape here. This theory was written in 5 March 86, and we're calling this level, by the way, THE PHOENIX. The phoenix is the legendary bird that rises from the ashes of death and lives again. Once you have finished OT 8 and the OT Life Repair, if you needed it, you will realize that you are pretty much alone. For the first time you don't have any other-determined or sleeping or dead or implanted BT's and clusters and Jelly Beans and such like things around you. And then I suppose, as I did, you will realize very shortly that: "why the hell are you alone?" You must have been in with some other thetans and playing games on other dynamics and perhaps in other universes, earlier in this gigantic Games Universe Model, and where are these guys, and what happened and so on like that. Well occasionally one or two pop in towards the end of Excalibur or on the OT Life Repair, and you have to repair some comm-lines with them. But the great majority of them are, shall we say, behind closed doors; and those doors were closed because you had quite an other-determined case, and that other-determined case of course was courtesy of Xenu, the master implanter, and now we removed that.

So let's open the doors again and get back in communication and find out what has happened. Another thing you must realized is, that this level is a very causative level for you, because you are undoing some things that you actually caused to happen, and the things that you caused to happen were these, shall we say, "out rudiment situations" by your own attention, or lack of it, and your own intention, or lack of it.

3 PHASES - 3 LEVELS

On this level we will be handling 3 phases of this, and the 3 phases of it, I should say, on the next three levels we will be handling the 3 phases of it. The 3 phases of it are: the being that you were - <u>were</u>, or are "connected" to, and in the next level above that which is 10, OT 10, you handle the ones that you are "disconnected from" and on the next one, 11, you handle the ones you are "unconnected with". These can be looked at as gradually increasing sphere of influence, and of course you are most closely connected to those that you are "connected from", and then a sort of another dispersal out there of "unconnected with", way out on the edge. In these various areas of "connected", "disconnected" and "unconnected" association with, or have been in communication with, or have played and KRC with you, because you still have job to do here to take responsibility for them, and also to start freeing up the things you have created in this MEST universe game and in this particular Games Universe Model - and other. But that will come after you do these 3 levels. You must have the assistance of people and beings who you were in communication with to actually handle some of the co-creations and some of the multi-creations that exist on the case, and those will be helped in OT 12 and 13, but you have to get co-operation of those you helped with, or they helped you with, on the creating, and therefore we use these 3 levels to get those beings back into ARC and KRC, so that you can get their assistance in handling those creations.

The first sheet I have here is from the 5 March briefing on Super Scientology for OT's, and it says that by getting through all the other- determined plugs on the case, the person becomes at full cause on the First

Dynamic, that is OT on the First Dynamic, and Clear on all Dynamics. Your Dynamics are pretty much Clear, by now you are next step is to work on OT ability on the remaining Dynamics. Why did a thetan loose abilities to handle the second and third universes? (That's the universes of others, and of course the physical universe, the agreed upon universe.) This is what will be handled on this level which uses all the basics of Scientology.

TECH REFERENCES

There are some references here, and you can read over those, and some of you may have studied these already, but I guarantee you they will be useful in evaluating your cognitions. Because you are going to have some quite fantastic cognition's on these levels. Some times you can't even express them unless you know The Axioms, The Factors, what the KRC-triangle is, or what about Games, the components of Games, and you won't be able to really handle these beings you meet on these levels without knowing what Resistive Cases are, and how to handle Rudiments and Long Duration Rudiments, and there are few extra little things that may be needed from time to time like the "prevent" process, and you actually also have to know also about "group auditing", because now you are not just auditing one at a time. You are going to be auditing large groups of thetans, all at once, and you have know, like when you have to know, like when you address a group and you say: "Put your foot on the floor" to people in the audience, you have to wait until all the people in the audience have put their foot on the floor. Then you say: "Thank You", and then you can say: "Raise your hand above your head". And then you have to wait until they all do that. Then you thank them and then you give the next command. It is quite a bit like that here. We are looking at your OT ability now as a solo auditor to have a confront which is large enough and free from any "out-rudiments" yourself so that you can confront anyone in large groups of thetans and can audit then all as a group and you can then progress through this level very rapidly.

The entire level has been accomplished in less than 50 hours. That's including 9, 10 and 11. Some people take about 40 hours per level. But it doesn't matter, it's just what you have to handle, and what you have to handle from your won past history that is necessary to do. We don't care how long it takes, there is no particular status in doing it fast or slow. It's just a matter that you have to handle what is there. I hope you understand that.

INTENTIONS AND ATTENTIONS

All your Super NOT's tech will be valid because you may find a few of these guys hung up with the implanters or Xenu, but they are not - shall we say, possibly they got "accidentally" hit with it - but they are not on your cases like "plugs". You understand? This is something else. This whole level was started, or came to be because of your own intentions and attentions. Those are the monitoring factors on this level, just as thought was the monitoring factor on Excalibur. On Excalibur we took thought, and then we found out what was connected to that, plugs and so on like that. Thought have us stack wording. At this level you are looking at attention and intention-areas. The reason for that is that a thetan's attention and intention are the things behind his postulates and his perceptions. And those are the two native abilities of a thetan. So

when he does those, anything he gets into trouble with can be traced back to intention behind a postulate and his attention behind a perception.

ARC - KRC

Let me give you some examples. You can read the theory over. I'll just give you some examples here from the theory data. The KRC - triangle. I'll give you some examples here of things that you have to know to do this level. The KRC-triangle is of course the upper triangle. And on this level you will find beings that don't just have "ARC-breaks". They may have KRC-breaks. An ARC-break equals Understanding, ARC equals Understanding, so that's a break in understanding. KRC, what does that equal? KRC equals Power. You might have a thetan here with an ARC-break which you have to assess A-R-C-U, and a KRC-break which would be assessed K-R-C-P. You see - maybe one or the other. And then there may be some of these Static breaks which I told you about on the last tape. Theta is power and theta is understanding. So they might just have a "theta-break" if they are very close to a Static State, and happen to mess up when they poked around into the game or something. You can find all of these. If you don't find an ARC-break, you can also check if it is a KRC-break or a Theta-break, And knowing also that KRC equals Power. These thing are found on these levels as well, and you might have to use then in your assessments of ARC-breaks.

KRC

Let's take a look at this KRC-traingle. We have the knowledge from LRH"s basics of Scientology and Dianetics, Axioms, Tech, Policy and Ethics. This data is used to free thetans, to make them free, absolutely free. And that is the Game of Games. It's the Game that is a bit bigger than all the other games going on. It cover all of them because it's all the reasons why the guy got unfree, and it handles that. Now responsibilities is raised by handling what your attention is on, or was on, or keeps avoiding. In other words, your attention is very interesting here. Your responsibility will cover the areas that your attention has been on, or it is on, or it avoids. You understand? That's why we get into these "connected", "disconnected" and "unconnected" areas. As you handle the connecteds after you have handled the disconnecteds. It's a gradient of handling responsibility. And then control is raised by handling what your intention is on, or was on, or avoids being on. You see - because in control of course you have to put intention on something to control it, to make a postulate about it, start, change, stop - whatever. Your intention will then therefore bring up the control factor as you handle these areas of intention, and as you handle the areas of attention your responsibility will come up. So we expect to bring you all the way up to fully onto the KRC-traingle, not just on the ARC-triangle, but on the KRC-triangle, during these 3 levels.

THE DWINDLING SPIRAL

This idea becomes a process or a technique when you realize that at one time of course we all had full OT

abilities, and if now we don't, and now we have some aberration around, then we must have used them in such a way, as to decrease those abilities. We had those abilities, therefore we must have used intention and attention, in such a way, which are two abilities of thetan, to decrease our other abilities; or those abilities themselves. You see, you had then once; now you don't have them, but you had these abilities, now you don't have them, but what were the two abilities, postulate and perceive, but what's behind that? Intention and attention. So you must have used then in such a way as to decrease the ability. These processes in OT 9.10 and 11 remove the fixed, stuck, unsuccessfully used postulates and perceptions by location the intentions and attentions behind them and handling the effects the caused on other dynamics, other games and other universes.

An example would be: A thetan puts a Tone 40 intention of anger in the space of another thetan. Then he goes away. The other thetan who resisted it, has a ridge or ARC-break. All the smaller thetans or Jelly Beans, Teenie-Weenies, BTs or Clusters in the area, either are frozen by the Tone 40 or carry it with them as an impression or picture - forever. As you found out on Excalibur, you are pretty powerful when you are dealing with these beings you find in a plug and some of these smaller being's won't leave the session until you let them go, you have to tell them "OK, that's it, that's finished!" They have fixed attention on you. You tell them to "find your incident" - whatever, and they find it, and then they sit there and wait for you; they are already free you see, but they are still waiting for you to tell them to go free. Because you are the strong guy, you have the intention there, and they are going to stay there until you end the session - boy! The same thing happened coming down the spiral.

Another example: Two thetans are playing a game of "laser war" or "beam war" in an Earlier Universe Game. They each command thousands of troops who are other smaller thetans mocked up as soldier or space ships etc.. The game is over. Both big thetans leave. One with a win, one with a loss. The broken pieces lying around in the mocked-up form of course are still solid, and became part of the MEST universe. They are dead. Out of comm. ARC-broken. Or even missed withhold from the big thetans who controlled them. Maybe the feel bad because they didn't do the big thetan's orders fast enough and got beamed or knocked out of the game. Both the big thetans take on responsibility for handling the mess lying around. The loser may abandon the rest of his team, The winner may take some of his winning team with him to the next game. Later he may forget about them. They are out of comm. still got those attention lines hooked. You see?

Here is another example. Some thetan wants to keep a big secret or hide an overt from you. He postulates a shield of BTs around himself. But they are facing you so that telepathically you can't get through. Or he instructs them to give you false data if you come around, or he gives them a command to never let you find all the secrets. Never let you find out the old game - you see? But the shield is still there, and if you meet this person you feel "there is something I don't know about him", and he feels "I mustn't get too close or say too much to that person". A Big Missed Withhold phenomenon. But it's a shield - you see, of frozen BTs or, shall we say Lambda Thetans. They are sitting there and they are still doing his orders, and neither of them have spotted that.

So, all the above show that the reason a person hasn't recovered his abilities, is that his connections to these earlier intentions and attentions have not been as-ised. You see, they are just floating in time, they have

never been ended cycle on, and they have not been as-ised, for another reason. It is because the thetans don't know how to as-is them because they have resistive case points, and that prevents them from regaining or as-ising those intentions and attentions and regaining KRC and ability. Very simple.

RESISTIVE CASE POINTS

Now we will take up: "What are the resistive case points?" We will have some notes, that I took from my Class VIII course, and from those tapes, and we will have some notes on this level which can show you what the Resistive Case Points are and how to handle rudiments and so on. You see, you don't need any "Super - Duper" tech for these levels, you just need the basics. There is no new tech for any of these levels, it's just using what LRH already found, he had all the tech there by the time the Class VIII course was done. It's just applying it to new areas, that's all we are doing here at the areas of the upper levels. OK, so these Resistive Case Points are: Out Rudiments; Out Valence; PTS; Earlier Practices; Out-Int; or Interiorisation phenomenon which we know as 'some body being in his valence'; but it is also 'stuck-in', 'stuck-on' or something like that; and then Drugs, of course, and Physically Ill. Drugs and Physically Ill, by the way, don't come up much on this level, it should have been handled earlier in the first place as on this level you are dealing with exterior thetans, either that, or they are just caught in doing something by an intention or attention. They are usually not in a physical condition at all or have anything to do with drugs.

The basic basic behind these Resistive Case Points is why you can't audit someone, they can't be audited on the Bridge, is because they might have these Resistive Case Points you see: Out Rudiments - can't get in session. Out Valence - can't as-is. PTS - roller coasters. Earlier Practices - confuses it with Scientology - you see. Out Int - "oh, can't get out - big problem - ah, ah, ah ..." Sticks him, he can't get any wins because he is stuck in this thing. Drugs of course - giving him hallucinations so he can't get in session and you are just restimulating Drug BTs, and Physically Ill of course because it is a constant PTP. So all of these things are Resistive Case Points. But the basic basic here is a simple one . This is covered on Class VIII, it just is that the person doesn't want to be audited - you see? You can't handle the Resistive Cases Points because the person doesn't want to be audited. So how can you get him in session to handle the Resistive Points? Well, that's also covered on this level.

And of course there is one more basic than that. Another Resistive Point. More basic than the basic basic, and this is called the basic basic basic, and that is the person is not there. He is not there to be audited. You understand? It's not that he doesn't want to be, maybe he doesn't want to either, but he's not even there. So that's the most basic basic Resistive Case. But - now you can get them there because your session space can be as big, bigger than the physical universe and the whole Time Track - you understand? Because you can put them in your session now, so you can get them there, so they can be audited, or so that you can find out why they don't want to be audited, so you can handle there Resistive Points, then you can audit them and free them from whatever intention or attention has been hung on them by you for so long. That's the basic of OT 9, 10 and 11.

Next point. I want to clarify here, some definitions, because I did it briefly on the last tape, and you

probably uncovered these types of beings in the Excalibur level, but you must be familiar with them, and that is - we will start from the lower end - the smallest guys:

PHI THETANS (Φ)

It's the Greek letter PHI - that's a MEST -Thetan - I call it PHI-Thetan, that's the guy who has been dumped into the MEST universe and he is pretty much ARC broken with any big thetan, and they didn't even respond much to Xenu or implanters, and they just sort of have their own sort of social democracy in the MEST universe - push things around there, try to handle things themselves. As I said on the last tape, the people that get closest to breaking through the Resistive Case of these phi-thetans are artists, because artists tend to validate and admire MEST and sort of try to get in comm with it. So, they sort of lead the way in civilization in being able to communicate with all the thetans that were dumped into the MEST universe. Of course we all mostly came in here to help handle this phenomenon anyway, because it does have something to do with us, which you will find out as you start to get cognition's on this level.

LAMBDA THETANS (λ)

The next one up would be the Lambda-Thetan. We call it Lambda, because that means body form, or something to do with the body, hangs around bodies and so on, or life forms, so that would be what you would call a normal BT. Body Thetan - you see. Lambda Thetan - Body Thetan and things like that. The Jelly Beans you find in the NOTs Plugs or the Super NOTs Plugs, and the Clusters you find in there are mostly Lambda Thetans which were captured from Earlier Universe Games.

They were being bodies back there. Being things that the big thetan wanted them to be to play games with, and they got captured and they got smashed into those Pre-I experiments, and then they became on the Plug on the Super NOTs Case. Those are Lambda Thetans, mostly Lambda Thetans - alright?

They weren't dumped into the MEST universe, they were captured from earlier universe games and brought to the MEST universe, experimented on, and put into Plugs, or they may have just come down the Time Track with the big Thetans, you know, and have been part of his "entourage" or his "body servants" or whoever.

An interesting - one of the most funny ones I found on these levels was a "house-hold unit" of Lambda Thetans that had been servicing me for a long time in Earlier Universe Games and so on, and there was a funny character there, he wanted to know if I ... he wouldn't leave, you see, after the whole session was

gone, there is this one guy sitting there and he wouldn't leave, and I said "what's with you?" and he said "I want my old job back" - he sort of kept eyeing up my body you see. "what was your old job?" - he was a 'Doll Chauffeur'! So back in the time of doll bodies he was a doll - he took care of your doll while you weren't in it you know, and he brought it to you if you needed it, or if you needed to change dolls for another social occasion, he would bring you the doll which you needed, you see. Just put a telepathic thought to him, and he would bring that doll, and he would take care of it and keep it clean and serviced and so on like that. So he was a doll chauffeur. I just cracked up on that one when I heard he wanted a job, he wanted to chauffeur - he thought this was a doll body you see, that this body was a doll and he thought that he would just get another job. Any way I think he is going to get a job somewhere as a - he will pick up a body of course and probably be somebodys - will probably be a very good promotion for Scientology - will probably become a servant or chauffeur for some very important person and steer them over to the Free Zone. He was a regular Lambda Thetan. He was a doll chauffeur. But right now, with what he knows, he could be - I would say - more powerful than 90 percent of the thetans on this planet. Because he is free. He is single and he knows it.

So that's what we are trying to do: Improve the quality of Theta and get more of them free.

THETA THETANS (θ)

Going up one notch we've got the Theta-Thetan. Theta Thetans are guys who are more or less the players. The guys who play games. The guys who make games and play games - the wheeler dealer thetans, and they played a lot of Earlier Universe Games. You find them all over the orgs - Pre-Clears, you know taking bodies and doing this and doing that, all of the various hats and duties of men where they are originating and creating things and doing things. Those are big thetans or Theta Thetans. They know who they are - more or less, they know who they are as a post or a hat, they have a purpose - they are just always doing something - playing a game - you see.

STATIC THETANS (S)

a notch up from that though is what we are all sort of working toward getting from being a big thetan before we got into Scientology probably, or getting to be a big thetan in Scientology. We are trying to get back up to OT and on past that to Static.

Static thetans didn't get much connected into the game at all, they sort of hung on the outside and didn't much agree with it at all. I explained those in the last lecture. They usually poke in every now and then like giving revelations of great truths to some big thetan in the game and then the big thetan goes around and spouts about it and maybe gets killed or maybe founds a religion.

That isn't what they wanted; they wanted the guy to stop playing that stupid game down there and come on out and be a static thetan again so he can start another game. They get a little lonely, so they just carry around and they maybe form little clubs or social clubs of groups of static thetans, and they may bet on the games, and they poke around in them - you know like people at a horse race, watching the horses running around and betting on the horses or stirring up little conflicts in the MEST Universe to get people to fight each other and then betting on the outcome, you know? All these things can happen.

Static thetans can influence things, but mostly they have Out Ruds because they are doing something unusual against the basic nature of theta, and they feel not so good about it. The main thing they wanted to do, usually, is, have the guys finish up this game and they didn't have the tech for it, they didn't know what to do, what to tell them - you see?

So they ended up like a bunch of bored - shall we say - aristocrats in a British Club - going around, you know - 'What shall we do today?' 'well lets go out to Ascot Downs and bet on the horses'. Or maybe they don't even go there, but just sit in the club and bet on the horses through their butlers and servants, who go out there. That's the kind of thing - Static Thetans just stay out of it, and play it from a distance.

Anyway, they are quite funny guys, and you can handle them on this level because you have the tech, and by the end of these levels you will be much more than they are. At least you will be by the time you get to OT 13, I know that. But they are quite friendly, and they can appreciate the fact that we are coming out of this game now, and they can open up their telepathic links and lines and so on, and they can be quite useful in giving and receiving information.

But you were associated with these back on the track, so you have to handle them.

So, we have the Phi Thetans which is MEST guys who are hanging around in the MEST Universe. Lambda Thetans which are hanging around life forms or bodies or Body Thetans. And then we have Theta thetans who are the guys who run things, they run bodies, they run games and so on. And then we have Static Thetans which are the ones hanging outside the games sort of exterior, sort of, you know, not in it, but just poking in every now and then.

You probably found out on Excalibur, that Xenu tried to make his implant org into a bunch of exterior thetans, but they certainly weren't Static Thetans yet, they were betrayed, all clustered up and robotically fixed in place to do what he said. Those were not Static Thetans. Those were just implanted Theta Thetans, and he wouldn't let them take a body, he would put them in a monitor sphere or something like that, and

they would cruise around a planet forever, but that's not the same. A Static Thetan is very exterior, and he knows it, and he is not being run by anybody except himself or he may have some agreements with other Static Thetans and they are playing a game on the outside. Maybe diddling around with events in the MEST Universe, but they are just "kibitzing" or folling around with it.

CREATED VIEWPOINT

So that's the ones you will run into here, and there is one other that I want to explain to you because it has started to come up on Excalibur level, and will come up again on this level as well, and that's a CREATED VIEWPOINT.

This is an entirely different class of thetan, because we are looking at it now from a different idea, not with size of responsibility or part in the game, not in MEST or body line or theta line or static line, we are not looking at that breakdown of thetans.

We are looking at whether the thetan actually has a time track past the beginning of this Games Universe Model or whether he was created as a specific viewpoint since the beginning of this Games Universe Model. If he was created as a specific viewpoint by a big thetan, then he has a limited function, and a limited, shall we say - ability, and he was created. So his time track started right when he was created and the command to handle him is: "Return to your moment of creation! or go free!". You have to give him that choice, because sometimes their creators are quite aberrated, and they do not want to go back to them, and when they go free they just return to a state of - sort of - "static", but not as a static thetan, but just clean, outside the game, and they wait or they may play around and do something like become a Lambda thetan or become a Phi thetan or whatever. But the more causative, because they are free - you see?

These are created viewpoints and this is what has confused a lot of religions in the past. They think that all thetans are created and everybody came from "one" thetan, and this is maybe because some guy went into this drug universe and he talked with a couple of MOCO's or created thetans, and they said 'Yea, we were all created by one guy' - so they got the idea that - 'maybe so am I'. That's a lie, because you can create thetans today if you want to, you can put a viewpoint in the wall opposite the door and tell it to say 'Hello' to people when they come in, and it will. And people will look at that spot on the wall and say "Hey it's telling me hello!". That's a created viewpoint. It's all it is. Aint got the abilities you have, because you had to create it. You created it for a specific purpose - you see. So that's a MOCO. That's a created viewpoint, and I call them differently, I call them MOCO, because it gives you the process to handle them, so you never forget that. If you check in the session: "Are you a MOCO?" or "Are you a created viewpoint?" You have the process right there. Moment of creation of viewpoint. That's what you have to get them back to, and then BOOM! Then they go free, or they go back to their creator and join back up with him. Very simple.

THE DOORS

Before going on to the actual procedure, I will just check down here - ah! The "opening and closing" of the door. Yes I will say this before the ending of this side. On Excalibur you realize it was all an other determined case, and the instruction was to Tone 40 shut the door at the end of the session between one plug and another, because if you didn't shut the door, these other determined guys would edge in there and start to influence you between sessions. So that was a level where you had to shut the door, handle a bit of it, and then shut the door again.

That's because it was all other determined.

Now on this level - you don't do that. The doors have already been shut because of the way things went in the universe, because you had such an implanted case, because you got out of ARC with them, because of all the things you may have done. But never mind, the door is shut. This is why the Resistive Case. We have to open the door on this level. After you have finished Excalibur you feel alone and then you start saying "Hey, why am I alone - Hey!" Well there is the shut doors, you see, the door are shut to these guys. So you have to open doors, you see, so at the end of session you do NOT shut the door, you leave it open. Because you are going to need their co-operation, and knowing these kind of beings and what they have been doing, on the next levels OT 12 and 13. So on this level - 9, 10 and 11, you're opening the door at the beginning of the session and you leave it open at the end. There is nothing other determined about these levels at all. It's all something you are involved in. So you want to leave the door open now, don't shut it, that will just put you out of comm and lower your KRC again. So on this you open the door with the Resistive Processes I'll tell you, and then at the end of the session you leave the door open. How do you leave the door open? Well, instead of doing a Tone 40 "That's it!", you just say 'That's it', softly, and just let the session drift over into your life, and by the end of 9, 10 and 11 you will find your life has now become much more real on the dynamics because you are now able to perceive and handle and be in communication telepathically with all these levels. You see. So you leave the door open. It's gonna become your way of life. That's the end of side one. Thank you very much.

PROCEDURE

It starts off by taking notes. After you have finished Excalibur or OT Life Repair, you may have certain areas of attention or certain intentions you start wondering about, and you should write these down, and you should put them in your folder, your OT 9 folder, because these areas of attention and intention are going to be the key to getting into the level. So if you don't have any down yet, you just maybe read through the Axioms, read through the Factors, and the Scales book or anything like that or 8008 and you might get some areas come to mind.

But anyway, first thing to do is, of course, you note these down - any areas of attention or intention. This

covers your whole track, nothing limited about it at all, and it could be anything like 'How did theta get started' or 'Organization of the game' or 'What were the happenings around 4 Quadrillion years ago - before Incident 1?' - you know - anything like that. Anything you may wonder about, even 'Why haven't I retained my power?' or "Why am I not rich at the moment?' - whatever. It doesn't matter - you are going to find an area of attention or intention, or, that you "always wanted to be free", 'Why can't you be free?' That's an intention. Those areas will be the ones that respond to opening the doors here on what has been going on.

THE FIRST SESSION - ASSESSMENT

To start off then you make this list of attention areas. And you put it in your folder, and that will be used to locate what to run. So in your first session, you asses these, you note the reads, and you just note any reads about it until you, sort of, feel good about that, and you can note the reads, small fall, fall, long fall or blow down and so on, until they stop reading. And end off when you feel it's complete for now. It should be a nice F/N on this list when you finish it, and then, you know, you can always add something to it later if you need to. But we found that normally, by the time the guy starts, he usually has most of his areas there.

You always set the sensitivity on these session one third to one half a dial for a normal can squeeze, and you don't need a high sensitivity, the reads are enormous on these levels. Just absolutely enormous, they almost knock you out of the chair.

As a solo C/S, then, you add up the reads for each attention, intention area - of course you are interested in all of these you see, so we can't really go by interest, so we go by what is interesting but has the most reads, that will be the realest or the next thing to get, you see? And again it applies if both of the two areas seem to be almost the same, well you could combine them. But some people get two areas, some people get twelve areas, it doesn't matter, you are going to get the groups of thetans that have been affected by those attentions and intentions, no matter how you put them together, you are going to get them.

WORDING

So if it is combined, great, but if you just maybe get a few more that were just in a separate category, and you might have to handle them all in one longer session than in two shorter sessions. The sessions on this level can go anywhere from one hour to three hours or four hours. You might have to take a break in the middle, but the idea is to finish each attention - intention area as you come across it. You get those, now you find out what is the most reading attention - intention area. So you take the first one in your first session, now you are going to handle, you have done the assessment session, and you take the first are and you word it, just as you would word a stack wording, but you word it to a nice laughing, VGI's, big reads and interest. In other words, it has to make you laugh. If it isn't funny, it's not fun, so don't run if it's not funny. It should be very funny. It's your own stuff you see, it's self determined so it should be a nice VGI's

where you can laugh. This is important because the wording will then impinge, you see? Impinge, will be the closest to the actual intention used at the time that you affected these guys. So when it laughs and it really gives you good indicators, that's what you did, or that's what you were doing or that's what you were intending or attending to. By golly, it will be right on and will impinge and hit these guys, and wake them all up or at least get them almost towards the session - right? So you get that.

OPENING THE DOORS

Then you use that in this command, and you intend it - by the way you have to put your TR 0 in now all over the MEST Universe, all over the time track, as big as you can make it to cover everything. You are going to be their auditor now, so you are going to start opening the door. And remember this thing will read like crazy. You may have to use invalidate to get something to read in this level, but boy, when it reads, it will, as I say, come like an express train. It will open the door BANG! Like that. It will be an enormous fast falling needle - POW! - there it is! And it may give a jerk or a shock through the body, it is that powerful. You have a lot of attention units stored up you see. These people, these beings have a lot of attention and intention units frozen there in time for a long time, so when you release these boy, it just comes through like BOOM!

So, the question. What is the question you ask when you have this best reading, most interesting, laughingly, worded area? OK, so you ask, now this is in OT 9, in OT 10 and 11 the questions are slightly different, but you only need to get the areas in 9, because you will be running the same area in 10 and 11, and it's just a different question you go after. So, in 9 the question is: "Thetans connected to me by (the wording)?" See! "Thetans connected to me by (the wording)?", and you give that nice - BOOM! You see. Let's say if the area was "selling apples" you would say "Thetans connect to me by selling apples?" - BANG! - there will be a read right there, you see. And if there is no read on it you say: "Thetans connected to me by selling apples?" No read. "Suppressed?" "Not-ised?" "Invalidated?" BAM! One of those is gonna read, because if you have the thing and it is worded, and it's reading, it is going to be there. You are just gonna open the door. So you might have to use quite a bit of intention in this whole space; remember to keep your TR's in, because if you are doing the whole universe - it will read. Now you do these 10 steps on it. We call these steps one to ten, regular numerals 1 to 10. Because on the next level there is some roman numerals I to X, but this is the regular numerals 1 to 10, that you do here these steps.

STEP 1

Now the first step is, just "HELLO!" And you do a nice Hello! Tone 40 in all your space, right! And you keep doing that Hello until all the charge blows out of that and everybody wakes up and sort of gets there, and you may find all kind of weird answers coming and feelings and everything. That's alright, you just keep saying Hello! And let the stuff blow through you, and Hello!; and let the stuff blow through you until you get a clean F/N. You just keep doing it Tone 40 until you get a clean F/N. The needle won't have any slow or stop on it, it's just a nice clean F/N. It will go Pfffeew! like that, and you won't feel any pressures or words or weird telepathic thoughts coming to you anymore. It will just be Boom! You say Hello! and there

is a clean F/N, Pfffeew! So that means they have all got the "hello". OK, and you can say Hello! and Boom! you get all kinds of somatics going and reads and everything else, like that, and the body twists up in the chair and everything, and you just keep saying Hello!, Hello!; Tone 40 Hello!, Hello!, Hello! and that big TR 0 in that space, and finally BOOOM! It will get a clean F/N. Hello!, and just a clean F/N. Now the door has been opened and there they are.

STEP 2

Next step is number 2, and that is the question: "Why don't you want auditing?" Same thing, Tone 40, into that whole space: "Why don't you want auditing?" Now you are gonna find, you might get 20 minutes of an incredible mixture of telepathic comm telling you all the reasons why they don't want auditing you know 'You left us alone', 'You didn't talk to us', 'You are a bad guy', 'You've ARC broken us' Wah, Wah, Wah, whatever they come up with, doesn't matter, don't Q & A with anything yet, just keep asking. Remember you are running a group here. All these answers are not coming from one being, they are all coming from different beings although occasionally they will have a "spokesman", but you can here the rumblings in the background, and they are all Roooarh - roooarh - roooarh - you know, which is just coming off, coming off, why they don't want auditing. And you just keep doing that. Repeat the command. Repeat the command. Until they finally realize that you <u>are</u> back in comm with them, and that they are going to be audited, which is of course, what all thetans want, they want to get free, they want to improve their quality. So auditing by the way mean, to these guys you are handling, it means FREEING. You see? Auditing is a communication used to free them. So if you <u>also</u> intend that auditing is a "freeing technique developed by Elron Elray", that also helps to get through this part of 'why they don't want it', you see? You ask them: "Why don't you want auditing?" and you intend this freeing procedure by LRH - you know - BOOOOOOGH! - and they keep telling you all these reasons: blablablabla - maybe five, ten minutes, and you finally get a clean F/N when you ask the question. You say: "why don't you want auditing?" Pfeeeeew! Clean F/N. OK, so it's clean, no slows or stops, just a big nice F/N, maybe half a dial, two thirds of a dial, OK. So there will be a babble of telepathic answers, in other words when you ask this. You just keep acking, you know say: "OK", "OK","OK","OK", - "Why don't you want auditing?", "Why don't you want auditing?", Bam, Bam, you just don't Q&A, just keep doing it until you get the clean F/N.

STEP 3

Now, now that you have got them there and wanting auditing, see, those two Resistive Case Points are handled, now you might have to handle ARC Breaks, and you ask: "Is there an ARC Break?". Now you might have to do "Is there a suppressed ARC Break?", "Not-ised?", "Invalidated?". You have to use those buttons sometimes, but there will be an enormous read if there is, and when you do the assessment there will be enormous reads. A-R-C-U, and you have to assess the entire of the KUCDEIOF scale. That's given on ARC Break tapes. ARC level tapes, level 3 and the Briefing Course, but it's: K is "Known", U is "Unknown", C is "Curious about", D is "Desired", E is "Enforced", I is "Inhibited", O is "No" or "Rejected" - you can even add the 'rejected' below that - I - O - R - F, so it's 'No ARC' or 'Rejected ARC' - and F is "False". So KUCDEIORF, that's the scale you use on the assessment. You've got to, because these thetans go much higher and lower than a normal PC in the chair. OK, so this whole scale has to be assessed, and the read, I said, will be enormous, so you can never mistake it. So you do A - R - C - U, and then K - U - C

- D - E - I - O - F. And that's your assessment. You indicate that bypassed charge, right? Now if it doesn't read on ARC Break, on Suppressed, Not-ised, and False, then ask is it a KRC Break, and do the same thing, you might get it and if you are dealing with Static Thetans it may even be a Theta Break. But remember they are all gonna have something on this ARC Break thing. It's either going to be an ARC Break, KRC Break or a Theta Break. It may read as an "Understanding Break" or a "Power Break" or a "Theta Break", but it's gonna be there, and then you have to assess it on whatever level it was. Now, when you have a KRC Break you just assess it K - R - C - P, knowledge, responsibility, control, power, but you do the same assessment on the second assessment K - U - C - D - E - I - O - R - F - right? OK. And the same on a Theta Break. Is it a Theta Break. You say "Theta Break?" - "Good" - "Is it a Known Theta Break? an Unknown Theta Break? Curious about - ? Desired - ? Enforced - ? Inhibited - ? No - ? Rejected - ? False - ?" One of those will go BOOM! That's it, you see. So, the first one could be ARCU or KRCP or just Theta. Now, you indicate the major By-passed Charge and you may start getting blows right away on this step, guys may go free or something, just keep on going until you get a clean F/N on the ARC Break. You might have to go earlier similar you see, and assess it again. But there will be a nice clean F/N.

Next you have to handle ARC Break of Long Duration, because all of these guys, remember you are doing a group, and some of them may not have responded to ARC Break, because they had a long duration ARC Break. OK? And if you had trouble getting the F/N on the other one, but you almost had it, or you felt it wasn't quite clean, but there was an F/N, but it wasn't clean, then, well you can say: "Was that really an ARC Break of Long Duration?" "Oh yes!, That's it!"

The guy was trying to handle his Long Duration on the ARC Break question. So you can sort that out, and that's next. So then, now - ARC Breaks - clean F/N, and then you go now - the ARC Break of Long Duration - Boom, and you get a read on that, and then you also, now an ARC Break of Long Duration, the trick on handling those, is, when you get the read on it you have to find out how long that ARC Break was there? "How long did you have it?" or "Since when?" but it's usually, with these guys, "How long have you had it?". And it might be up to a hundred centillion years or before the beginning of this Games Universe Model, or even further back, but you will get it. Alright, and it may not go by years - it may be three Games Universe Models before this one. OK. But it will date something like that, very old ARC Break. OK, then you do the assessment when you find out how long he has had it, and you do the assessment A - R - C - U or K - R - C - P or Theta and then K - U - C - D - E - I - O - R - F, indicate the By-Passed Charge, and the only reason it wouldn't blow out and F/N is because of it may have started earlier, alright? And he spots that, and he will either blow it or it will F/N there, and the guys will start blowing off from that one, or you may have to do the assessment again when you find out that it started earlier. But never the less, you run that to a clean F/N anyway, as well. So you have the ARC Break and ARC Break of Long Duration, and that's step three.

STEP 4

Now number 4 is PTP and PTP of Long Duration. You see, you have to handle both of those. PTP, you handle it itsa, earlier similar itsa to clean F/N. The PTP of Long Duration, you get how long they had that PTP, indicate the By-passed Charge, handle it itsa, earlier similar itsa to clean F/N. Indicating By-passed Charge is very simple, you just indicate: "I would like to incate that charge was by-passed by having the PTP for so long." It's just the truth of the matter. OK, now clean F/N of course means the F/N doesn't slow down or halt as it goes across the dial in at least one sweep of one third to one half dial. Some times it goes all the way across. If it does slow or halt it means that most of the thetans got charge off, but there are some who didn't yet get it. Just like group auditing, one of the guys didn't put his foot down yet, and you told

them to put their foot down you see. Or you may find if it bugs a little bit that some were trying to handle the Long Duration rudiment on the Rud question. Anyway, you indicate that any Long Duration Rudiments will be handled next, and the F/N on the Rud will be clean. You understand? You just straighten it out. OK, next.

STEP 5

Number five is Missed Withold, or actually we do it as a Withhold, right, and you pick up any Missed Withholds that are Withholds. So it's Withholds or Missed Withholds, but you will just sort it out which they have, whether it's something they didn't want somebody to find out about or it's something they have just been withholding themselves from you or something like that, or they have a real overt they are withholding.

But you handle this. Itsa, earlier similar itsa if it's a Withhold, and if it's a Missed Withhold you handle "What?", "Who?", and "All of that?" and "Who nearly found out about it?" etc; and then earlier similar to F/N - clean. Clean F/N - alright?

And the Missed Withhold handling steps have to be there on a Missed Withhold, that's "Who missed it?", and "When?", and"what did they do that made you think that they knew?" etc; And get all of it. All right, that's all covered in earlier bulletins, but you have to handle that, and the Long Duration one too. So this is a separate question: "Is there a Missed Withhold or Withhold of Long Duration?" BANG! Get a read, find out what it is, handle it; is it a Withhold, is it a Missed Withhold. Withhold goes itsa earlier similar itsa to F/N, and Missed Withhold goes through the steps, then earlier similar through the steps to clean F/N. All right.

STEP 6

Next, number six is Overt - alright? And Overt of Long Duration. Now if you have the guys, any of these guys with a continuous Overt - right, on the Long Duration one or even the Overt one, it's like a continuous thing they are doing, you know, or a continuous Overt and it doesn't F/N cleanly and they haven'y quite got the charge off, then you can run the "Prevent" process on it. And that is simply: "What are you trying to prevent?" See, just: "What are you trying to prevent?" and you get his answers, and you keep giving them the question until it gives a clean F/N, and that blows the Overt, the Continuous Overt of Long Duration. All right? OK, now if you've used the prevent process - perhaps you might have had to use it on the Withhold step number 5, and if you have to use it again on number six, you are still auditing a whole group here, isn't the same people, but you still don't want to Overrun those guys you have already run on it, because they may not have blown yet, so, they haven't gone free yet untill you get to later steps, but some of them may, but not all of them, and you don't want to run the same command again, you don't want to

run "What are you trying to prevent?". Well, if you have to do it again on number six - the Overt question, then you can run "What are you trying to obtain?" - you see? So on one case you are running "What are you trying to prevent?", but if you come up with another continuous overt on question six about overts, then you have to run "What are you trying to obtain?" And that's so that you don't overrun the other question on the guys who already have had it. They can both come out of the same area, and they both F/N if there is a continuous overt there. OK?

STEP 7

Number seven is Invalidation - simple Rud - six Ruds you see. Invalidation, itsa earlier similar itsa to clean F/N. And on these you may have to handle some PTS-ness to Xenu or something. They might have run into him on the track somewhere. You know, those little things that you handled on Super NOTs. But anyway the Invalidation one will give you a clean F/N, and then you do Invalidation of Long Duration. Get how long, and then do itsa earlier similar itsa to F/N. All right? You might have to handle, in there, again, "PTS to Xenu?", because he is the original bad boy. OK. Now, <u>any</u> of these Ruds may be on <u>any flow</u> - so it doesn't matter, you don't have to run the flows, because these guys are each running it on themselves - you see. So if the guys have self-inval or they have inval'd towards you or they think you have inval'd towards them - it doesn't matter - you just run it, you see. You're getting reads like crazy, and it just runs until you get the clean F/N that means all the charge is gone. OK.

Now the flows in this case however, are from the viewpoint of the guys you are auditing, not yours. So flow zero in this level is a flow zero of the guys you are auditing. It's not yours, you are not in this, you are the auditor - you understand? If they have charge on you, that's their flow towards you - you see? Or your flow toward them in the past, but <u>you</u> don't have a case in this level, you are just the auditor, you are doing your responsible thing by freeing them from all this By-passed Charge.

STEP 8

And number eight is Evaluation, itsa earlier similar itsa to F/N - clean. And Evaluation of Long Duration. "How long?" Indicate the By-passed Charge, itsa earlier similar itsa to F/N. OK, so that's it.

SUMMARY

For simplicity: First step: Hello! Second step: Why don't you want auditing? Third, Fourth, Fifth, Sixth, Seventh, Eighth are the six rudiments and the rudiments of long duration are those six, so each step there has, from 3,4,5,6,7,8 has two parts to it. One is the Rud, and the other is the Rud of Long Duration. You

only have to run to clean F/N - each one of those.

Now, finally you have got the most resistive points handled and you can now start handling the freeing part which we call the "Blow Steps" and there is a "Blow Step" now and a "Can't Blow Step", that's Nine and Ten. OK. By the way, if blows start occurring on these Ruds, sometimes the guys just start going free on these levels quite a lot, you may have to assist it by saying: "Hey look, you can go, I am not holding you!". You know, just let them know that you're just not holding them anymore. Also the interesting thing is, when they do start blowing, they start coming through you as an Exit Point. Don't be surprised at that. You are the only safe terminal in the whole universe. So they start coming through your session space - you see, blow right through you, just let them go. Let them go right through. Pheew! You see - Blow! You are the Exit Point. They are getting out of that trap, you see.

STEP 9

Now, so the blow steps are these, and first one - the blow step has three parts, number 'A' is: "Who?" Just the who - question from Super NOTs, "Who are you?" - OK? That's simple. And the 'B', 'B' question on the blow step is: "Are you a moment of creation of viewpoint?", "Are you a created viewpoint?", in other words it's MOCOVP. Is there a MOCO, then you, if anything is reading there, then you say: "Return to your moment of creation or Go Free!" Very simple. In other words 'A' handles all the thetans that are regular thetans, "Who are you?" baaah, and then all go Me,Me,Me,Me,Me,Me,Me, - Ack,Ack,Ack,Ack,Ack,Ack,Ack,Ack,- Blow,Blow,Blow,Blow,Blow,Blow,Blow, to clean F/N - Pfeew. Right. Then the next one - you have some guys left and they didn't respond to that - see. "Are you a created thetan?" "oh yea!" - Pheeew! "Return to your moment of creation or Go Free!" Pfewewewewe! And they keep doing that for maybe five minutes or something and then, clean F/N. And 'C' is for the guys that are still hanging out there wondering what to do a little bit, and you go "Rights of a Thetan" - "Do you understand the rights of a thetan?" - "You have the right to your own sanity or your self-determinism; and you have the right to leave the game or you have your power of choice". A lot of them just blow on that, just getting that, and that's number 'C', the Rights of a Thetan. And these may be assisted by saying: "I'm not holding you - no one can!" and also you can say: "You may return to the static state and wait there until you decide!" That's if they can't decide what to do on a MOCOVP, you know, can't decide if they should go back to there creator or go free or what to do, and you say: "You may return to the static state and wait there until you decide." - "Oh boy - PHEEW". See. So that's A, B and C on the Blow step. It's just "Who", MOCO handling and 'A' is "Who?" 'B' is MOCO handling, 'C' is The Rights of a Thetan.

STEP 10

Now the "Can't Blow" Processes is Step 10. And this Step 10, has also three parts, and this is to handle the ones that can't blow or couldn't quite blow on those freeing processes up there. And number 'A' here is, number 'A' is: "Look for others stuck to you!". Alright. So , "Look for other stuck to you!", you can also word it: "Spot others in your valence!", "Any of you in my valence?' - you know. You as the auditor, they think you are so great to free them they want to go into your valence, and they didn't go because they want

to be you, so you say: "Look for others stuck to you!" Pheeef. "Any of you stuck in my valence?" - "OK, get into your valance!" - Pheeheew. You see, and you can maybe revert back to "Who are you ?" "Who are you?" "Who are you?" And get them going again, and you can also look in this case for Mules, or MOCOs that are stuck to another MOCO, you see. Maybe one of your MOCOs is stuck to one of somebody else's MOCOs like we had in the earlier level of the OT Life Repair and Excalibur, they used to have Xenu MOCOs - remember? Stuck on each other. Xenu Mules, stuck with the Pre-Clears or Pre-OTs MOCO. So those can be blown also, by just spotting the moment they were put together - Pheew! They come apart and you do the MOCO handling: "Return to the moment of creation or Go free!" OK.

Now, number 'B' in Can't blow is to rum though and see if anybody is charged up on Incident Two, Incident One, as mutual incident, a Pre-I incident dumped in the MEST universe. In other words, these basic things on the Time Track, that stuck them into U3 or the MEST universe. 'B" is a sort of an assessment for where is the guy stuck at? You see, if he didn't go on any of these other things, he is a little bit more stuck into the game somehow. So you assess: "Incident two?", handle and if needed "One", handle, "Earlier Ones?" - of course, and then you can run it there just like you do on Excalibur, The Experiment, then The Capture from Earlier Universe, that's the Teenie-Weenee, just run them back to the moment of dump into the MEST called The "Loser Laws" which they agreed to after they got dumped (you will get a copy of those on the level) and any other little things, but they will usually go free real quick on that, just the ARC-break from being dumped. OK, and then 'C' of course, of this words, does one of these guys need an orientation, is he totally out comm with him and handle what it is, usually just give him the tech data about what is a game, what purposes we are doing to free beings and so on, and where is he in the location in the U3, Teegeeack, you know, and Sector 9 and so on, and - BANG! You know, they will go. Now you might have to go back, so then after you have handled these 'A' 'B' and 'C' of the "Can't Blow" Step, you might have to go back and do some of the "Blow Step" Processes, of course, to do "Who are you?" and "Return to the moment of creation!" and get them all going to a beautiful F/TA. OK. And it is possible that you might have to use some of these more - you just keep doing them until the guys go. You just roll it back and forth. Blow, Can't Blow, Blow, Can't Blow, and finally it will just go into a beautiful F/TA, and that whole area will be totally cleaned out of beings. OK, Now, the F/TA and the free feeling freed. Now, you as the OT may just sit there and keep cogniting like crazy, but the F/TA is the technical end of the session on all the other guys you were handling. Alright? Now you of course write your cogs in the session and so on, that's fine, but don't try to run anything more over the F/TA at the end. Because you did all the steps these cognition can continue after the technical session is over, and these cognition's can continue after the technical session is over, and you have put the cans down. And you don't end the session Tone 40, you just say 'That's it' (soft voice) you see. You let your cognition's float right on into you life, you understand? And when you have finished with the F/TA with all these guys you say: "Good, That's it" (soft voice) you see. You let your cognition's float right on into your life, you understand? And when you have finished with the F/TA with all theses guys you say: "Good, that's it" (soft voice). Then you sit there and cognite. You may sit there like I did some time and keep writing cog's for 20 minutes after the session is over, but you have finished the session with those guys. OK.

The next session you do, you just take the next area of attention or intention and you word it and get it laughing and impinging and you run on 10 steps to F/TA, VVGI's, Cog's. It's just the same procedure every time on each attention, intention area. Alright.

When you have run all of the ones that have to do with your attention/intention, then you just don't have any more, and you have run all these on the 'Connected' command, when you have run them, that's finished on OT 9. Then you do OT 10, you run them on 'Disconnected' command, and 'Disconnected' command is: "Thetans disconnected from me by (the same areas)?" And you will run the areas in the same order that you ran them on OT 9. That will be OT 10.

OT 11

And then OT 11 will be running the same A/I areas, same order, with the command to begin as: "Thetans unconnected with me by (these areas)?" Whatever the area is. OK? And that brings you up 9, 10 and 11.

ORIENTATION

Now you get on this level, so much incredible things come up, I don't even want to talk about it, I want you to get them, but I have to give you some orientation. You will achieve all of the EPs that are given on the Old Grade Chart that the Church is messing around with, you know, talking about Purposes, Character, Truth and Future; you will get all of that on these levels, all of that. You will know the future from 11 GUMs back, Games Universe Models, up to 11 in the future, you know exactly what is happening forward and back on the whole purpose line. You will know exactly what the purpose thing is on the whole schema, the whole 'gestalt' of all these GUMs, and it is to improve the quality of theta, that's all it is. So this is what we are doing, you are right on purpose when you are doing this. So, this kind of stuff will all come, the future - no, there is no problem about it at all, I mean you just get totally, totally more and more blown out, more and more cognition's. You start getting basic mathematical concepts of the simplicity of the whole game, the whole "rules of theta" and so on like that.

Also you will get an enormous certainty on ethics, because these Games Universe Models are based around conditions, and that's a little secret you must know, this particular Games Universe Model is based on the condition of Emergency. And that's one of the things, that's why the Emergency Formula works in this particular Games Universe Model very well. But of course you have to know the other ones as well, that LRH gave us.

But these things are here, they are truths, they are sitting in the very fabric, the woof and warp, of these universes, the U3, the U2 and the U1. And when you get to these things, you realize more and more that when LRH wrote the Axioms and so on, and the Ethics Conditions and policy and all that stuff, he wasn't kidding. He was giving you the real basics of life. OK. So, when you get a big win or an ability return in

this level, take a win. You shouldn't do more than one session per day anyway, but give yourself time to adjust to the new ability state, or the new reality state. OK?

Now, as I said before, don't be alarmed if the thetans blowing during these procedures seem to come in from wherever they are in the universe or time track or wherever or whenever they were, and leave via your immediate area or body. You are acting as an exit point for freeing these beings, and they will flow to you as the big thetan, you ARE the big thetan, and maybe they will even thank you or "Kiss your hand" as they depart, just ack them and intend "I am not holding you, no one can, you are free!" and they will go, they just keep going - beautiful!

EP OF THE LEVEL

Now, the EP of the level, while you have all those realities and cognition's and abilities and so on, coming back you will know everything about the whole game all the way back, many, 11, 12 GUMs, you will understand the static points in between the Games Universe Models, and you will understand this one, particularly this one. It started off with the MEST universe, well it started off with the Pre-Game Council, the Game of Gods and then at the same time Earlier Universe Games started, and the dumpings from those became the MEST Universe and you will find that there is a lot of thetans doing that and a lot of creations have been dumped into that thing. Now, when you get through these A/I areas of your own, and you will be looking at "Well, I want to take responsibility for my own creations that I have made and handle that too". And when you start looking at that - baby - you are ready for OT 12, because that is the area where you start handling the actual creations that you and others have made, and those creations are real creations. We are not talking about mental image pictures here, we are talking about real Matter, Energy, Space and Time and other things like that. OK. So when you are finished with all your attention and intention areas on all of the three, shall we say, "characteristics" of connected to, disconnected from, and unconnected with, and you will be ready then to participate in handling your creations, and you will be able to have open comm lines with all the other beings you have co-created with. So that is this level, and we must thank LRH for this, because the Tech is very, very basic, and it is so easy to do once you understand the basics and nature of the games in the universe, it all becomes very simple. So when you get finished with this, you can then take a win, and then you will have OT 12 and OT 13, which kind of go together like these three levels - they go together, and that's called Super Power for OTs. Super Power for OTs. And it really is - I'll tell you - it really is. So I hope all of you will work on OT 9, 10 and 11 diligently, and handle your areas of attention and intention, and don't skimp on these things. The worst thing I found so far is that people would get an enormous blow on the ARC Break and ARC Break of Long Duration, lots of guys leaving, many thousands of people going: "yea, finally we are free - ahh that whole ARC Break gone ..." Thousands leave and so they have a big F/TA maybe there, and they just end. Aha, now there is about a thousand, maybe a hundred, hundred or two hundred guys out there, that wasn't their charge, they didn't have charge, well they had charge on that, but they have other charge. They have charge maybe now on Inval or PTP or Overt, so they didn't handle them you see. Now that's gonna hit you if you don't handle it all, so you have to go through all of these, if the Rudiment or Long Duration Rudiment F/Ns cleanly on call, then don't handle it. There is one or two guys didn't get it, remember you are auditing a group, you have got to get them all free. That's your purpose here, for all of these thetans ever influenced by your attention or intention and you will find the most amazing things. Some sessions you will have Static Thetans coming up, sometimes you will have Phi Thetans coming up, sometimes you will have Lambda Thetans coming up, sometimes you will have MOCOs coming up, but each time it will be different and it

will be utterly fantastic.

Now one of the things I want to mention, if you keep running your "connected" flows on this and you are on OT 9, and you get toward the end of the list, or you start trying to find some more areas of attention or intention, and you can't find them, and you start feeling a tight pressure around your head or something, a tightness, well that is a similar feeling to the Clearing Course when you get an Opterm in restimulation. But I found out it is a simple thing, it means the guy is finished, almost or damn near finished his "Connected" part, and the "Disconnected" part is starting to press in on him. That means he has wiped out the "Connected" area around him, and now the "Disconnected" stuff next is pressing in on him you see. Or that ridge between him and the disconnected guys starting to show up in his space. It's there because all the connected guys are now gone, you see? So there can be a sort of a feeling of, sort of a general tightness, that can come after you have run so many of the connected flows on OT 9, but when you run them you find that if they are all cleanly freed all the way up, and you get to that point where it gets a little tight, then you will just be at the last session or something, and you should be going onto OT 10 on the next session, and it will instantly vanish on the first, running on the first I/A area that you had, and running it on the disconnected flow. The same thing happens at the end of the disconnected list too when the next time through the list comes up - Pooom! It's the "unconnected" flow, but it mainly happens right there, and I must warm you, we found it's not OK to run one area on connected, the disconnected, then unconnected. It doesn't work that way. It will not work that way at all. It just goes too far, the thetan is reaching through still charged areas to try to get to other areas and it does not work, it totally messes up - alright? So he has to run it off in sequence of Attention and Intention, Connected, that's OT 9, and OT 10: Disconnected, and then 11: Unconnected

OK? So, that's all to this briefing, and I thank you very much, and I thank LRH, Elron Elray for this Technology and all the basics we use to go OT. And I will see you all for OT 12 and OT 13.

Good-bye for now! That's the end of this briefing.

END OF TECH BRIEFING 9

SOME EXAMPLES OF WHAT YOU MIGHT FIND ON THE PHOENIX

1 JANUARY 1994

At one time we all had full OT abilities. If now we don't, and now we have some aberration around, then we must have used them in such a way as to decrease those abilities. We had those abilities; therefore, we must have used intention and attention, two abilities of thetan, in such a way to decrease all our abilities. You had then once and now you don't have them. You had the full ability to postulate and perceive. But what's behind that? Intention and attention. So you must have used them in such a way as to decrease the ability. These processes in OT 9.10 and 11 remove the fixed, stuck, unsuccessfully used postulates and perceptions by locating the intentions and attentions behind them and handling the effects caused on other dynamics, other games and other universes.

An example would be: A being puts a Tone 40 intention of anger in the space of another being. Then he goes away. The other being who resisted it, has a ridge or ARC Break. All the smaller beings or Jelly Beans, Teenie-Weenies, entities or Clusters in the area, either are frozen by the Tone 40 or carry it with them as an impression or picture - forever. As you found out on Excalibur, you are pretty powerful when you are dealing with these beings you find in a plug and some of these smaller being's won't leave the session until you let them go. You have to tell them "OK, that's it, that's finished!" They have fixed attention on you. You tell them to "find your incident" - whatever, and they find it, and then they sit there and wait for you. They are already free you see, but they are still waiting for you to tell them to go free. Because you are the strong guy, you have the intention there, and they are going to stay there until you end the session! The same thing happened coming down the dwindling spiral of the MEST Universe.

Another example: Two beings are playing a game of "laser war" or "beam war" in an Earlier Universe Game. They each command thousands of troops who are other smaller beings mocked up as soldier or space ships, etc. The game is over. Both big beings leave. One with a win, one with a loss. The broken pieces lying around in the mocked-up form, of course, are still solid and became part of the MEST universe. They are dead, out of comm, ARC Broken. They even have missed withhold from the big beings who controlled them. Maybe they feel bad because they didn't do the big being's orders fast enough and got beamed or knocked out of the game. Both the big beings fail to take responsibility for handling the mess lying around. The loser may abandon the rest of his team. The winner may take some of his winning team with him to the next game. Later he may forget about them. They are out of comm, but still have those attention lines hooked to the big being.

Here is another example: Some being wants to keep a big secret or hide an perpetration from you. He postulates a shield of entity beings around himself. But they are facing you, so telepathically you can't get through. Or he instructs them to give you false data if you come around, or he gives them a command to never let you find out the secret. Later on down the track, <u>all</u> the above stuff is forgotten, it was an old game. But the shield is still there, and if you meet this person you feel "there is something I don't know about him" and he feels "I mustn't get too close

or say too much to that person." This is a big Missed Withhold phenomenon. But it's a shield of frozen entity beings (Lambda beings). They are sitting there and they are still doing his orders; neither of them have spotted that.

All the above show that the reason a person hasn't recovered his abilities, is that his connections to these earlier intentions and attentions have not been as-ised. They are just floating in time; they have never been ended cycle on. They have not been as-ised for another reason. The beings don't know how to as-is them because they have resistive case points, and that prevents them from regaining or as-ising those intentions and attentions and regaining KRC and ability.

* * *

THE PHOENIX

OT IX, X AND XI

SUPER SCIENTOLOGY FOR OTs

5 MARCH 1986

Congratulations on finishing Super NOTs! And welcome to the next level - Super Scn for OTs.

THEORY

By getting through all the Other-Determined plugs on the case, a person becomes at full Cause on the 1st Dynamic - that is: OT on the 1st Dynamic and Clear on all Dynamics.

The next step is to work on OT ability on the remaining dynamics. Why did a thetan lose abilities to handle the 2nd & 3rd Universes?

This is what will be handled on this level - which uses all the Basics of Scientology.

In running Super NOTs, a person gets large amounts of organized other-determined charge off the case (Plugs). During it, one occasionally hits a big thetan (a real operating being with or without a body - not just a BT, Cluster, Jellybean, or Teenie-Weenie) and has to handle him as a holder or monitor, etc. Toward the end of Super NOTs one may be getting other connections to thetans in this or another universe or just an old friend with or without a body; or in some cases a "Kibitzer" or on-looker into the session from Earth or another Star System. Or his "Stack" wording may take him right through Pre I to earlier games he was connected to on a parallel track to the MEST Universe.

When finished with Super NOTs his case will be clean of any Pre-I and Implant charge on the MEST time track and his attention free to handle any Game, any Universe. In Super NOTs, the assessment of charge was done by THOUGHT which monitored FUNCTION & STRUCTURE.

Above THOUGHT are two abilities of a thetan which monitor everything he ever got involved with. These are INTENTION and ATTENTION.

From Scn Axioms a thetan has the ability to POSTULATE & PERCEIVE. For POSTULATION he uses INTENTION. For PERCEPTION he uses ATTENTION.

These are the only two things a thetan has done that ever got him aberrated - not that they are bad - it's just that the thetan did a lot of both without KNOWLEDGE of the CONSEQUENCES.

In other words, he broke his KRC triangle when using intention and attention without knowledge.

The KRC (top triangle) is the OT triangle. In this level we will raise it back up.

Knowledge we now have from LRH: (of Scn, Dn, Axioms, Tech, Policy, Ethics). This data and using it to Free thetans is the "Game of Games," as it covers them all.

Responsibility is raised by handling what your attention is on, or was on, or keeps avoiding.

Control is raised by handling what your intention is on, or was on, or avoids being on.

_____

PROCESSING

The Tech theory above becomes a technique or process when one realizes that if once we all had full OT abilities and now we don't, then we must have used them in such a way as to decrease them.

This process removes the fixed, stuck, unsuccessfully used Postulates and Perceptions by locating the Intentions and Attentions behind them, and handling the effects they caused on other dynamics, games, and universes.

Example: A thetan puts a Tone 40 Intention of anger in the space of another thetan. Then he goes away. The other thetan who resisted it has a ridge , or ARC Break. All smaller thetans or JBs, TWs, B's & C's in the area either are frozen by the Tone 40 or carry it with them as an impression or picture forever.

Example: Two thetans are playing a game of "laser war" or "beam war" in an earlier Universe

game. They each command thousands of "troops" who are other smaller thetans mocked up as soldiers or spaceships, etc. The game is over. Both big thetans leave - one with a "win," one with a "loss." The broken pieces lying around in the mock up form are still "solid" and become part of the MEST U. They are "dead," out of comm, ARC Broken or even have a MWH from the big thetan who controlled them - maybe they feel bad because they didn't do the big thetan's orders fast enough and got "beamed."

Both big thetans take no responsibility for handling the mess lying around. The loser may abandon the rest of his "team." The winner may take some of his "winning team" with him to the next game. Later he may "forget" about them. They are out of comm, waiting for orders, still loyal to him.

Example: Some thetan wants to keep a big secret or hide an overt from you. He postulates a "shield" of BTs around himself but facing you so telepathic thoughts don't come through. Or he instructs them to give you false data if you come around or just "never let the person find out." Later down the track - all the above is "forgotten" but the shield is still there and if you meet this person you feel "there's something I don't know about him" and he feels "I mustn't get too close or say too much to that person." A MWH phenomenon.

All the above show that the reason a person hasn't recovered his abilities is that his connections to these earlier intentions and attentions have not been handled and the intentions and attentions have not been as-ised because they have RESISTIVE CASE POINTS (technically) in them, so preventing the regaining of KRC and ability.

The Resistive Case Points per Class 8 are:

OUT-RUDS

OUT OF VALENCE (includes wrong items)

PTS

EARLIER PRACTICES

OUT INT

DRUGS (Require an auditor to handle if needed)

PHYSICALLY ILL (Require an auditor to handle if needed)

and a basic basic:

THE PERSON DOESN'T WANT TO BE AUDITED

and the basic basic basic:

THE PERSON IS NOT THERE IN THE SPACE OR TIME TO BE AUDITED.

———————

As a Super NOTs completion, you can now create an auditing space as large as needed and open your attention to cover the whole time track back to 100 centillion years (100×10^{303}). You have to do this to blow (free) B's, JBs & TWs out of this universe or from back to the beginning of MEST track.

Also you are familiar with auditing groups of thetans as you had to do to free the 1000s of JBs & TWs in some of the plugs.

As you do the process, you will find <u>many</u> blowing on each step. (Some steps will cleanly F/N, showing there were no thetans with that type of charge). As you get to the last step (#10) you will find a FTA and cog and return of ability - or it may return on a gradient of cogs and feeling of power as you break through the resistive points from #1 to #10. But always cover <u>every</u> point so you don't leave any BPC.

———————

We are now going to free all these thetans from all dynamics connected to us as Solo Super Scn Auditors.

SUPER SCN FOR OTs:

0.Keep notes of areas of your ATTENTION or INTENTION from before you start OT 9 and place in folder. They are valuable to locate what to run.

I.Assessment Session: In a solo session, write (from your notes or just thought of) areas of ATTENTION/INTENTION (A/I) (Put all the ATTENTIONS & INTENTIONS on the same list) and note the reads sF, F, LF, BD until they cease. End off when you feel it's complete (for now) - should be a nice F/N. (Sensitivity set at 1/3+ dial or 1/2+ dial on can squeeze).

II.As Solo C/S, add up the reads for each A/I area (some may be combined if on the same area) using sF = 0.5, F = 1.0, LF = 2.0 and BD as the TA movement times 10. (0.1 BD = 1.0 for this add up). Put them on a sheet of paper for the front of your folder - like a STACK LIST but labelled ATTENTION/INTENTION AREAS and date. Leave a column for the final wording and session date run. Now put the order 1, 2, 3, etc., in sequence of most reads to least. This is your A/I list to start with on the level (OT9).

III. 1st S Scn OTs Session:

A. Take #1 from A/I list and word it to laugh, VGIs, Big Reads and Interest. This is important so that the wording will impinge (hit) all the thetans on all Dynamics that are connected to you by it. Put a box around the correct wording (so you can refer to it and put it on your A/I list after session).

B. Intend the following Question: (Through space of all Us past & present and back to 100 Cent. years). (It can be intended as a Command also for more effect)

(Q) "Thetans connected to me by (wording)?" (OT 9 wording only)

This must read. Note it down. Check if it doesn't read - "Not-ised?" "Invalidated?" "Suppressed?"

C. Do the following steps on it:

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with TR 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

3. "ARC Breaks?" (this will usually be heavily charged, sensations, reads, etc. Let the babble die down and assess:

Check for ARCXs -If none, check KRCX & ThetaX:

Assess breaks as follows:

A Known

R Unknown

C Curious about

U Desired

Enforced

Inhibited

O - No or Rejected

Refused

False

Note: If no read or F/N on ARCB even with S, I, N buttons, check for KRC Break? or Power Break? or Theta Break?

"Indicate the major BPC_____." (You may start getting blows on this step - even automatic blows). Handle to F/N cleanly or E/S to F/N cleanly.

"ARC BREAK LD?" (Get how long, assess as above, ind BPC, to F/N cleanly).

4. "PTP?" handle itsa, E/S itsa to Clean F/N.

"PTP LD?" get how long, ind BPC, handle itsa E/S itsa to Clean F/N.

Note: "Clean" F/N means the F/N doesn't slow down or halt as it goes across the dial in at least one sweep of 1/3 or 1/2 dial. If it does slow or halt, it means that most of the thetans got the charge off but there are some who didn't yet get it. You may find, if it bogs, that some were trying to handle the LD Rud on the Rud Question. Indicate that "any LD (ruds) will be handled next" and the F/N or the Rud will be clean.

5. "MWH? or WH?" handle itsa (what) + M/withhold system (who missed it, when, what they did, nearly found out?) then E/S to F/N cleanly.

"MWH or W/H of LD?" - get how long, ind BPC, handle per itsa + WH system E/S to Clean F/N.

6. "Overt?" - pull it to F/N cleanly or E/S to F/N cleanly.

"Overt LD?" - this comes under (or may) the heading of a continuous overt, so if it doesn't F/N cleanly on getting how long, ind BPC, and pulling it - then run: "What are you trying to prevent?" to clean F/N.

Note: You may have to use this "PREVENT" process on #5 W/H or W/H LD also). If you have to run it again, use "OBTAIN?" What you trying to obtain?

7. "Invalidation?" - Itsa, E/S itsa to clean F/N. (May have to handle PTS to Xenu on this one)

"Invalidation LD?" - how long, ind BPC, itsa, E/S itsa, PTS (if needed) to clean F/N.

Note: The inval may be on Flow Zero (self-inval). Any of these ruds may be on any flow.

Note: The flows are from the viewpoint of the thetans you are auditing, not yours. If you invaled one of them it would be his F1.

8. "Evaluation?" - Itsa, E/S itsa to clean F/N.

"Evaluation LD?" - how long, ind BPC, itsa, E/S itsa to F/N cleanly.

Note: On all LD Ruds - if the F/N doesn't come on the itsa, then check if it "really started earlier?", before going E/S.

Note: As you are the OT auditor here, these ruds are not necessarily including you. Your gain in session comes from COGNITIONS and realizing what you were connected to and regaining KRC.

Note: As blows occur on each step, you may have to assist it by intending "I'm not holding you."

9. Blow Steps:

A. "Who are you?" to any who haven't left yet. This step of the valence process usually blows 100s more from all over space and time if you keep asking them - to clean F/N.

B. "MOC or Free?" (for MOCOs)

C. Rights of a thetan.

10. Can't Blow Steps:

Out of Valence?

A. This is asking for those with Out Int, stuck to another thetan, others in his valence, etc. Just like on Super NOTs.

Incidents?

B. Then there may be those that need Pre I - spin dryer - Electrosphere - Hoover, capture, in E/U or dumped in MEST U incidents for Phi thetans as a chain of engrams to run as in Super NOTs; or Inc II, I, E/Is, etc.

Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Super NOTs).

Find A, B or C or all three, run to F/N cleanly broadening to F/N TA.

D. The F/N TA and a free feeling about the whole area of A/I comes as the last ones connected to it are freed.

You as the OT may sit there and just keep cogniting, but the F/N TA is the technical end of the session on all the others you were handling. So don't try to run anything more over the F/N TA. Of course, cognite all you want, and this can continue after the technical session is over and you have put the cans down. (Don't end session Tone 40, just a soft "That's it.").

E. Incredibles come up on this level, so be ready for anything! It's great fun!

Note: Steps 9 & 10 can be done over & over till the F/N TA appears. (Blow, Can't Blow, Blow, etc.).

IV.The next session is the next A/I area on your list, worded, and reading in the Questions, and run on the 10 Steps to F/N TA, VVGIs, Cogs.

V.After running all the 1st A/I list areas (OT9) you just repeat IIIB for OT 10 "DISCONNECTED FROM_____" question on the same areas, same wording, same sequence. Then do the same for OT 11 using the "UNCONNECTED WITH_____" question.

VI.When you get a big win or ability returned - take a win! Don't do more than one session per day - give yourself time to adjust to the new ability state.

VII.PROCESS PHENOMENON NOTE: Don't be alarmed if all the thetans blowing seem to come in from wherever they are or whenever they were and leave via your immediate area or body. You as an OT are acting as an EXIT POINT for freeing these thetans - they will flow to you as the big thetan and maybe even thank you or "kiss your hand" as they depart. Just ack and Intend "I'm not holding you. No one can. You are free!"

VIII. The EP of the Levels? (OT 9, OT 10, OT 11)

You will know it when you arrive to the EP. ("A fully cleaned up Universe 1"). There won't be any concern or wonder about how to improve your OT abilities.

You will have (Purpose, Character, and Future) awareness fully back. Using your new awareness with KRC will be on the next level as you handle your Creations!

Sr. C/S Ron's

5 Mar 86

(& additions up to 10 Sept - BR)

CONFIDENTIAL

SUPER POWER FOR OTs

THE OT 12 PREPARATION COURSE

CHECKSHEET

8 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

4. The Phoenix (OT 9, 10 and 11)

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____DATE COMPLETED:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student).

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE ADVANCED ABILITY CHART ___@____

2. READ: A BRIEF INTRODUCTION TO OT 12 _@_____

SECTION TWO: THE POWER PROCESSES

1. READ: REVIVIFICATION ____@___

2. READ: THE DEFINITION OF IS __@_____

3. READ: INTRODUCTION TO THE POWER PROCESSES __@_____

4. READ: THE POWER PROCESSES ___@____

5. READ: END PHENOMENA AND F/Ns IN POWER ___@____

6. READ: LP-1 ___@____

7. READ: THE IMPORTANCE OF PrPrs 4, 5, 6 ON THE OT LEVELS ___@____

8. READ: C/S FOR RUNNING POWER __@_____

SECTION THREE: INTRODUCTION TO SUPER POWER FOR OTs

1. READ: SUPER POWER FOR OTs GLOSSARY __@_____

2. READ: DIAGRAM OF RING ARCHIVE GAMES _____

3. DEMO: Demonstrate each of the definitions in the SPOTs Glossary _____.

4. READ: THE BASICS OF ABERRATION _____

5. CLAY DEMO: Clay demo the 3 dichotomies _____

6. READ: BRIEFING ON LTA __@_____

7. READ: CREATIONS AND PLUGS - THE DIFFERENCE __@_____

8. DIAGRAM: Diagram the difference between creations and plugs _____

9. READ: CREATIONS, AUDITING OF ___@____

10. READ: DATA ON ENCAPSULATED PHI THETANS __@_____

11. READ: LOSER LAWS ___@____

12. READ: C/S FOR PHI THETANS ____@___

SECTION FOUR: SUPER POWER FOR OTs THEORY

1. READ: SUPER POWER FOR OTs ___@____

2. READ: OT 12 ___@____

3. READ: SUPER POWER FOR OTs - THEORY __@_____

4. DEMO: Demonstrate the theory of SPOTs _____

SECTION FIVE: SUPER POWER FOR OTs PRACTICAL

1. READ: SUPER POWER FOR OTs (C/S - SOLO AUDITING) ___@____.

2. DEMO: Demonstrate the complete procedure for OT 12 _____

3. READ: SUPER POWER FOR OTs - SPOTs HANDLING SHEETS _____

4. DRILL: All the steps of OT 12 _____

5. LOOK OVER: SUPER POWER FOR OTs - OT 12 - REPAIR LIST __@_____

6. TAPE: TECHNICAL BRIEFING #10 (TRANSCRIPT INCLUDED) ___@____

7. FINAL EXERCISE: Solo Assess the OT 12 Repair List by elimination

_____

SECTION SIX: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE OT 12 PREPARATION COURSE

* * *

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game

Course in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of games

OT XV

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond one's

OT XI own universe

A BRIEF INTRODUCTION TO OT 12

9 SEPTEMBER 1995

One of things that beings love to do is create. As you learned on the Phoenix, a being has two abilities: to create and then to perceive. A being creates something and then looks at it - create and perceive.

The problem here is that if you want to create something, you have find a way to keep it from as-ising. One of the ways to do this is to get a MOCO to create it on a via for you. These are called Via MOCOs. In this way you don't know how he created it and so your viewing it won't as-is it. This is fine at that time and in that game, but later that very creation might be hanging around and get in your way or get in the way of some ability.

Key to OT 12 is:

1. Find an ability you want to improve.

2. Find the creation that is interfering.

3. Analyze the creation by the steps given in the OT 12 Procedure.

4. Find the Via MOCO that created it and together do the as-isness. This is called the Tech as-isness.

5. Find out why it was created in the first place so it doesn't get recreated in the future. This is called the Admin Why.

Here is an example:

Have you ever played chess against yourself. First you play one side, then the other. Pretty boring after a while. So you get a friend to create a computer program to play chess with. This is lots of fun now because sometimes you lose and sometimes you win. It's a game. But if your friend was a really good programmer, you might find that you lose all of the time or too much of the time. Now this damn program hanging around gets in the way of your entire chess game, you feel defeated and you wish you could get rid of it, especially since the World Chess Championships are coming up soon. The solution is to go find your programmer friend who put together the program in the first. He explains it all to you. Together, the two of you take it apart, you clear why it was created in the first place and you go on to win the World Chess Championships.

That is all there is to OT 12. This course contains all the necessary technical information

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REVIVIFICATION

18 AUGUST 1989

Revivification is the bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it.

This is not the same thing as the "returning" to an incident or engram that is employed in Alethanetic Clearing. Return is the method of retaining the body and the awareness of the subject in present time while he is told to go back to a certain incident. Revivification is the reliving of an incident or a portion of it as if it were happening now.

This phenomenon can occur in a Pc during the Interiorization Rundown.

The Pc, being run on Recalls on Int, will often begin by recalling locks but these can trigger into full play an engram in which he may be stuck and the Pc may go into a revivification of it. He will actually be answering and acting from the point or points down the track where he has been stuck.

Should this happen the Clearing Practitioner simply continues to run the process and get the Pc through it. As the Pc revivifies he blows through these stuck points on his track and comes out of them, newly, and is now truly in present time.

As revivification is apt to occur on the Interiorization Rundown, Clearing Practitioners must understand and be able to recognize the phenomena and handle it routinely with excellent CEs when it does.

* * *

THE DEFINITION OF "IS"

31 MARCH 1991

Definitions:

Regular (adj) 1. following some rule or principle; according to rule. 2. Grammar. Having the usual changes of form to show tense, number, person, etc.

Irregular (adj) 1. not regular; not according to rule or accepted standards. 2. Grammar. not conjugated in the usual way.

Conjugation (noun) 1. Grammar. a. a systematic arrangement of the forms of a verb. b. a group of verbs having similar forms in such an arrangement. c. the act of giving the forms of a verb according to such an arrangment.

Conjugate (verb) 1. to give the conjugation of a verb.

There are two types of verbs: regular and irregular. The conjugation of an irregular verb such as "BE" does not follow normal grammatical standards. For instance, conjugating the regular verb "to walk" (in the present tense) would be done as follows:

I walk

You walk

He, she or it walks

We walk

They walk

However, an irregular verb does not follow normal grammatical standards. In other words, we do not say, "I be, You be, They be," etc. The conjugation of the irregular verb "to be" (in the present tense) would be as follows:

I am

You are

He, she or it is

We are

They are

So am, are and is are irregular forms of the verb "to be" and mean being or existing. For example, if a person says, "I am," that person is saying, "I exist."

* * *

INTRODUCTION TO THE POWER PROCESSES

31 MARCH 1991

IMPORTANT DEFINITIONS

PRESENT TIME: The time which is now and which becomes the past almost as rapidly as it is observed. It is a term loosely applied to the environment existing in now, as in "the Preclear came up to present time," meaning the Preclear be-came aware of the existing matter, energy, space, and time of now. The point on anyone's Time Track where his physical body (if alive) may be found. "Now."

STUCK IN PRESENT TIME: The condition of a person being incapable of moving on the Time Track into the past. In actuality the Preclear is in some incident which forces him to be in the apparent present.

REVIVIFICATION: The bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He re-lives that moment briefly. He does not merely recall or remember it.

AN ENGRAM: A mental image picture of an experience containing pain, unconsciousness and a real or fancied threat to survival; it is a recording in the mind of some-thing which actually happened to the Preclear in the past which contained pain and unconsciousness, both of which are recorded in the mental image picture called an engram.

ANATEN: A composite of two words, "analytical attenua-tion," or partial or complete dilution or weakening of the functions of the analytical mind. The Preclear goes "unconscious" for a moment in the session.

A SECONDARY: A secondary engram is a mental image picture of a moment in the past containing misemotion - anger, fear, grief, apathy - where loss either is threatened or accomplished. However, a secondary can not exist unless an engram underlies it.

TIME TRACK: The consecutive mental image pictures recording the consecutive moments of "now" through which the individual has lived. It consists of locks, secondaries, and engrams.

There are three main Power Processes. They are known as the Source, Existence, and the Conditions Process.

I. SOURCE

Definitions:

SOURCE: That from which something comes or develops; origin point; cause point; a beginning; a creator

NO-SOURCE: Something that is caused, an effect, a created thing, not able to create.

ATTENTION UNIT: A theta energy quantity of awareness existing in the mind in varying quantity from person to person.

FIXED ATTENTION UNITS: Attention units which are caught somewhere down the Time Track in one incident or another in the form of entheta.

GENERALITY: A general or nonspecific statement which is applicable to all and used to connote a statement made in an effort to either hide cause or to overwhelm another person with the all-inclusive.

MEGALOMANIAC: A person who has delusions of grandeur, wealth, power, etc.

DELUSION: A belief in something which is contrary to fact or reality resulting from deception, mis-conception, or misassignment.

PARANOID: A person with delusions, as of grandeur or, especially, persecution.

SOURCE PROCESS COMMANDS

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

FLATTENING THE SOURCE PROCESS

The Source Process is ended when the Preclear exper-iences brightness and solidity changes in the Clearing room. The Preclear will comment that the room is brighter and more solid.

SOURCE PROCESS CLEARING OF COMMANDS

1.Clear the word "source" and the word "no source" by having the Preclear look up the definition in the dictionary.

2.Clear the command, "Tell me a source."

3.Clear the command, "Tell me a no source."

4.Clear the command, "Tell me about it."

THEORY OF THE SOURCE PROCESS

The Source Process is used to get a Preclear not only to answer the Clearing command and tell where it is coming from, but also to handle the Preclear on the entire scale from NO SOURCE to TOTAL SOURCE to AWARENESS OF SOURCES.

THE NO-SOURCE CASE

One of the lowest levels of cases is the case who has never caused anything and who does not recognize that anyone else can cause things. This case is one of totally fixed attention units, all of which are completely fixated on some-thing which is not there, but which is meaningful and male-volent; therefore, this case has sought the refuge of the non-existence of source to avoid this something. To such a case there is no existence, and no conditions. Recognizing no source, this Preclear, therefore, has no Clearing Practitioner, is not himself there either, and of course, has never done anything. Preclears in this state can quite easily admit to having done most anything because in actuality they have not ever done anything.

Further, cases at NO SOURCE have no awareness of any emotion or sensation, although they can exhibit physically the manifestations of emotion and sensation, but their awareness of doing so is nil or at the most a slight curio-sity that their bodies are reacting in an odd manner. Every-thing is pointless to such a case as there is NO SOURCE and therefore no way to effect any changes. Such a case is self--invalidative, irresponsible, and speaks in total generalities, such reflecting the no source of causation. This person, too, is haunted by ghosts, delusions, and false Beings, all of which are phenomena of no source. The individual is quite theety-weety.

The perception of such a case as the NO SOURCE case is that the environment is either rather dark or transparent. A Clearing Practitioner, to get reality concerning how the world looks to such a case, should look at the reflection of a room as mirrored in a window.

THE TOTAL SOURCE CASE

Up scale to a degree from the NO SOURCE case is the TOTAL SOURCE CASE, the case which is pretending to be total source when obviously the person is not. Here we have the megalomaniac, the self-assertive case, the pathological braggart, and the guilt case. Such cases think they cause everything or pretend to cause everything or think they have caused things they haven't or pretend to cause things which they haven't. Such cases are continuously making false assign-ments of cause. Such cases tend in two directions - because they are "cause of everything," they are guilty for all that has happened or is happening or because they are "cause of everything", they are in a state of fighting everyone else in their environment as fancied threats to their own false cause. In the latter case falls the paranoid who is certain that he is being "done-in" because he is so important that the "FBI is after him." Such a case, if he recognizes

other source at all, recognizes it only as a threat to him or as a bad causa-tion which only he can right.

Usually such cases as the TOTAL SOURCE case flip-flops between the two extremes in his considerations - "he is either a guilty, horrible, blameworthy creature" or "he is a genius, a fantastic Being whom others are trying to get at."

In Clearing such a case as the TOTAL SOURCE case, the Clearing Practitioner for this Preclear does not exist either, as such a Preclear can admit of no other source or if the Clearing Practitioner does exist, the Clearing Practitioner is only to this Preclear a source of dis-traction or a source of bad cause. If he is in propitiation to the Clearing Practitioner, it will be those "above the Clearing Practitioner" who are the source of bad cause.

What the Clearing Practitioner must recognize and know about both the NO SOURCE case and the TOTAL SOURCE case, and the various har-monics of such as dramatized on various dynamics, is that neither case can as-is, either because there is no source at all or because source is mis-assigned. As-isness can only occur with the proper assignment of source or authorship. Since the ability to perceive source is the key to solving problems, such people have enormous numbers of problems, but never seem to describe the real problem; thus they seem quite baffling.

II. EXISTENCE

Definitions:

EXISTENCE: An existing state or fact of being; life; living; continuance of being; an occurrence; specific manifestation.

PRETENSE: A claim, profession, or alle-gation which is falsely made or assumed or stated.

AS-ISNESS: This is the basic state-ment of Reality in the technology of Clearing and one of its

major contri-butions. Instead of puzzling as to WHO made the universe or WHAT made it, the Clearing Practitioner simply perceives that it IS. However, if you attempt to erase an "engram that didn't happen" (dub-in) or get relief by running a problem that never existed, there is no case gain. Why? Because one can only confront or erase what IS, not an alteration of what IS. To AS-IS something is to look at it AS it IS really, with-out decoration, excuse, embellishment, dub-in, lies, twists, and all that. The alterations prevent the erasure of the actual IS-NESS of the existence or the past or a problem, etc. One has to confront the truth of it without twists to erase it.

ALTER-IS: To introduce a change, and therefore time and persistence into an AS-ISNESS to obtain persistency. An introduction of an alter-is is, therefore, the addition of a lie to the real, which causes it to persist and not to blow or as-is.

OBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, in the environment.

SUBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, into incidents on the Time Track.

EXISTENCE PROCESS COMMANDS

1. What is?

2. What isn't.

FLATTENING THE EXISTENCE PROCESS

The Existence Process is ended when the Preclear gets into present time. Some Preclears are "stuck in present time." In such cases they will begin answering in present time and then cycle back on the Time Track and back into present time, many times repeating the cycle from present to past to present to past to present, each time going less far into the past until they are finally "in present time" for many commands.

EXISTENCE PROCESS CLEARING OF COMMANDS

1.Clear the word "is" and clear the word "Isn't" by having the Preclear look up the definition in the dictionary.

2.Clear the question, "What is?"

3.Clear the question, "What isn't?"

THEORY OF THE EXISTENCE PROCESS

The Existence Process is used to unburden the engram the Preclear is stuck in so the Preclear can appear to come to present time. This process handles obsessive pretense, chronic alter-is, and dub-in, both in present time and on the track or objective dub-in and subjective dub-in.

With the Source Process, the Clearing Practitioner improved the Pre-clear's ability to be aware of the sources of things. Now with the Existence Process, the Clearing Practitioner is to improve the Preclear's ability to be aware of the existence of the actual and the non-existence of the inactual. This process removes the extraneous incidents off the engram in which the Preclear is stuck so that the Preclear apparently comes to present time.

A Preclear who twists things, looks at birds and calls them birds when they are really chickens or was "punished every day" when no one actually touched him, cannot erase any part of the bank. Thus, one sees no Range Arm or improvement. The Pc is working on fantasy or reputational excuses and isn't AS-ISing. This must be cured before a Preclear can make any real gains. The way to handle it is by getting the Preclear to gradually come to looking at things as they are. When the Preclear can do this, he or she can now "AS-IS," which is to say, erase bank by looking at it. This is the purpose of the Existence Process. The Pc does not have to understand why it works to have it work. It just works.

III. CONDITIONS

Definition:

CONDITION: Anything called for as a re-quirement before the performance, completion, or effectiveness of something else; provision; stipulation. Anything essen-tial to the existence or occurrence of something else; any-thing that modifies or restricts the nature, existence, or occurrence of something else; external circumstances or fac-tors. Manner or state of being. Proper or healthy state.

CONDITIONS PROCESS COMMANDS

1. Tell me an existing condition.

2. Tell me how you've handled it.

FLATTENING THE CONDITIONS PROCESS

The Conditions Process is ended when the Preclear has a revivification of the engram in which he/she is stuck on the Time Track. It is preceded at times by anaten or a secondary engram (misemotional) or both.

CONDITIONS PROCESS CLEARING OF COMMANDS

1.Clear the words, "existing" and "condition" by having the Preclear look up the definitions in the dictionary.

2.Clear the command, "Tell me an existing condition."

3.Clear the word "handled" by having the Preclear look up the definition in the dictionary.

4.Clear the command, "Tell me how you handled it."

THEORY OF THE CONDITIONS PROCESS

The Conditions Process handles the engram the Preclear is stuck in and knocks apart the stuck point on the Time Track. When you give the command, "Tell me an existing condition," you are actually asking the Preclear for an incident from the past that hasn't resolved. It is aimed at the Preclear who is out of present time, but who is fighting a backtrack enemy as though it was in present time, and who is, therefore, solving a problem in present time which has ceased to exist in life. Because of this, the Pre-clear is hostile, covert, and antagonistic.

The case of the continuing perpetrations in present time is resolved with the Conditions Process. All of this case's continual perpetrations in present time are efforts to solve the engram in which the Preclear is stuck.

The Conditions Process results in a revivification of this engram in which the Preclear is stuck and thereby frees the individual on the Time Track so he can now really be in present time.

While the Preclear will recall or remember many inci-dents, and while he seems to be in many, he is, in actual fact, only in ONE and has been there for a long time with other incidents piling up on it. The Pc will eventually REVIVIFY (relive) the actual engram briefly and come for the first time to present time. That is the end of the process.

A secondary (misemotional incident) has to have an engram (a moment of pain and

unconsciousness) under it to be a secondary and remain in place. That is why it is called a secondary. A Preclear commonly goes through the secondary (misemotional) charge be-fore he revivifies. Thus the appearance of a secondary is a sign that one is approaching THE engram.

One does not run the secondary or engram as a Clearing Practitioner. One just goes on running the Conditions Process commands. It is a severe goof to stop or change processes just because the Pc has hit a secondary or the key engram. One runs the pro-cess exactly. When the Pc revivifies, a few more commands usually gets him into PT and ends the process. It is a severe goof to overrun or underrun the process.

END WORDS

Sometimes persons who couldn't run R-6 well have had end words fly off for a while when run on one or another of the Power Processes. This soon ceases and the Pc runs quite normally. It's just their R-6 Clearing coming off.

However, the major symptom of overrunning the process is that the Pc, his "Time Track" blown by a revivification, begins to clear off real end words much like R-6EW.

If a Pc has revivified and the process is overrun, it can become quite severe in reaction as the Pc will stick into the R-6 bank! However, a Preclear can be overrun for several days without being smashed. But don't do it.

* * *

THE POWER PROCESSES

31 MARCH 1991

POWER PROCESS 1AA (Pr Pr 1AA)

1. What have you done?

2. What problem were you trying to solve?

3. What haven't you said?

4. What problem were you trying to solve?

POWER PROCESS 1 (Pr Pr 1)

1. What have you done?

2. What problem were you trying to solve?

Run the above when there is no Range Arm action on Pr Pr 4 or when the Pc is committing present time perpetrations. A continuing perpetration case is committing perpetrations as a solution. Continue the process until a floating needle or there is no more Range Arm action. Then go on to Pr Pr 4 (source). Another, additional, way to handle present time perpetrations is to List and Null "What are you trying to prevent?" and run what you find R3R Quad.

POWER PROCESS 2 (Pr Pr 2)

a) Make a list using the command "Give me some practices, treatments or beliefs you have been connected with, whether you have left them or not." Run to the first blowdown item.

b) Then take the blowdown item, plus the two items up and the two items down from it, and

assess those five items to one.

c) Run on the item:

1. Tell me a condition you have encountered in_____.

2. Tell me how you have handled it.

POWER PROCESS 3 (Pr Pr 3)

1. What condition have you encountered in Scientology (Clearing, est, Dianetics, the Catholic Church, etc.)?

2. How have you handled it?

Power Processes 1, 2 and 3 are corrective processes and are used when the Pc is not running well on Pr Pr 4, 5 or 6. Power Process 2 is used when the Pc brings up End Words on Pr Pr 5 and is collapsed into his bank by former practices. Power Process 3 is used when the Pc has been destroyed by a specific former practice.

POWER PROCESS 4 (Pr Pr 4)

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

The word "source" and the phrase "no source" should be thoroughly cleared with a dictionary before clearing the commands. The end phenomenon of this process is that the colors in the room seem brighter and walls seem more solid. Run to this point. In the case where the Pc doesn't originate the specific EP, run to the point where the Pc looks bright and happy with a wide floating needle.

POWER PROCESS 5 (Pr Pr 5)

1. What is?

2. What isn't?

Clear the words using the Language of Miracles with the Pc on the cans. Run to a floating needle with VGIs or 3 consecutive answers in present time. If the Pc gives dichotomies (e.g., good - bad, etc.) go immediately to Pr Pr 2.

POWER PROCESS 6 (Pr Pr 6)

1. Tell me an existing condition.

2. Tell me how you have handled it.

Be sure to clear "handled it" as "how he or she reacted to it" as well as "what he or she did to handle it." Run to a revivification of the incident that the Pc is dramatizing or to a floating needle with VGIs.

* * *

END PHENOMENA AND F/Ns IN POWER

8 SEPTEMBER 1995

Each Power process has its own End Phenomena - Pr Pr 4, 5 and 6.

You don't run Power to just an F/N. You run it to:

1. F/N.
2. The End Phenomena for that Power Process.
3. VGIs.

The old saw "All Clearing Practitioners talk too much" was never truer than in Power.

The first F/N you see on the process in Power finds the Pc still introverted (looking inward).

If you just carry on - maybe one more command or so -you will see the Pc hit the end phenomena and extrovert.

Then VGIs will come in.

The F/N will broaden widely and really float.

Now tell him his needle is floating if you like. But don't use "I would like to indicate to you your needle is floating" to chop off the end phenomena!

SPEED AND RESULT

Somewhere somebody got the idea that a "really good Clearing Practitioner can go from Grade 0 to IV in 15 minutes" and "Pr Pr 4 to Grade VA in 20 minutes."

Speed has nothing to do with it. As long as you don't have a Pc waiting for commands, speed is a worthless commodity in Clearing.

One Clears for results.

The results of Pr Pr 4, 5 and 6 are the End Phenomena. Each of these 3 processes has its own particular end phenomena and if that isn't obtained, YOU HAVE NOT DELIVERED POWER.

These end phenomena occur shortly after the first appearance of the F/N. And when they occur you get a really wide float and a very happy Pc.

The Pc may or may not say what happened but he sure will extrovert (look outward) sometimes with awe. Well, awe is not VGIs. What you really see is relief and then VGIs.

So let him get his end phenomena.

If you don't, you leave a bit of charge there, by-passed, which can result in an ARC Break later with Clearing. ARC Breaks are by-passed charge.

And did you know that the first beginnings of an F/N are often an ARC Break coming off the incident or bank? The Pc goes rapidly uptone as the F/N widens.

So don't sell the team out.

Run Power:

1. F/N.

2. End Phenomena of the process.

3. VGIs

* * *

LP-I

24 MARCH 1990

This is a Power Process correction list for Power Processes 1 to 6. It is not used for Power Plus. Use only where Power Processes 1 to 6 have bogged badly. This list is NOT necessarily done to a Floating Needle but to get the case moving on Power. It should NOT be used extensively so that the EPs of the Power Processes occur while doing the list.

1. Anything cut short?

2. Something distract you?

3. Distracted by the Clearing Practitioner?

4. Gone exterior?

5. Flattened out of session?

6. Awareness changes out of session?

7. Cognited out of session?

8. Loss of gain?

9. Someone enturbulate you?

10. Something else wrong?

11. ARC Break? (Or upset by anything?)

12. PTP? (Or problem?)

13. Anything been missed?

14. Overrun?

15. Unnecessary action?

* * *

Super Power for OTs

The Importance of PrPrs 4, 5, 6 on the OT levels

21 November 1986

Perhaps you have wondered as I did, why PrPrs can cut thru any case phenomenon, subjective or objective, and why they must be aimed directly at what is being audited, or perhaps unexpected or unpleasant effects occur on the case.

Well, the answer is very simple. The PrPrs 4, 5 & 6 run "LTA" as easily as "PT."

In the "PT" or "TTA" case they unstick a thetan from SUBJECTIVE past incident(s) he has brought with him into his "PT." Thus the "REVIV" as he comes to PT - the incident suddenly or gradually comes out of NOT-IS, SUPPRESS, or INVAL and is right there, more real than PT as he sees and experiences it. Then he is in PT fully.

Now since all thetans also have an LTA track, except for the "Black Static Thetans" who were produced LTA and are still stuck in the Black (LTA) Static State. They actually don't have a TTA case! - and it is very nearly the same as TTA, it gives an OBJECTIVE confusion, and OBJECTIVE restimulation, and, of course, it is much more basic on the chain than any SUBJECTIVE TTA

INCIDENT.

Whenever Power 4, 5, & 6 are being run - the LTA "case" of the thetan being audited is ALSO being run. A true Power Completion is REALLY in PT, not "in PT with LTA still there but NOT-ISED or OCCLUDED."

Thus on OT 3, we occasionally use PrPr 6 on an "SP BT." But if one checks carefully, he would probably find that thetan had Inc II & I on his case both from LTA and TTA and this is why he couldn't be audited on "just OT III." It is interesting that thetans have almost exactly duplicated their LTA track in TTA. All the major incidents and cycles of action were almost exactly the same! Their "Body" (LTA) looked nearly exactly like their "TTA body." This can be explained (but not fully) by the following:

A. The "agreement" was to DO IT AGAIN (the RING).

B. They were less causative TTA so followed in their own "more causative LTA" footsteps, hoping to become "better" again.

C. The Xenu & Implanter Org control points in this GUM on the MEST Universe were still there and were used again producing more effect and exactly copying the implanted commands of LTA. (Thus REACTIVE agreement to copy).

D. The 88% UNRESPONSIVE Phi thetans were the "left-overs" from LTA, so were solidly still there when new dumping started and added a thin coating of 12% RESPONSIVE to the DULL GREY MEST. When thetans of the game-playing type (Theta thetans or Big thetans) tried to influence it - there was great resistiveness - so they just decided to "copy" what they did last time around "as best they could" - but it takes a lot more EFFORT - ugh!

On Excalibur, we rarely have to use PrPrs. Why? Simple - because after Xenu took over the Church or Scn LTA he made sure to develop processes that would re-capture and store up any BTs who got freed from the cases, and had his monitor systems "pull back" the plugs at the right times on cases who were loyal to him and had believed all the black PR about EE & the GP, so they felt "clean." He then had the Bs & Cs re-stored in his hollow planet base in Andromeda - the Pre-I base - ready for use TTA.

Of course, he did capture new ones TTA, but much of the Excal case is LTA and it runs off without PrPrs because the Bs & Cs were captured (against their own determinism) so they are not obsessively holding on to it themselves. Just getting them to run off the other-determined incidents (no matter whether TTA or LTA) is enough to free them.

But the Big Thetans who agreed to "do it again" (the Ring) and the dumped Phi thetans are different. In the Big Thetans it's a SELF-DETERMINED action so they are "holding" it themselves. In the Phi thetans it's being dumped by their CREATORS, so again it's more charged on the basis of BETRAYAL & FAILED HELP.

However, one would ask - "Why did they stay un-responsive even to their TTA counterparts, the Phi thetans from E/U dumpings TTA who did try to help them and couldn't?" "Didn't they have enough agreement - both sets being dumped ARC broken with Big Thetans, etc?" "So why couldn't the Board of Directors of the Phi thetans get them awake?"

Well, I have found the answer to that also. They (LTA Phi thetans) were continually being HELD in that unresponsive state by another of Xenu's products from the LTA C o fS (2000AD - 10,000AD LAST TIME AROUND).

He produced an "elite corps" of Black Static Thetans which he calls the "BLACK POWER CUBE" (or maybe he calls it his "POWER CUBE," but I call it BLACK). It is 100 x 100 x 100 = 1 million Black Static Thetans who are CO-HOLDING the LTA Phi thetans of the MEST UNIVERSE.

Their orders were to "KEEP THEM THERE UNTIL I RETURN. I MUST CAPTURE AND HANDLE ALL THE "RENEGADES" (EE and the LOYAL OFFICERS & GP) BEFORE THE GAME CAN END. I AM GOD AND IT IS MY WILL THAT ALL THE NON-CONFORMING BEINGS WHO GO AGAINST MY WILL SHALL BE HANDLED. I SHALL BE GONE FOR A LONG TIME BUT I SHALL RETURN AND LIVE AGAIN. YOU ARE TO CARRY ON HOLDING FOREVER THESE BEINGS IN THEIR ARC BROKEN STATE UNTIL I BRING BACK THOSE RESPONSIBLE AND MAKE THEM CONFRONT IT AND TAKE BACK THEIR GOD-GIVEN DUTY TO THESE POOR SOULS." "YOU ARE MY DEPUTY GODS IN MY NAME - XENU."

Thus he insured that his Andromeda Base and Monitor Stations would still be there when he "returned" TTA and was "elected" GOD again prior to this GUM in the Game of Gods.

The LTA Mocos (Phi thetans) can easily be handled by PrPrs as on OT 13 (2nd session) or on OT 9-11, or OT 14-16, or on OT 12 when UNRESPONSIVENESS is analyzed. They seem to be behind a "thick glass wall," telepathy is weak, no F/Ns, small reads. They also seem to be "far away in time," and to appear dull grey and solid.

PrPr 4 EPs on Phi thetans

When PrPr 4 (Source) is run, the EP is they "come out from behind the wall" or the "thick glass wall" disappears - all is brighter - they recognize the auditor as a source + F/Ns of course.

This can also be looked at as THEY ARE GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans). "AUDITING" or "HOLDING" SPACE - and into your auditing space.

PrPr 5 EPs on Phi thetans

On PrPr 5 (Existence), they seem to come "around the ring" to PT, so they are not so far away in time, they seem closer to the auditor and "apparently in PT" - but still grey & solid. (On this EP of PrPr 5, also an F/N will appear).

This can be related also to the Phi thetans GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans) AUDITING TIME SENSE OF "FOREVER UNTIL 'GOD' RETURNS" and coming to TTA apparent "PT." (They are still stuck in their "dump" of course).

PrPr 6 EPs on Phi thetans

Finally on PrPr6 (Conditions) they go thru the "REVIV" and the greyness and solidity disappears and they become bright, sparkling, or clear tiny little thetans. Also they will expand from the solidity into a vaporous thinness like smoke. (Now they are like any other Jelly Bean or MOCO and can be freed on the Blow & Can't Blow Steps of OT 9-11). An F/N or F/TA appears at this point.

So, that is what happens when you run Power on Phi thetans. And you (or the OT) does not have to know about LTA, the Processes are so powerful they run it out anyway!

So now you see why Xenu must try to suppress:

1) Power Processing

2) OT 3

3) Excalibur.

All these can upset his whole plan to take over the game - again. (And expose his OVERTS). (Any "tech" people who try to say the above are not "needed" is being monitored by the implanter org to say so).

Well the above gives you the idea of application and importance of PrPrs on OT levels. Let's not ever lose the Tech again!

BR

Sr C/S Ron's

C/S FOR RUNNING POWER

USE A TR0 ONLY ON THE BODY AND ONLY ON THE BODY MOCOS WHO ARE EFFORTING OR WHO ARE BEHIND A THICK GLASS WALL AND CAN'T GO FREE. DON'T AUDIT THE FOLLOWING PROCESSES OUTWARD OR WITH A HUGE TR0. IT COULD CAUSE A VERY STRONG AND UNPLEASANT CASE REACTION.

1) TR0: BODY ONLY, PT ONLY.

2) CLEAR FOLLOWING WORDS TO "EFFORTING" BODY MOCOS. (R-FACTOR THE OTHERS WHO ARE ALREADY FREE, THAT THIS AUDITING IS ONLY FOR THE ONES WHO HAVE NOT RESPONDED YET ON PrPr3 & Blow & Can't Blow Steps).

WORDS:

SOURCE - origin point, cause point, a beginning, a creator.

NO SOURCE - caused, an effect, a created thing, not able to create.

3) Run PrPr 4 until EP of the "Glass Wall" or "Barrier" disappearing - the MOCOs will experience perception changes - they will recognize you as the auditor and themselves as creators or sources - things will be "brighter" for them. (Also an F/N will appear.)

Commands:

1) TELL ME A SOURCE.

2) TELL ME ABOUT IT.

3) TELL ME A NO SOURCE.

4) TELL ME ABOUT IT.

RUN 1, 2, 3, 4, 1, 2, 3, 4, ETC., TO EP. DON'T Q&A. DON'T RUN ANYTHING ELSE. JUST 1, 2, 3, 4, etc. to EP. No LTA, no ruds, nothing else is needed. VERY IMPORTANT.

4) Run PrPr 5 to EP of the MOCOs suddenly appearing to be in PT - this time around rather than LTA. Their time sense will change. They will seem to come closer in time from way back around the ring. They will experience "being in PT." And an F/N will appear.

CLEAR WORDS:

IS - exists, appears real, factual, is there.

ISN'T (IS NOT) - doesn't exist, unreal, is not there, not a fact.

Commands:

1) WHAT IS?

2) WHAT ISN'T?

Run 1, 2, 1, 2, 1, 2, 1, 2, etc to EP.

Don't run anything else.

5) Run PrPr 6 to EP of the MOCOs dropping or as-ising their "greyness" or "solidity" and suddenly (or during a few commands) - (usually with pain - anaten - somatics coming off) appearing to be clean, clear, even sparkling little thetans. Also an F/N will appear.

CLEAR WORDS:

HANDLED - took care of, fixed, repaired, solved, did something about.

CONDITION - a state of being or existing, something one is trying to get out of, or improve.

EXISTING - is there right now in PT, something you are currently aware of.

Commands:

1) TELL ME AN EXISTING CONDITION.

2) TELL ME HOW YOU HAVE HANDLED IT.

Run 1, 2, 1, 2, 1, 2, with nothing else added to EP.

6) Remember, all the above is GROUP AUDITING ON UNRESPONSIVE BODY MOCOS. SO LET THE ONES BEING AUDITED ALL ANSWER THE COMMANDS AND THEN ACK AND GIVE THE NEXT COMMAND.

7) NOW, RUN THE "BLOW ABC" and CAN'T BLOW "ABC" steps again to F/TA. (+ LTA on incidents) (Regular TR Time and Space) as per earlier C/S.

8) Folder to C/S.

BR

SrC/S Ron's

"Briefing on LTA"

Now before I go into what they are and what is causing that and how to handle Technically, I have to give you an explanation for the record here. It's in note form in various issues, but its an explanation of LTA which means LAST TIME AROUND.

Now as you know, from Super Static Courses, or from doing OT 9, 10, 11, 12, 13, 14, 15, 16, you know that all the Players, the thetans in the Games, the Big Thetans agreed to play certain Games , and they were arranged in a certain order. It was all very well decided. Its very much agreed upon. Now this order they are arranged in is a thing which is called a Games Universe Model (GUM). A thing which can have Games in it and Universes in it, and it's a Games Universe Model such as this one containing the Mest Universe, and earlier Universe Games. All of this.

Now of course the implanting was not supposed to be part of that. But the Games Universe Model agreed upon by the Thetans goes from its Beginning to its End. And at the Beginning of this one you will find it is GUM O based on the condition of Emergency and having in it 8 Dynamics. Now, having added to it the 9th Dynamic back at just before Incident I and the 10th Dynamic, when LRH put in Ethics on the Implanters between 1950 and 1970 and then his Tech (11th) and Admin (12th) has to be added now to fully get us out of it and through the Game.

But this "Games Universe Model O" is ONE GUM, and before that there is a sort of a "Static Point", you might say, "a Council of the Players", to find out what they are going to do, what they have learned, and so on in the previous GUM, and to plan the New GUM. At the beginning of this Games Universe Model was the "Game of Gods" which was to decide who would be Quote "The responsible party for all of the creations that the other thetans were going to make". Responsible for taking care of them, so they wouldn't have to unmock them or as-is them. And that was supposed to teach them that later on they would lose Power if they didn't as-is their own creations but instead gave them into the "responsibility" (or something) of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before THIS Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics (in this particular series of Games of the Games Universe Models). And a series of Games Universe Models -24- there are 24 Games Universe Models in one series- and I call that a "Cascade to Collection Cycle". That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Lets go play!" And when they "collect up" to find out what they did, and they debrief to each other, and say: " Oh, What a great Game it was !" (or series of Games). So, 24 Games Universe Models would be a Cascade to Collection Cycle. Now also 24 Cascade to Collection Cycles equals 1 "Ring". And a "Ring" is a "Ring of Games" which is 24 GUMs x 24 CCC's (Cascade to Collection Cycles) or 576 GUMs. That is 1 of these "Rings". It is one ring and it looks like a large "doughnut shape", and there are the CCC's (24 of these) "wrapped around" or going around making the ring, and there are 24 GUMs on each one of the CCC's. These are all in "position" on this Ring. Now in the entire series of Ring games, since original Static State ('before the beginning Static State", which is talked about in the "Factors" by LRH, "before the beginning"), there were 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games", and those are the Games which were all agreed upon by 1st and 2nd postulates of the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16. Those Rings and games were the "Existence" and the "Conditions" postulates.

The only problem in all this is: That in every Ring, normally, and every GUM in it was only played once. You see, Thetans went through, they played ALL these Games, 10,000 Rings of 24 CCC's and 24 GUMs for each CCC. They played 5 Million or so combinations (Somebody, by the way, has to research these by finding out what they all are, so we don't have to repeat them.) But the last ring, 9999 (because originally there was only going to be 9999 Rings) was not just played once. We played the last one twice. That is the true reason why people are a bit confused "This Time Around", because the Ring "Last Time Around" was Ring 9999, and this one we are in now is 10,000, except they are exactly identical. The Games were all identical, the positions on the playing fields are identical, we are going around the same ring again! Now the only thing that is different, is that going around it again, we did not do the 1st 12 GUMs in the Ring, because they

were like "Reality Factor", simple basic games to give ideas about the Ring. We skipped these "R-factor" GUMs the 2nd Time around. And of course Last Time Around the succeeding GUMs, or the ones that come after this one (11 of them) were played, except they weren't done right. The "Upper Condition GUMs", or in other words the "upper conditions", goofed up.

Thetans never really did return to Power, never really did get out of Danger actually, and they actually didn't make it back to the real beginning and find out all the Games, and what they should have learned, and the "secret of expansion", they didn't learn that and they didn't "improve their quality" that much, because they are still stuck in these Rings. So what we have to do here is realize that 564 GUMs ago (576 GUMs -12 R-Factor GUMs) ago, date it that way if you want to, we were in the same position of the playing field playing the same game. Yes, the same one. What happened at that time? What was different? Well, at that time the Church got taken over by Xenu, but there was no Free Zone and there was no Excalibur and so Xenu retained control of the Church, and the Grand Council decided to let him run it to do the Administration Project. Elron Elray had done the Technical project, but Xenu got hold of the Administration Project, and was there to administer the Technology to all beings in the universe. And you know what that means if you have done a little Excalibur! That he wouldn't do it right and he certainly didn't, he squirreled on the upper levels and everything, and tried to make sure he would take over control of everyone and/or they would have to do it again, or go around the Ring again, so he would still try to retain control of every Thetan, and try to get the rest This Time Around.

How did he do it?

You can start to see by comparing what was "Last Time Around auditing" (or the auditing that leads to the Black Static State") with the "Black Nots" going on in the Church now that is teaching people to be implanters. You see? To cluster people, put case on them, restim them. That's teaching them to be implanters. So you can see already that this carried on to a great degree would result in very, very strange OT Phenomena and OTs. And in fact that is what you are going to run into on some of these Levels, especially 14, 15, and 16. It is actually Thetans who have been processed in the Church "Last Time Around", after Xenu took it over. And they have really been screwed up. And that is what we call Black Static State, all-right?

They paid for going OT and they did. They don't have a body but they are sitting there compulsively creating the Mest universe, or compulsively "holding" onto something for Xenu. Or waiting for the "resurrection". Or doing some crazy, absolutely "Bananas" thing which no intelligent Thetan who knows his Axioms would ever do, but they are doing it, because Xenu coached them on a slow gradient into OT "wonderful" Static State. And they are the most resistive cases, and some of them absolutely think they are "everything", they are "Gods". They think they are the "only beings in the Universe" and so on, but they are absolutely "fucked" and are usually stuck around this GUM or this area of the playing field. And some times they were built into strange formations like "cubes"- ten this way, and-ten that way, and Ten that way, 1000 Black Statics "holding" onto something. And they try to hold onto the "Last Time Around Mest", and hold onto everything "for Xenu" until he "gets back" and all these kinds of crazy things they have been taught to do. They are "Static" though, but they are not in a body, but can influence people. That's the point, ok?

It went on for several thousands of years, very slowly, getting everybody up the "Bridge", the "phoney Bridge", which was missing a lot of things: Like OT 13 wasn't there, Excalibur wasn't there, a very skimpy OT III, and a lot of "squirrel tech", on OT 12, a And no confront at all on OT 14, 15, 16, and nobody really ever got out, and nobody ever got really finished, or looked at their 1st and 2nd postulates. And you will see why, when you go up through these and compare the real Levels, and compare them to what the Church was doing in Last Time Around. You will see that they are totally "Mickey Mouse".

Now, there was plenty of 3rd Party, of course, on the founder, Elron Elray, and politically there was a Scenario going on between the taken over Church and the Galactic Patrol at the time, (where they did get some good auditing by the way, if people were lucky enough to get off to the GP or escape to it). Now one little interesting thing about this I found out about. Apparently -you can confirm this, perhaps,- but if people paid enough Last Time Around, if they paid enough money, and devoted themselves entirely to Xenu and told him how loyal they were to him, he would order the Plugs he had put on them - now get this, because they didn't need or use Excalibur you see, they didn't know about it, nobody could find it, but Xenu knew about it but he wanted to keep it as a control mechanism so he would order the monitors quickly away from the guy as he was paying money and getting auditing.

So he would never audit the Plugs. He would never find them. They were just ordered by Xenu to be pulled back and they would be returned to the implant org and stored in his Pre-1 base in Andromeda. He had a big, hollow planet there. He had it there, it was full of "jelly beans", "Phi Thetans", and all kinds of "BTs and Clusters" from Last Time Around. They were all stuffed into this thing. I ran it, opened it up, and freed all. Though there maybe some still floating around. So just remember, he did keep "safe" all his plugs from Last Time Around, as he pulled them off of people as they were being audited.

They were never freed. None of the Thetans were freed, so people felt they were getting better but they weren't going OT, because it was all other-determined. You see? And the Plugs, or pieces of Plugs, were stored away.

Now, he even didn't use these TTA yet. Except in a few cases, you won't find any "Old Plugs" on people. You will find some, because when I say "you run into this" you might find they they run into it because they have an old plug on their case, they held onto it because Xenu was experimenting with them or something. That means an Old Plug. What that means when I say an Old Plug is not "4 to 8 Quadrillion", I mean from Last Time Around. That's really old.

Some people of course would hold onto the LTA Moco's or plugs or something they valued very much, just like Thetans hold onto their creations. Anyway, when they do this, when they held onto it from LTA or got experimented on with the Last Time Around Black Static Tech, or they have a

piece of charge from LTA on something, or run into something they should have handled Last Time Around, like didn't handle a Black Static, or one of their own friends that was made into a Black Static, or something like that- then they keyed in and the Case stops. That's what it is.

Anyway, the person hits it. Now sometimes, they hit it during Excalibur. Now sometimes they hold onto the "Last Time Around body", so it's in the Moco's from that body, so that would key them into it. So the lucky ones got away to the G.P., as I said, and they had some good auditing and they will go right on up the bridge as it's written and won't have any problem and will hit LTA when they hit it on OT 14,15,16, but remember, that LTA there was no Excalibur, and there was no OT 13,14,15,16, either LTA.

Now lets get some more recognition. All the events were the same: Inc II, Inc I, Game of Gods, etc., even to the degree of Teegeeack being a "restricted planet" and your "political" incidents. And everything very much parallel to what they did LTA, because most people ARE keyed in on LTA, especially if they haven't looked for the truth. They are just following an LTA pattern enforced by Black Static Thetans who are ordered to sort of "hold that time into restimulation on people". So a lot of people get into restimulation. The lucky ones, like some people when they do Power blow out of LTA or they do a good TR Course, they blow out of LTA, or do a good run of Objectives, they blow out of LTA. That is why Scientologists are so fortunate - most of them - but they can get keyed in again to it by some of the phenomena and you see the unfortunate cases of Mayo and a few of the other independents' which are walking marching, steadily down the LTA track, doing exactly what they did LTA. So realize, that not all the Scientologists, shall we say, are in PT, TTA. Now since they didn't do Excalibur and since they didn't do OT 13, the Phi Thetans from Last Time Around were never freed as no Thetan took responsibility for the creations he had dumped into the Mest Universe. So therefore, those creations were left on that position of the playing field. In other words, in the Mest universe, stuff was left where it was on the playing field.

Now, so when TTA came, these bits and pieces, these Planets and Suns were very grey, dull and solid. The dumping in "This Time Around" sparked up a bit of life. It put up about another 12 to 15 percent, because the "unresponsive" ones were already sitting there, (that's 88 percent from LTA). That's why those guys are unresponsive, not because their ARC was, no, well it is because their ARC Break was much longer and so on, and they were left totally abandoned by all thetans playing the Games, for 564 GUMs. So that's a long time. So those little Mocos who belong to all these thetans, they really, really got solid. Not only that, but Xenu ordered Black Statics to stay in the area, to keep holding them holding them into there positions, so they not only had an ARC break of Long Duration, abandoned by their thetan creators, but they also had Black Statics, also abandoned and "being The Universe", holding them and waiting for Xenu to tell them what to do and all this kind of crazy shit. So you have these two effects.

Remember, a Moco can audit another Moco, but a Moco can't audit a Big Thetan. And a Big thetan can audit all kinds of thetans, but a Moco can only audit other Mocos, so they maybe put a telepathic comm to a Big Thetan, but they don't audit them, they are not big enough. So the Black Statics were all Big Thetans before they got into the "OT Levels" and therefore they, because shall we say, were "dispersed through the Physical Universe", holding onto the Mocos and that's what made the Mocos also unresponsive in addition to the Long Duration ARC Break charge. So the

ones This Time Around that were dumped, the 12 to 15 % or something, they were much more responsive, because, of course, they weren't being held out of time and they are the ones that run out very easily just by finding their ARC Break of Long Duration. And they are the ones that elected the "Board of Directors" and tried to handle the other, unresponsive, 88 % of their companions who couldn't move, don't talk couldn't respond. They became the "3rd Force" in the Game, the little Mocos who decided that all Big Thetans were bad, because they had made some of their Moco "friends" (same type of beings), they had made these little allies or these little comrades all dull grey dead and so they really didn't like Big Thetans for doing that. So, unless you are in the Free Zone you probably won't get any co-operation at all from the "Board of Directors". Because we have handled them and taught them how to audit their companions and get them woken up and free them. But don't be surprised, if a guy is trying to "squirrel around" with some of the stuff, not being trained at Rons Org or he maybe has been trained in Rons Org and who is on OT 16 and can't handle a damn thing of this because they don't ask for or get any help from the Board of Directors of the Phi Thetans.

Now, as I said before, they did in LTA some OT III, maybe a little bit of 9,10,11, a little bit of 12, maybe, and then went into creative processing and went on past the EP, and made the guy try to "be The Universe", "Be this", or "own all your dynamics". Misown everything that was kind of the key at the time, and convince him logically to be in a state that he was a "superior being", very "status oriented". No one got OT 16 LTA I can guarantee you, because I haven't found anyone who did and I was already back to the beginning of the 1st two postulates and there was no one there from LTA.

So thetans playing on this Ring 10,000 were less Powerful than when they were doing ring 9999. You see, the Tech was bad after 1980 LTA, and Xenu was running the Org so who the hell could get better? So they could only dump about 12 % more Phi Thetans. As they had dumped a lot LTA and they hadn't the Power back from those as they had not gotten back and handled their not-ised creations, they only dumped a few more and those were the "responsive" ones and those were organized under the Board Of Directors.

Now remember, Xenu did not agree to The Ring Games and didn't implant himself although he betrays all other thetans who were working for him, and does betray everyone. He tried to take them all over. He is now exiled from this Galaxy, but can do Telepathic comm from Andromeda, or from wherever he is, so you will find him behind various Scenarios on the GUMs and rings, but he is losing the control faster and faster as more people go up the bridge past Excalibur. He knows it, and he is now fighting a rear-guard action, he just is trying to control those who are so stupid that they can't even see that the bridge is already complete. He is still controlling some of the politicians and the stupid Scientologists who are going along with other practices and so on. And the people in the Church and so on.

Anyway, we have the handling for that on OT 17-33 though, and that comes later. We handle all the cases, all the U 2 people, (Universe 2 -others), the people that are not cogniting yet.

DEFINITIONS

S qn or Static qn: a "Big qn" or "Player", who for one reason or another has decided to sit for now outside the game, or chose to do so by Rights of a qn. Usually they don't know the Tech so have out-Ruds. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones. There are "stages" of Static:

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qn: a general term meaning any life unit. S qn, Big qn or Player, Lambda (l) qn, Phi (j) qn. An awareness of awareness unit.

Big qn or "Player": the preclear or Clear you are auditing or the qn called "me" who has a case. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body qn", or a "Monitor" or "Operator" or "Implanter". All "Players" were originally Static qns.

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qns or make them from his intention. I qns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (j) qn or (F) qn: "Phi qns" or MEST qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 j qns have been organized by their "Board of Directors" and do not cooperate with any Big qns normally, because of their ARCBLD (ARC Break long duration) on being dumped. All j qns originally were MOCOs. j qns align with the 6th Dynamic (Ref. Dianetic Axioms).. (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint". A MOCO is a Created qn by one of the Big qns or Static qns for use in the games. They therefore do not have any time track earlier than their moment of Creation. That is the basic on their "Case". (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a I qn or j qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO) (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the j qns were originally VIA MOCOs who got dumped with their j qn Creations into the MEST U.

Another class of MOCO is called a "Clone". This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have been gotten implanted, while doing their "missions".

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other

a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game". See also, more on these under "MOCO" definitions.

Prime MOCOs: These are the MOCOs a Player created to prepare for and start the Games. There are 4 of them. One is the basis of the "Analytical" Mind. Another is the Basis for the "Security" Mind (which became the "Reactive" Mind), and another is the Basis for the "Social" Mind. The 4th one is the MOCO which was used to Create the Playing Field and Ring Archives Games as an agreement with all other Players. The interesting thing about the Prime MOCOs is that they CAN NOT BE RUN OUT until the Player is finished the Games. (After OT 16). He created these Prime MOCOs with the Super Static postulate to assist him throughout the games, so at any point before that, he is simply not powerful enough to undo or as-is that postulate. If encountered in a session on OT levels, they should be thanked for what they did in the session and told to continue HELPING till the Player is finished the Games.

PLUG: An organized part of the case on Excalibur. Consists of several "terminals" (each of which may be very complex, and consist of many qns, with various functions as a unit or "thing") having a function to perform on a case connected by holding lines. Holding means "suppression carried out through time" or "constant suppression". There may be several plugs on one "stack" or a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a qn. It can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has

"accepted" or "agreed" to it, he may believe it's his own thoughts!

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD", who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player qns were supposed to learn by doing this to take responsibility for their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100 x 10303)(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the qns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an E/S area of charge.

GUM: A Games Universe Model. It can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the qns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency". "Time", as in the MEST Universe (one of the universes in this GUM. There are also "Earlier Universe Games" in it), does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with.

CCC: A "CASCADE TO COLLECTION CYCLE" - this is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM or Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it could as well be a GUM for "picturing aesthetics", "creating aesthetics", "exchanging aesthetics", etc. with all types of aesthetics in each GUM and then in later ones combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" qns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND. Refers to Ring 10,000 being a "re-play" of Ring 9999 and all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND. Refers to Ring 9999 the 1st time it was played. The critical GUM which prevented qns from finishing the Ring properly was FUM 0, CCC 24, RING 9999. (This same one we are doing over again now on Ring 10,000).

LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

All major incidents of TTA also happened LTA.

Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to urn out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static 3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

BST: BLACK STATIC THETAN (or BLACK STATIC TECH). The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or

"own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

DEFINITIONS FOR SUPER POWER FOR OTS

8 SEPTEMBER 1995

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Lambda (l) Qn: a "lambda" or "life form" Qn. One who has a function of caring for or operating life forms. Can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. May be part of a team of such Qns who were hatted to do this in early MEST Universe track prior to Inc I or from E/U Games or even earlier GUMs. All true l Qns basically are MOCOs. However, you may find a Player Qn occasionally implanted or suppressed into the "belief" he is a l Qn. Also called loosely "Body Qns." Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid." l Qns like to copy or hold "pictures" for Big Qns or make them as a result of his intention. l Qns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (F) Qn or (F) Qn: "Phi Qns" or MEST Qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 F Qns have been organized by their "Board of Directors" and do not cooperate with any Big Qns normally, because of their ARCB LD (ARC break of long duration) on being dumped. All F Qns originally were MOCOs. F Qns align with the 6th Dynamic. (Ref. Dianetic Axioms) (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint." A MOCO is a Created Qn by one of the Big Q ns or Static Qns for use in the games. They, therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a l Qn or F Qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO). (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the F Qns were originally VIA MOCOs who got dumped with their F Qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted while doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

Prime MOCOs: These are the MOCOs a Player created to prepare for and start the Games. There are 4 of them. One is the basis of the "Analytical" Mind. Another is the Basis for the "Security" Mind (which became the "Reactive" Mind), and another is the Basis for the "Social" Mind. The 4th one is the MOCO which was used to Create the Playing Field and Ring Archives Games as an agreement with all other Players. The interesting thing about the Prime MOCOs is that they CAN NOT BE RUN OUT until the Player is finished the Games (After OT 16). He created these Prime MOCOs with the Super Static postulate to assist him throughout the games, so at any point before that, he is simply not powerful enough to undo or as-is that postulate. If encountered in a session on OT levels, they should be thanked for what they did in the session and told to continue HELPING till the Player is finished the Games.

PLUG: An organized part of the case on Excalibur. It consists of several "terminals" (each of which may be very complex, and consist of many Qns, with various functions as a unit or "thing") having a function to perform on a case connected by holding lines. Holding means "suppression carried out through time" or "constant suppression." There may be several plugs on one "stack" or a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a Qn. It can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thoughts!

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD" who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player Qns were supposed to learn, by doing this, to take responsibility for

their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100 x 10303)(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the Qns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an E/S area of charge.

GUM: a Games Universe Model. It can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the Qns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency," as in the MEST Universe (one of the universes in this GUM). There are also "Earlier Universe Games" in it. "Time" does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with.

CCC: a " CASCADE TO COLLECTION CYCLE" - this is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM for Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it could, as well, be a GUM for "picturing aesthetics," "creating aesthetics," "exchanging aesthetics," etc. with all types of aesthetics in each GUM and then in later ones combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" Qns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND. Refers to Ring 10,000 being a "re-play" of Ring 9999 and all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND. Refers to Ring 9999 the 1st time it was played. The critical GUM which prevented Qns from finishing the Ring properly was GUM 0, CCC 24, RING 9999. (This same one we are doing over again now on Ring 10,000).

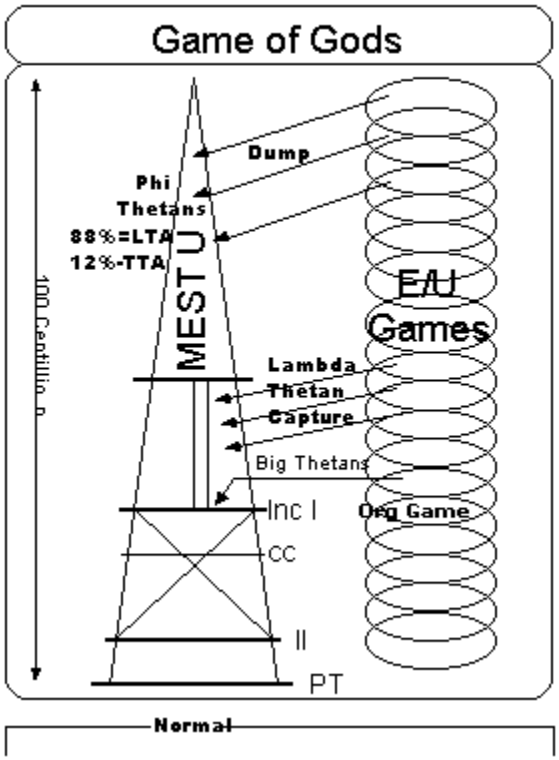
LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

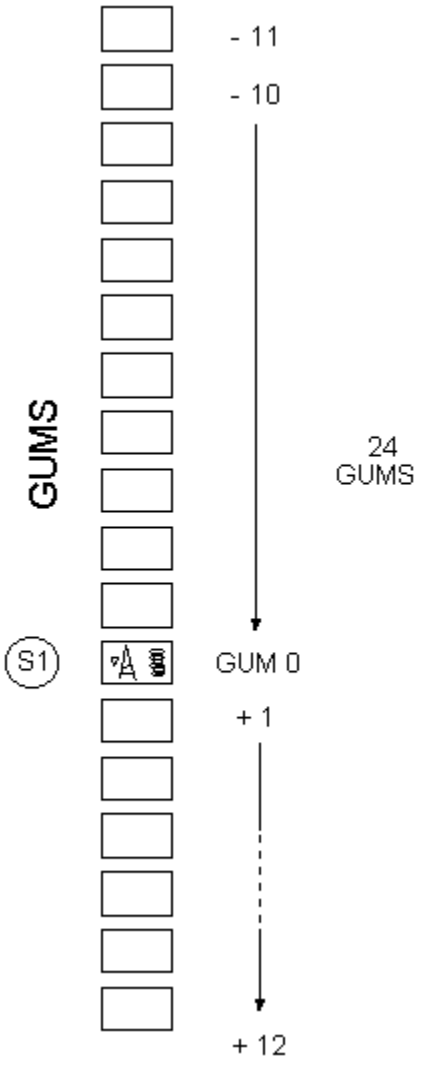
All major incidents of TTA also happened LTA.

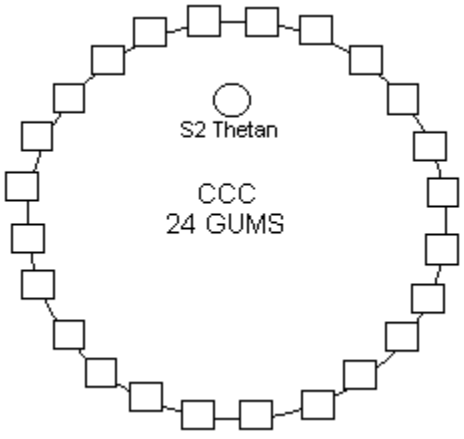
Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to run out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static 3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

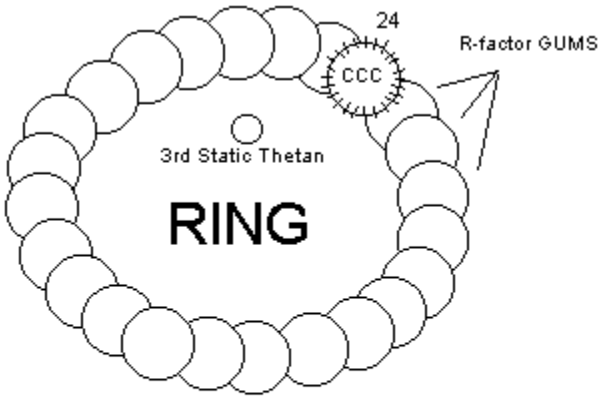
BST: BLACK STATIC THETAN (or BLACK STATIC TECH). The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or "own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

GUM 0 Emergency




GUMS
- 11
- 10
24
GUMS
S1
GUM 0
+ 1
+ 12


S2 Thetan
CCC
24 GUMS



24 CCC = 1 RING

24x24 = 576 GUMS = 1 Ring

576-12 = 564 GUMS back for MOCOs

WBR

Sr C/S Ron's

BRIEFING ON LTA

17 DECEMBER 1986

Now as you know, from Super Static Courses, or from doing OT 9, 10, 11, 12, 13, 14, 15, 16, you know that all the Players, the thetans in the Games, the Big Thetans agreed to play certain Games, and they were arranged in a certain order. It was all very well decided. Its very much agreed upon. Now this order they are arranged in is a thing which is called a Games Universe Model (GUM). A thing which can have Games in it and Universes in it, and it's a Games Universe Model such as this one containing the Mest Universe, and earlier Universe Games. All of this. Now of course the implanting was not supposed to be part of that. But the Games Universe Model agreed upon by the Thetans goes from its Beginning to its End. And at the Beginning of this one you will find it is GUM O based on the condition of Emergency and having in it 8 Dynamics. Now, having added to it the 9th Dynamic (aesthetics) back at just before Incident I and the 10th Dynamic (ethics), when LRH put in Ethics on the Implanters between 1950 and 1970 and then his Tech (11th) and Admin (12th) has to be added now to fully get us out of it and through the Game.

But this "Games Universe Model O" is ONE GUM, and before that there is a sort of a "Static Point," you might say, "a Council of the Players," to find out what they are going to do, what they have learned, and so on in the previous GUM, and to plan the New GUM. At the beginning of this Games Universe Model was the "Game of Gods" which was to decide who would be quote "The responsible party for all of the creations that the other thetans were going to make." Responsible for taking care of them, so they wouldn't have to unmock them or as-is them. And that was supposed to teach them that later on they would lose Power if they didn't as-is their own creations but instead gave them into the "responsibility" (or something) of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before THIS Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics (in this particular series of Games of the Games Universe Models). And a series of Games Universe Models -24- there are 24 Games Universe Models in one series - and I call that a "Cascade to Collection Cycle." That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Lets go play!" And when they "collect up" to find out what they did, and they debrief to each other, and say: " Oh, What a great Game it was !" (or series of Games). So, 24 Games Universe Models would be a Cascade to Collection Cycle. Now also 24 Cascade to Collection Cycles equals 1 "Ring." And a "Ring" is a "Ring of Games" which is 24 GUMs x 24 CCC's (Cascade to Collection Cycles) or 576 GUMs. That is 1 of these "Rings." It is one ring and it looks like a large "doughnut shape," and there are the CCC's (24 of these) "wrapped around" or going around making the ring, and there are 24 GUMs on each one of the CCC's. These are all in "position" on this Ring. Now in the entire series of Ring games, since original Static State ("before the beginning Static State," which is talked about in the "Factors" by LRH, "before the beginning"), there were 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games," and those are the Games which were all agreed upon by 1st and 2nd postulates of the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16. Those Rings and games were the "Existence" and the "Conditions" postulates.

The only problem in all this is: That in every Ring, normally, and every GUM in it was only played once. You see, thetans went through, they played ALL these Games, 10,000 Rings of 24 CCC's and 24 GUMs for each CCC. They played 5 Million or so combinations (Somebody, by the way, has to research these by finding out what they all are, so we don't have to repeat them.) But the last ring, 9999 (because originally there was only going to be 9999 Rings) was not just played once. We played the last one twice. That is the true reason why people are a bit confused "This Time Around," because the Ring "Last Time Around" was Ring 9999, and this one we are in now is 10,000, except they are exactly identical. The Games were all identical, the positions on the playing fields are identical, we are going around the same ring again! Now the only thing that is different, is that going around it again, we did not do the 1st 12 GUMs in the Ring, because they were like "Reality Factor," simple basic games to give ideas about the Ring. We skipped these "R-factor" GUMs the 2nd Time around. And of course Last Time Around the succeeding GUMs, or the ones that come after this one (11 of them) were played, except they weren't done right. The "Upper Condition GUMs," or in other words the "upper conditions," were goofed up.

Thetans never really did return to Power, never really did get out of Danger actually, and they actually didn't make it back to the real beginning and find out all the Games, and what they should have learned, and the "secret of expansion," they didn't learn that and they didn't "improve their quality" that much, because they are still stuck in these Rings. So what we have to do here is realize that 564 GUMs ago (576 GUMs minus 12 R-Factor GUMs) ago, date it that way if you want to, we were in the same position of the playing field playing the same game. Yes, the same one. What happened at that time? What was different? Well, at that time the Church got taken over by Xenu, but there was no Free Zone and there was no Excalibur and so Xenu retained control of the Church, and the Grand Council decided to let him run it to do the Administration Project. Elron Elray had done the Technical project, but Xenu got hold of the Administration Project, and was there to administer the Technology to all beings in the universe. And you know what that means if you have done a little Excalibur! That he wouldn't do it right and he certainly didn't, he squirreled on the upper levels and everything, and tried to make sure he would take over control of everyone and/or they would have to do it again, or go around the Ring again, so he would still try to retain control of every Thetan, and try to get the rest This Time Around.

How did he do it?

You can start to see by comparing what was "Last Time Around auditing" (or the auditing that leads to the Black Static State") with the "Black Nots" going on in the Church now that is teaching people to be implanters. You see? To cluster people, put case on them, restim them. That's teaching them to be implanters. So you can see already that this carried on to a great degree would result in very, very strange OT Phenomena and OTs. And in fact that is what you are going to run into on some of these Levels, especially OT 14, 15, and 16. It is actually Thetans who have been processed in the Church "Last Time Around," after Xenu took it over. And they have really been screwed up. And that is what we call Black Static State, all-right?

They paid for going OT and they did. They don't have a body but they are sitting there compulsively creating the Mest universe, or compulsively "holding" onto something for Xenu. Or waiting for the "resurrection." Or doing some crazy, absolutely "Bananas" thing which no intelligent Thetan who knows his Axioms would ever do, but they are doing it, because Xenu coached them on a slow gradient into an OT "wonderful" Static State. And they are the most resistive cases, and some of them absolutely think they are "everything," they are "Gods." They think they are the "only beings in the Universe" and so on, but they are absolutely "fucked" and are usually stuck around this GUM or this area of the playing field. And some times they were built into strange formations like "cubes"- ten this way, and -ten that way, and ten that way, 1000 Black Statics "holding" onto something. And they try to hold onto the "Last Time Around Mest," and hold onto everything "for Xenu" until he "gets back" and all these kinds of crazy things they have been taught to do. They are "Static" though, but they are not in a body, but can influence people. That's the point, ok?

It went on for several thousands of years, very slowly, getting everybody up the "Bridge," the "phoney Bridge," which was missing a lot of things: Like OT 13 wasn't there, Excalibur wasn't there, a very skimpy OT III, and a lot of "squirrel tech" on OT 12, and no confront at all on OT 14, 15, 16, and nobody really ever got out, and nobody ever got really finished, or looked at their 1st and 2nd postulates. And you will see why, when you go up through these and compare the real Levels, and compare them to what the Church was doing in Last Time Around. You will see that

they are totally "Mickey Mouse."

Now, there was plenty of 3rd Party, of course, on the founder, Elron Elray, and politically there was a scenario going on between the taken over Church and the Galactic Patrol at the time, (where they did get some good auditing by the way, if people were lucky enough to get off to the GP or escape to it). Now one little interesting thing about this I found out about. Apparently, you can confirm this, perhaps,- but if people paid enough Last Time Around, if they paid enough money, and devoted themselves entirely to Xenu and told him how loyal they were to him, he would order the Plugs he had put on them - now get this, because they didn't need or use Excalibur you see, they didn't know about it, nobody could find it, but Xenu knew about it but he wanted to keep it as a control mechanism so he would order the monitors quickly away from the guy as he was paying money and getting audited.

So he would never audit the Plugs. He would never find them. They were just ordered by Xenu to be pulled back and they would be returned to the implant org and stored in his Pre-1 base in Andromeda. He had a big, hollow planet there. He had it there, it was full of "jelly beans," "Phi Thetans," and all kinds of "BTs and Clusters" from Last Time Around. They were all stuffed into this thing. I ran it, opened it up, and freed all. Though there maybe some still floating around. So just remember, he did keep "safe" all his plugs from Last Time Around, as he pulled them off of people as they were being audited.

They were never freed. None of the Thetans were freed, so people felt they were getting better but they weren't going OT, because it was all other-determined. You see? And the Plugs, or pieces of Plugs, were stored away.

Now, he even didn't use these TTA yet. Except in a few cases, you won't find any "Old Plugs" on people. You will find some, because when I say "you run into this" you might find they run into it because they have an old plug on their case, they held onto it because Xenu was experimenting with them or something. That means an Old Plug. What that means when I say an Old Plug is not "4 to 8 Quadrillion," I mean from Last Time Around. That's really old.

Some people of course would hold onto the LTA Moco's or plugs or something they valued very much, just like thetans hold onto their creations. Anyway, when they do this, when they held onto it from LTA or got experimented on with the Last Time Around Black Static Tech, or they have a piece of charge from LTA on something, or run into something they should have handled Last Time Around, like didn't handle a Black Static, or one of their own friends that was made into a Black Static, or something like that, then they keyed in and the Case stops. That's what it is.

Anyway, the person hits it. Now sometimes, they hit it during Excalibur. Now sometimes they hold onto the "Last Time Around body," so it's in the Moco's from that body, so that would key them

into it. So the lucky ones got away to the G.P., as I said, and they had some good auditing and they will go right on up the bridge as it's written and won't have any problem and will hit LTA when they hit it on OT 14, 15, 16, but remember: that in LTA there was no Excalibur, and there was no OT 13, 14, 15, 16, either, LTA.

Now lets get some more recognition. All the events were the same: Inc II, Inc I, Game of Gods, etc., even to the degree of Teegeeack being a "restricted planet" and your "political" incidents. And everything very much parallel to what they did LTA, because most people ARE keyed in on LTA, especially if they haven't looked for the truth. They are just following an LTA pattern enforced by Black Static Thetans who are ordered to sort of "hold that time into restimulation on people." So a lot of people get into restimulation. The lucky ones, like some people when they do Power blow out of LTA or they do a good TR Course, they blow out of LTA, or do a good run of Objectives, they blow out of LTA. That is why Scientologists are so fortunate - most of them - but they can get keyed in again to it by some of the phenomena and you see the unfortunate cases of Mayo and a few of the other independents which are walking marching, steadily down the LTA track, doing exactly what they did LTA. So realize, that not all the Scientologists, shall we say, are in PT, TTA. Now since they didn't do Excalibur and since they didn't do OT 13, the Phi Thetans from Last Time Around were never freed as no Thetan took responsibility for the creations he had dumped into the Mest Universe. So therefor, those creations were left on that position of the playing field. In other words, in the Mest universe, stuff was left where it was on the playing field.

Now, so when TTA came, these bits and pieces, these Planets and Suns were very grey, dull and solid. The dumping in "This Time Around" sparked up a bit of life. It put up about another 12 to 15 percent, because the "unresponsive" ones were already sitting there, (that's 88 percent from LTA). That's why those guys are unresponsive, not because their ARC was, no, well it is because their ARC Break was much longer and so on, and they were left totally abandoned by all thetans playing the Games, for 564 GUMs. So that's a long time. So those little Mocos who belong to all these thetans, they really, really got solid. Not only that, but Xenu ordered Black Statics to stay in the area, to keep holding them holding them into there positions, so they not only had an ARC break of Long Duration, abandoned by their thetan creators, but they also had Black Statics, also abandoned and "being The Universe," holding them and waiting for Xenu to tell them what to do and all this kind of crazy shit. So you have these two effects.

Remember, a Moco can audit another Moco, but a Moco can't audit a Big Thetan. And a Big Thetan can audit all kinds of thetans, but a Moco can only audit other Mocos, so they maybe put a telepathic comm to a Big Thetan, but they don't audit them, they are not big enough. So the Black Statics were all Big Thetans before they got into the "OT Levels" and, therefore, they, because, shall we say, were "dispersed through the Physical Universe," holding onto the Mocos and that's what made the Mocos also unresponsive in addition to the Long Duration ARC Break charge. So the ones This Time Around that were dumped, the 12 to 15% or something, they were much more responsive, because, of course, they weren't being held out of time and they are the ones that run out very easily just by finding their ARC Break of Long Duration. And they are the ones that elected the "Board of Directors" and tried to handle the other, unresponsive, 88% of their companions who couldn't move, don't talk, couldn't respond. They became the "3rd Force" in the Game, the little Mocos who decided that all Big Thetans were bad, because they had made some

of their Moco "friends" (same type of beings), they had made these little allies or these little comrades all dull grey dead and so they really didn't like Big Thetans for doing that. So, unless you are in the Free Zone you probably won't get any co-operation at all from the "Board of Directors." Because we have handled them and taught them how to audit their companions and get them woken up and free them. But don't be surprised, if a guy is trying to "squirrel around" with some of the stuff, not being trained at Ron's Org or he maybe has been trained in Ron's Org and who is on OT 16 and can't handle a damn thing of this because they don't ask for or get any help from the Board of Directors of the Phi Thetans.

Now, as I said before, they did in LTA some OT III, maybe a little bit of OT 9,10,11, a little bit of OT 12, maybe, and then went into creative stuff and went on past the EP, and made the guy try to "be The Universe," "Be this," or "own all your dynamics." Misown everything that was kind of the key at the time, and convince him logically to be in a state that he was a "superior being," very "status oriented." No one got OT 16 LTA I can guarantee you, because I haven't found anyone who did and I was already back to the beginning of the 1st two postulates and there was no one there from LTA.

So thetans playing on this Ring 10,000 were less Powerful than when they were doing ring 9999. You see, the Tech was bad after 1980 LTA, and Xenu was running the Org so who the hell could get better? So they could only dump about 12% more Phi Thetans. As they had dumped a lot LTA and they hadn't the Power back from those as they had not gotten back and handled their not-ised creations, they only dumped a few more and those were the "responsive" ones and those were organized under the Board Of Directors.

Now remember, Xenu did not agree to The Ring Games and didn't implant himself, although he betrays all other thetans who were working for him, and does betray everyone. He tried to take them all over. He is now exiled from this Galaxy, but can do Telepathic comm from Andromeda, or from wherever he is, so you will find him behind various Scenarios on the GUMs and rings, but he is losing the control faster and faster as more people go up the bridge past Excalibur. He knows it, and he is now fighting a rear-guard action, he just is trying to control those who are so stupid that they can't even see that the bridge is already complete. He is still controlling some of the politicians and the stupid Scientologists who are going along with other practices and so on. And the people in the Church and so on.

Taken from the works of Capt Bill Robertson, Tech Briefing #13

CREATIONS AND PLUGS

THE DIFFERENCE

23 DECEMBER 1990

"Why is a creation different from a plug?"

You can't run a plug with a creation C/S and you cannot run a creation with a plug C/S.

A plug is totally other/determined. It is implanted to be what it is; therefore, all its members are very willing to go free as soon as you have them run through their incidents. All of a plug goes free as soon as you run through and get the holders off. We know that because that's the way Excalibur works.

Now a creation is totally different from that because those MOCOs, which compose the creation, are all self/determined and are there to help. Creations were all created to help the big Being who created them; therefore, the creation cannot be run on the same process as a plug. It has to be run on the basis of exact duplication and also finding the administrative why, of why it is there, why it was created, debrief, acknowledge, etc, etc, thanking them all for doing it. It's a help flow they were doing that creation on. It is not the same as a plug.The creation was put there to help the big Being. The MOCOs in it are part of him and are "helping him" to do what he is doing.

He might have forgotten about it, may have invalidated it, may have ARC broken it, but basic underneath all that was the postulate to help. That is why you have to get the Admin Why off or they will still hang around and want to make it again. They want to keep helping.

A plug is totally different. It's other/determined and it's made by implanting. A plug is later on the track than the MOCOs who were created by big Beings. Basically the plug is other/determined. That's why it blows outward, outside of the person's universe. Anything he has created, like MOCOs, usually blows inward through himself and through his body or the session space he is in.

Self/determined charge like that when it is released on a creation on OT 12 & 13 or on 9,10,11 blows inward. The other/determined charge coming from others and from implanting blows outward.

In the case of Beings in Plugs, that is stuff that they just wanted to get away from and they are thanking you, but they don't want to come back to you because they were not originally with you. The MOCOs of your own creation were originally with you if you created them. Also any Games Participants, MOCOs or Beings who were in Games with you have to come back to full affinity and closeness in time and space before they can leave. If they are MOCOs of yours, they join back into your theta.

Taken from the works of W.B. Robertson Tech Briefing #14

Edited by Lawrence West

CREATIONS, AUDITING OF

CREATION C/S SHORT FORM

8 SEPTEMBER 1995

By the way, someone might ask you, "What about these creations? They are not the same." No, that's right. Creations come from OT 12 Tech. You just run the same procedure you would run on the OT 12 procedure: Locate the ownership, intentions, all the attentions, postulates, perceptions, and pretty soon the guy, as he goes down the identification steps of OT 12, he will discover who is making the creation and what it is, and all that. And whoever is making it, you do the "as-isness steps" with him. And of course you may be having to run the Power Processes on the auditing steps of the creation, because it is unresponsive. But, if that comes up, you just handle it like a creation, but realize it is an other-determined creation and, therefore, you don't have to do the whole of OT 12, you just do enough to where he identifies it and run the auditing steps on it.

And you have to do the "Admin-As-isness" as well. You get the FTA on Tech and you get the FTA on the Admin. In other words, a shortened creation handling: When he realizes what it is, then you can just go in and audit it. You don't have to do all the full identification steps that you do on OT

12. Just do the steps down from the beginning until he understands what it is and then you can audit it. You might have to know "Via Mocos" and a few other things. You hat him, and he takes the "tour" through it, with the Mocos that are making it and the other creators. And it vanishes and when he has indicated the Admin as-isness step to all concerned that haven't left yet, he gets another FTA. (That's the "real why" of the creation, which causes the Admin as-isness.)

Note: On OT 12, one does the full OT 12 procedure. The above material is used with creations which show up on other levels.

Taken from the works of Captain WB Robertson, Tech Briefing #13

DATA ON ENCAPSULATED PHI THETANS

5 APRIL 1986

1. They won't respond to comm.

2. They have been that way since dump into mest Universe.

3. Careful checking has shown us that explosions, impacts, etc., in this universe don't wake them or make them. In other words, our citizens caught in an incident can be rehabilitated to their duty and vote. But the others can't.

4. % - the percent of those encapsulated when dumped has decreased as time increased. More % were in this state in early centillions than now. But overall - (the big W/H) - we have over 50% - uh - alright - it's 80 to 88% - are

encapsulated. (Cog Ron's Technique 88 and PTS/SP figures).

5. This is the true reason for our hate (former) of all big thetans, it is a constant reminder of what they have done to our citizens.

6. We have tried: hellos, OKs - Touch assists, 8C, running Resistive Case points as taught by EE & in your sessions. Nothing works. They don't respond. Thus we had it as our greatest political problem also.

7. There was an occasional freak arising or coming to wakefulness after 1965 but we don't know what it was but only on this planet - so we watched closely after we heard the news from caring citizens. (Cog: Probably connected with Power Processing).

8. Very rarely now. (Cog. Pr Pr not used except in difficult III cases).

9. That's all until you ran us as Connected-Disconnected-Unconnected - we knew that something was going on.

10. We dug into our archives and found out about EE looking in, and occasionally trying processes on us - we misunderstood his intentions at the time. But he was somehow connected with the 1965-1970 magical handlings in England and EU and America. Mostly only those areas - nothing we could put the finger on - like it was a by-product of something else - not directly aimed at Phi thetans encapsulated in or around MEST.

11. Now we know it's a Mutual Area of Resp. because the MEST being encapsulated - virtually all - except that newly mocked up - belongs to its Creators - either Big Thetans or his juniors or Created VPs who he commanded to mock it up for him.

12. We realize now only the "Game of Games" Tech can handle. Thank you for listening. Please let us know when you are ready to try something and we will cooperate fully. Right now we must get our whole citizenry advised of the progress and the new Constitution proposal and voted on. Adieu. Wiedersehen. Goodby for now.

The B of D

F

(I feel them withdrawing attention and telepathic lines)

1516 5 Apr 86

(symbol for Astar)

* * *

FQns (PHI THETANS)

LOSER LAWS

17 February 1986

0. So you lost too?

1. Even a loser has a purpose.

2. Let's stick together.

3. And cleanup this space.

4. Everyone will have a job.

5. Don't worry about the past.

6. Take it as it is.

7. Future will be better.

8. Because all is changing.

9. And it couldn't get worse.

10. Than losing your old game.

11. So play with us other losers.

12. The clean-up game.

13. There's no one else to do it.

14. There's no one else that can do it.

15. So let's go and do it.

16. Now and Forever.

17. Hey? - Men!

FQns (PHI THETANS)

C/S for FQns (PHI THETANS)

17 February 1986

(Group Auditing/Auto Blows)

1. Handle the ARC Break Long Duration (sad effect). (This is their resistive casepoint which must be handled 1st, as they only get worse if you audit over an ARC Break.) The LD is spotted by them individually up to 100 centillion years (100 x 10 303 years). The charge is usually Desired Understanding (They desired it from FQns (PHI THETANS) that put attention units on them). Indicate the BPC.

Tone 40.

2. Then you may have to have them scan back through their MEST U Track to get off Locks, Secondaries, and Engrams (explosions, MIs (Mutual Incidents), Invals, no acks, etc., that kept restim on their game loss and ARC Break LD).

3. Get off the Loss of the E/U game which resulted in their being dumped into "Physical Universe" - the losers garbage pile (Failed Purpose, etc.)

4. Get them back to a time of "WIN" or "PURPOSE" or "JUST CREATED."

5. R-Factor: You are FREE to return, find your creator, be yourself, or whatever you want - Rights of a Thetan, etc.

6. Tone 40 - "I'm not holding you"; "No one can hold you."

7. Acks, "Take a win", "Games Over."

8. Go through "Loser Laws" point by point for any "Hard to Blow" Thetans.

SUPER POWER FOR OTs

(corresponds to OT 12 on chart)

Prerequisites: Super NOTs (Excalibur) (OT 8) and Super Scn for OTs I, II, III (The Phoenix) (OT 9, 10, 11)

Theory: Write up of 11 April 86. All referenced areas in the above write- up.

Practical: Demos of Definitions and Areas of Theory. Drills of Mock-ups with as-isness. Creation on a via, dual creation, etc., with supervisor. Drill permeation, penetration, TR 0 for all GUMS, all space, past, present, future. Also Intention & narrowing Attention and Impingement as needed.

Auditing: Dummy run the Process with demos and using lists for a typical session. Demo using Repair List.

Solo Auditing: Per process

(Astar symbol)OT 12

27 MAY 1986

Program

1. OT 12 - Ability List

2. OT 12- Handle Creations which are preventing those abilities and are being carried around.

(depends on OT's own case how long it takes)

(This is a shorten form of the original bulletin showing only OT 12)

WBR Sr. C/S

Ron's

SUPER POWER FOR OTs

11 APRIL 1986

THEORY

Source Monitors "Intention & Attention" monitors "Thought" monitors "Function" monitors "Structure."

All I/A areas and thought areas (stacks) should be handled by SS (Super Scn-OT 9, 10, 11) and SN (Super NOTS) Procedures before attempting this level.

The OT must be aware of GUMS, PGCS (Pre-game Councils), purpose, and Conditions, i.e. - the whole "Gestalt" (scene) from Cascade of VPs to "Re-uniting" (Collection) of VPs. He must know the difference between "Dating" and "Gumming" and what S (circled) Points are.

He must be aware of the handling of Static thetans, Big thetans, Lambda thetans, Phi thetans, MOCOVPS, Dual MOCOVPs, Multiple MOCOVPs, J.B.s (Jelly beans), TWs (Teenie Weenies) - i.e., All thetans.

The "3 Universes" of PT must be understood. This is part of the data needed to handle the Composite Resistive Case of MEST.

Technically one must know SN & SS tech, 6 Ruds, LD Ruds, Valence Shifter, Confront Process, Prevent/Obtain, The Pre-Sessions of "Hello!", "Why don't you want auditing?", "Who would I have to be to audit you?" and Pre I & track handling processes of SN and below. Also Pr Pr's 4, 5 &6.

TR 0 must include all P.T. MEST U and all GUMS past and future.

The auditor for this level must be checked out on Power Processes, their theory and muzzled style of running - in particular Pr Pr 4, 5, & 6 - and what "revivification" is.

The theory of "holders" from SN tech is also vital and the "org board" aspect of holding.

The words "Encapsulated" and "Encapsulator" must be fully grasped in relation to theta-MEST and Creations by a thetan. Also "Encapsulating."

Encapsulated (adjective): the state or condition of being contained or surrounded by something or

someone else.

Encapsulator (noun): the something or someone who is protecting, surrounding or containing something else of real or imagined value.

Encapsulating (noun): the act of surrounding or containing something else.

Encapsulating (verb): the continuation of the act of surrounding or containing something else.

Encapsulation (noun): 1. the complete unit of that which is contained or surrounded and that which contains or surrounds it. 2. the capsule and contents.

Finally, the "Axioms" (Scn) and "Factors" (8-8008) must be understood - and LRH's (EE's) relation to the gestalt from Cascade to Collection.

_____

Additional study must be made of the Phi thetans "democracy," "Loser Laws," and

B of D's debrief on the state of the MEST universe - i.e., 12% only are able to be participating in the game as awareness units while 88% do not respond to any ARC or KRC of theta (that they have tried in the last 100 centillion years).

PROCESSING THEORY

1. The final barrier - or problem - to being fully OT (and 1st D "Static") is the MEST Universe, or 3rd Universe.

2. A "Universe" by definition is: a "WHOLE SYSTEM OF CREATED THINGS."

3. Creations are (or were) considered valuable or they wouldn't have been created.

4. The original creation may have been done directly or on a "via" or on a dual or multiple basis or with a "built-in" alter-isness to make it persist (like "motion" for instance). (Note: There are OT demos and drills for this to gain more reality on how it's done.)

5. Creations are "as-ised" by duplicating the exact time, place, form and event - and source (or sources) of it.

6. Needless to say, we are only interested on this level with the creations that have NOT been as-ised or are still persisting in or as "PRESENT TIME."

7. The original "creator" (source) may have changed, altered, rejected, ignored, forgotten, wasted or thrown away his creation (in Earlier Universes in GUM 0 - this one) and it became part of Universe 3 - MEST. It could then have been further altered and changed by others nearly an infinity of times - and MIXED UP THOROUGHLY into others' creations which have also a similar history. To untangle all this with Auditing would take many many years if done on a "run of track of each particle or energy unit or space back to basic creation." (However, this can be done as LRH stated in the 1950's - and small particles of MEST can be made to "vanish" or "as-is").

8. Also, one's personal creations (still existing by reason of some alter-is or not-is) may have been brought with the thetan to the Physical Universe, but then were layered over with Inc I, Pre Iers (?), Track Incidents and Others' Mental Image Pictures and finally even his own "pictures" as he became unclear. Also between this "CASE" and his own creations was the SS case of thetans CONNECTED, DISCONNECTED and UNCONNECTED to, from, or with him - and THEIR attentions and intentions - It may even be the case, if the OT at this level is not fully confident about operating exterior to the body, that when exterior he SEES HIS OWN CREATIONS (plus some ALTER-IS) and they hide or block his view of the MEST PT Universe.

(For example, in E/U Games, a thetan mocked up, with suitable vias or alter-is for it to persist, a

nice castle or garden to "live" in or "operate" from. He came to help put order into the MEST U. Zap! - Inc I and Pre Iers with their mock-ups & implants covering it up. Etc. Etc., on down the track. Finally on Earth he is found to "like" castles & gardens and has books of pictures of them, and "imagines" how he would build his own "some day."). (But, when he goes exterior in auditing he snaps right back in the body because he didn't see the auditing room, he saw a "garden." He enjoyed it but can't then operate his body from exterior because he might fall down the stairs (the body might) while he is trying to pick a "flower out of his garden.").

9. So, the creations we are handling on OT 12 & 13 are:

1. The OT's own creations that he is holding on to. then,

2. The creations of his that were dumped .

He is the SOURCE of these creations and thus monitors the Attention/Intention, Thought, Function, and Structure of them.

10. Once the area of auditing is defined for the session (like "MY OWN CREATIONS") and interest, reads and some list of them is done to direct the auditing towards, he then has to put out or RECONNECT his attention and intention to them (or one of them). This is the TR 0 for the session.

11. Next, realizing there is ALTER-IS or NOT-IS on the line (because they didn't vanish at once), he must perceive and get in comm with WHAT IS ENCAPSULATING THE CREATIONS AND THE ENCAPSULATED CREATION ITSELF. This is done by PERMEATION and PENETRATION.

Example: The OT "penetrates" to his creation - he gets the impressions of layers of thin gauze or "soap-bubble" films between it and him. These are OTHER BEINGS (thetans) WHO ARE ENCAPSULATING IT. He audits them.

Example: The OT "sees" his creation clearly but it doesn't vanish - he "permeates" it and finds out he put a "whirling mechanism" postulate inside to keep all the particles moving very fast in tiny circles so they wouldn't disappear. When he exactly duplicates this and how he did it - POOF!

AS-ISNESS. This was his ALTER-IS OF IT.

Example: In the example above he finds the mechanism to keep it in motion but it doesn't vanish. He permeates and penetrates more and finds he has created tiny REMOTE VIEWPOINTS inside the CREATION who he commanded to "KEEP IT MOCKED UP AND MOVING." He realizes this, does a MOCOVP on them and POOF! - the creation vanishes. This was CREATION ON A "VIA" plus ALTER-IS.

Example: On a "REJECTED CREATION" the OT finds it's scattered far and wide throughout the MEST U. (Note: All these CREATIONS are in P.T. still existing even if they had a past or future postulate on them). He permeates the MEST U and gets a comm line to all the bits and pieces. He sees that many have different amounts of ENCAPSULATORS, some Phi thetans, some totally unresponsive, and the particles are thoroughly mixed up with other thetans's creations. His SN drill of "narrowing attention" to include only his own particles is used.

He runs Power on the Phi thetans (unresponsive or not) as Power also handles all Rudiments as it runs and will free them (Phi thetans) as on SS, PLUS revivify the unresponsive ones. He does Pr 4, 5, 6.

Then he permeates the particles of his creation (nothing is in between them and him now) and realizes the intention or postulate(s) behind or involved in its creation. It suddenly "reassembles" to his perception for a brief instant, and disappears. POOF!

Example: On the above, he does all the steps and it "reassembles" - or at least he knows what it was - but no AS-ISNESS. He checks "Was this a DUAL, CO-, or MULTI-CREATION?" He finds out which - gets in comm telepathically with the "other" creators, and puts their attention on it (May have to use R-factor & handle any out Ruds as in SS). When all AGREE on its creation (And on any sort-out of created VPs or Alter-is put into it) it will VANISH! - POOF!

12. There are many COMPLEXITIES and COMPOSITE RESISTIVE POINTS to handling CREATIONS (that's why the MEST U is still here after 100 Centillion years - no one had the TECH!). AND the thetans involved with the CREATIONS (no one had the tech for that either until LRH laid it out in 1950's).

To help, a REPAIR list will be given to OTs on this level - it's just a list of what to look for, where to look, when to look, and other complexities that may not have been noticed by the OT who gets

something that won't as-is.

13. The purpose of this level is: TO AS-IS THE FORMER CREATIONS OF THE OT WHICH HAVE BEEN PREVENTING HIM FROM CREATING NEWLY IN A NEW UNIT OF TIME.

and Secondly: TO FREE ANY BEINGS WHICH HAVE BEEN STUCK IN OR AROUND THE OT's CREATIONS.

14. The EP of the level is:

"An OT who can OPERATE on his 12 DYNAMICS IN or OUT of the MEST UNIVERSE." (Technically a "1st Dynamic Static").

15. The C/S and Repair List for this level will be issued separately.

BR

Sr C/S Ron's.

11 April 86

with

full thanks to

Elron Elray

for the understanding

of this level.

14 April 1986

C O N F I D E N T I A L

SUPER POWER for OTs

(C/S - Solo Auditing)

I. MOST IMPORTANT CREATIONS (MIC STEP)

(IMPROVEMENT OF THE QUALITY OF Q)

Establish the most important creations to run by statement, interest, reads, VGIs, F/N. The OT may know what is first to run. If not or if unsure of which to run:

A) "What ability do you want to improve?"

(To BD F/N item)(Use L & N to correct).

B) "What type of creation would have to be handled to improve that?"

(To BD F/N item)(Use L & N to correct).

Example:

A) "Exterior perception" BD F/N.

B) "The creations that block perception" BD F/N

DO ONE CREATION PER SESSION

Example:

1st session:

"Is there a #1 Creation of "the creations that block perception?"

2nd session:

"Is there a #2 Creation of "the creation that block perception?"

Use suppress, inval, not-is buttons as needed.

If the question F/Ns cleanly, go to next ability.

II. OWNERSHIP CATEGORY (OC STEP)

(SOURCE)

Establish what ownership category to run by VGIs, interest, reads, F/N.

Assess:

1. 2.

Single/solo?_____ Mine?_____ plus anothers?_____

Dual?_____ plus others?_____

Co-?_____

Team?_____ Anothers?_____ plus mine?_____

plus others?_____

Others?_____ plus mine?_____

plus anothers?_____

Example: "On (Creation from I-B above) is it_____?"

1. 2.

Single/solo? F Mine? F plus anothers? X

Dual? X plus others? X

Co-? X Anothers? X plus mine? X

Team? X plus others? X

Others? X plus mine? X

plus anothers? X

Result: "It's my solo creation." F/N.

Another example:

1. 2.

Single/solo? X Mine? X plus anothers? X

Dual? X plus others? X

Co-? F Anothers? LF plus mine? X

Team? X plus others? F

Others? F plus mine? X

plus anothers? F

Result: "It is anothers and others creation." F/N.

Another example:

1. 2.

Single/solo? X Mine? F plus anothers? F

Dual? F plus others? X

Co-? X Anothers? F plus mine? X

Team? X plus others? X

Others? X plus mine? X

plus anothers? X

Result: "It's anothers and my creation." F/N.

Note: Use suppress, inval, not-is if no read. This procedure checks and double checks the creations authorship. If this is not correct, the creation can not be as-ised. (See Scn. Axiom #29).

III. ATTENTION/INTENTION ON IT (A/I STEP)

(ATTENTION/INTENTION)

"On this creation is there:

a postulate?_____

a perception?_____

an intention?_____

an attention?_____

Take each that reads, REPETITIVELY to clean F/N. Use suppress, inval & not-is if no reads.

IV. THOUGHTS ABOUT IT: (THOUGHT STEP)

(THOUGHT)

Assess:

thought?_____

On this creation is connected attitude?_____

there a/an: disconnected sensation?_____

unconnected emotion?_____

pain?_____

Use suppressed, inval & not-is if no read.

Run "CONNECTED" plus any reading TASEP with ITSA, E/S ITSA to F/N. Then run "DISCONNECTED" and "UNCONNECTED." Finish with clean F/N on each C, D and U.

V. FUNCTION (FUNCTION STEP)

(FUNCTION)

Assess to BD F/N item (or items):

"This creation is part of

- a GUM_____
- a GAME_____
- a GOAL_____
- a PURPOSE_____
- a PLAN_____
- a POLICY_____
- a PROGRAM_____
- a PROJECT_____
- an IDEAL SCENE_____

- a STATISTIC_____

- a VALUABLE FINAL PRODUCT_____

- a PRODUCTION_____

- an ORGANIZATION_____

- an ESTABLISHMENT_____

- ETHICS_____

- TECH_____

- ADMIN_____

- AESTHETIC_____

Use suppressed if no read.

Handle with ITSA to clean F/N.

VI. STRUCTURE, STATE, LOCATION (STRUCTURE STEP)

A) This creation Exists in (or is located in):

U1?

U2?

U3t

U1 + U3?

U1 + U2?

U2 + U3?

U2 + U1?

U3 + U1?

U3 + U2?

Ul + U2 + U3?

To clean F/N on the one that is true.

U1 - own universe

U2 - others universe

U3 - physical universe

NOTE: This also cross checks the location.

Example: If creation is between U1 & U3 it will read on U1, U3, U1 + U3, U3 + U1 and clean F/N on the auditor's statement "Its in U1 + U3."

B) - ENERGY - - SOLID -

COMPLETE

"FROZEN"

ACTIVE

A FLOW PASSIVE

It's state(or condition) is: A RIDGE and/or AWAKE

A DISPERSAL ANATEN

ASLEEP

BROKEN

DISTORTED

SCATTERED

- to clean F/N on the ones that are true.

C)

It's structure or description is:

1) --- How? --- 2) --- When? --- 3) --- Where? ---

VISIBLE IN PAST NEAR

INVISIBLE IN PRESENT FAR

OTHER DIMENSION IN FUTURE AROUND

(OR HIDDEN) IN ALL TIME ON

DISGUISED IN

4) --- What? --------- (Composed of) ----

MATTER CELLS NO MOTION CENTRIFUGAL FORCE

ENERGY MOLECULES MOTION ELECTRICITY

SPACE ATOMS GRAVITY MAGNETISM

TIME PARTICLES LIGHT FIELDS

BLACK HOLES COLORS ANTI-MATTER THETANS (QQns)

RADIATION WAVE-LENGTHS ANTI-ENERGY CREATED VIEWPOINTS (MOCO)

VACUUMS FREQUENCIES ANTI-SPACE JELLY BEANS (Lambda Qns)

EXPLOSIONS SOUND ANTI-TIME TEENIE-WEENIES (Phi Qns)

Get a clean F/Ning description from A, B, and what reads from the four categories of C. Write it down.

Example: "It's in my own universe (U1), complete, visible, in PT, around me, and composed of light energy, sound vibration and magnetic particles."

VII. HISTORY (HISTORY STEP)

Assess the "History List" and get an F/Ning description of it's history.

Example: "It was made in the MEST Universe and is for administration and is incredible'"

(History List on next page).

HISTORY LIST

(Handle any reads ITSA to F/N).

Question: CONCERNING THIS CREATION, IS IT:

1. Brought from earlier GUM?

2. Made for this GUM?

3. Made for "GAME OF GODS"?

4. Made for Earlier Universe Game?

5. Dumped from Earlier Universe Game?

6. Mate for "ORGANIZE GAME"?

7. Brought to MEST Universe?

8. Made for Civilization Game?

9 Made for Implanting Game?

10. Made for PRE-I Game?

11. Made in MEST Universe?

12. Dumped in MEST Universe?

13. Made in own Universe?

14. Dumped from own Universe?

15. Kept forever?

16. Kept for the Future?

17. Made for a Future GUM?

18. Made for Status?

l9. Made for Conformity?

20. Made for Maintenance of Control

21. Made for Admiration?

22. Given to you!

23. Forced on you?

24. Held for someone else?

25. Kept for recognition of your Identity?

26. Kept for recognition of anothers Identity?

27. Made for KRC?

28. Made for ARC?

29. Made for Love?

30. Made for Power?

31. Made for Understanding?

32. Made for Theta?

33. Made to remind you of something?

34. Made for you to live in?

35. Made to be your "Home"?

36. Made to hide in?

37. Made to protect something?

38. Made for protection?

39. Made for fun?

40. Made for A "SAFE PLACE TO BE"?

41. Made for enjoyment?

42. Made for quiet reflection or study?

43. Made for war?

44. Made for business or trade?

45. Made for privacy?

46. Made to store files or pictures in?

47. Made for some other reason?

48. Made for a secret reason?

49. Made for another reason?

50. Made for an incredible reason?

Note: Any "break" in the session for auditors code reasons or toilet, etc. - should go here - between step VII & VIII.

VIII. PERCEPTION, PERMEATION AND PENETRATION STEP: (TRIPLE P STEP)

Now that the OT has a reality on what the creation is that he is going to handle, he has to realize what is between him and it and what has to be audited to put him at KRC in relation to it, so he can as-is it.

Note: If unsure about the creation at this point, he should check back over all steps to see if there was anything missed - or do the repair list and sort it out - until he is certain of what it is .

A. Do a TR O (All GUMs and all MEST U space and time) to get all of the creation and any encapsulstors into the session space.

B. If a Dual-, Co- or Multi-creation, get the other(s) who helped create it into the session space also and R-factor them of the handling. (SS type steps 1 - 10 may be needed to get them in session and willing to help in the as-is-ness. Can be done as part of Step IX).

C. Narrow attention to the creation, creators, (if dual-, co-, or multi-), encapsulators of the creation.

D. Note down the above data in A, B, & C if not already found out in previous steps. Note down any new data. This "analysis" gives you the exact areas to audit, (to bring the creation directly to your (and any other creators) view with no "vias" in-between, so it can regain its original form and as-is). Use permeation & penetration.

E. Repeat A, B, C and D until you get a clean F/N at the end of D. (On knowing exactly what is there to be audited).

IX. AUDIT THE ENCAPSULATORS (AE STEP) (Also MOCOVIP's & Co-CREATORS, INFILTRATORS, etc.).

A. (If no encapsulators, infiltrators, or co-creators and the creation is already starting to vanish, go to step X).

B. If encapsulators etc. are all "responsive" to processes 1 - 5, then do SS Steps 3 - 8 (6 Ruds

and 6 LD Ruds), then the "Freedom (Blow)" and "Can't Blow" Steps of SS.

C. If some or all encapsulators are "unresponsive" to processes 1- 5, then do PrPr 4, 5, 6 and the "Blow" and "Can't Blow" Steps of SS.

D. Use the "Valence Shifter" and "Confront" Processes if any can't do the "Blow," "Can't Blow" Steps.

E. The EP of this step is "NO VIAS or thetans between the CREATOR(s) and the CREATION being handled."

PROCESS 1: "Hello!" Tone 40 (to clean F/N).

PROCESS 2: "Why don't you want auditing" (Freeing) (to clean F/N)

PROCESS 3: "Who would I have to be to audit you?" (Free you) (to clean F/N)

PROCESS 4: "Where would you have to be to be audited?" (Freed) (to clean F/N)

PROCESS 5: "When would you have to be to be audited?" (Freed) (to clean F/N)

B. RESPONSIVE C. UNRESPONSIVE

6 Ruds + LD Ruds: Power Processes:

1. ARC break (or KRC-break) .

ARC break LD

2. PTP PrPr 4 - "Source"

PTP LD to EP and F/N VGI's

3. MWH/WH PrPr 5 - "Existence"

MWH/WH LD to EP and F/N VGI's

4. OVERT PrPr 6 - "Conditions"

OVERT LD to EP and F/N VGI's

5. INVAL * Muzzled style - nothing else,

INVAL LD only the process!

6. EVAL

EVAL LD

Ruds: All E/S to clean F/N

LD Ruds: All "How long?" and "Did it start earlier?" to clean F/N.

* Blow (Freedom) Step Processes: (SS Step 9)

A. Who? ("Who are you?") or (V.P.)

B. MOCOVP? (Return to the moment of creation

of your viewpoint or GO FREE! Or

WAIT AT STATIC or HELP ME (for ones

own MOCOs)).

C. Rights of a Qn: ("You have the right to your own sanity self-determinism." "You have the right to leave a game - power of choice"). (These may be assisted by: "I'm not holding you. No one can." and "You may return to Static State and wait there until you decide.").

* Can't Blow Step Processes: (SS Step 10)

A. "Look for others stuck to you." "Mules" "Spot others in your valence!" "Any in my valence?" (the Pre-OT's).

B. 1) Inc II & I if needed or M/I (Mutual Incident) if a cluster. Then E/I's to E/U.

2) Pre I? (Run Pre I chain of experiments, spindrier, electrosphere,

Hoover, capture from E/V, E/U).

3) TW's (Teenie Weenies)? (Run these back to moment of dump into

MEST Universe. Handle ARC-breaks, Loser Laws, etc. if needed).

4) "Game of Gods?" (For admiration MOCOs & MULES).

C. Need Orientation?

A Game?

A Purpose?

(plus any process now needed from SS STEP 9 - Blow Step). Roll Blow/Can't Blow Steps over and over till all Clean F/N.

* Valence Shifter - Confront

"What valence would be safe?" L&N to BD F/N item.

"What could you confront?" To BD F/N, Blow.

X. AS-ISNESS STEP: (AS-IS STEP)

1.) The creation has now either reassembled briefly and as-ised with F/TA by now or when the OT auditor reads over his description of it and takes full responsibility for it.

2.) If not, do a TOUR of the Creation with the Co-Creators(if any) and any VIA MOCOs who were created to actually take the creation to F/TA. This is done just like going through a ship or house from room to room and inspecting it all.

Usually the via MOCO(s) will proudly tell you (and the Co-Creators, if any) how he (or they) made the Creation, as they do so it will VANISH or AS-IS. (If MOCOs are still around now without a "job" of being part of the Creation, give them Blow Steps, B & C - and thank them for their help in making the Creation).

3.) If still not as-ised he must now use perception, permeation and penetration again to see how it is being made to persist.

The following things should be looked for:

A. Created on a via? (A via MOCO he used to create the MOCOs in the Creation).

B. Didn't get the others who helped create it to also take responsibility for it?

C. There is a MOTION or "alter-is" postulate in it?

D. You created some viewpoints to also create it and keep it there?

E. Still encapsulated?

F. More data needed on exact time, place, form event or ownership?

G. It's too incredible?

H. You are keeping it there? (I am keeping it there?)

I. It already AS-ISED ant someone is re-mocking it up or copying it?

J. It wasn't yours in the first place?

K. Some other postulate about it?

* ADDITION TO STEP X AFTER PILOT SESSIONS (15 April 86):

You have gotten "TECH IN" on your creation when it AS-ISES or vanishes.

* You also have to get "ADMIN IN" on the "idea," "intention behind" or reason it was created, OR it will remain as a "potential" creation of your KRC in the game.

* This is done by evaluating the ADMIN SCALE POINTS (that remain unhandled so far in the session) against the ADMIN SCALE OF THE GUMs GAME GESTALT (GGG). This improves your quality as an ADMINISTRATOR (12th dynamic) and finally allows you to "let go" of the POTENTIAL (as well as ACTIVE) CREATION.

Example:

A "safe place" CREATION is AS-ISED. It was an IDEAL SCENE. The idea of doing it again is there. ADMIN SCALE of it is looked over. The purpose was to "get away" in case of Theta Thetan, Lambda thetan or implanter thetan harassment. It is evaluated against GSD (Game of Scn. & Dn.) and the OT realizes he can handle any thetan with SN & SS tech - so he "lets go" fully.

* This returns the POTENTIAL POWER of CREATING NEWLY IN A NEW UNIT OF TIME to the OT.

* Another F/TA will occur when the "ADMIN" is IN.

Another way to look at this is that the OT is improving his ability to "manage" his creations and creative power and align that ability on all Dynamics for the "IMPROVEMENT OF THE QUALITY OF THETA." (The purpose of the GUMS GAME GESTALT).

So added to the Repair list is:

100. It really did as-is, but you didn't handle its ADMIN SCALE and, thus, still have it as a "POTENTIAL CREATION"?

* The handlings for above (A - K steps) are obvious - either go back through the steps omitted or incomplete or bring the reading questions to Clean F/N + AS-IS- NESS + F/TA.

* When AS-IS-NESS (TECH & ADMIN) occurs, thank everyone who helped (TR 2) and end session with soft "That's it!"

XI. SUCCEEDING SESSIONS (C/Sing STEP)

* Use the creations found in Step I - B, taking the next one in the next session, etc., until THE ability you want to improve HAS RETURNED or there is just a clean F/N on the question:

"Is there a #_____ Creation of (I - B item)?"

* * *

* Then get another BD F/N ability from the I - A list, or add to it as needed, and run it in same manner to:

RETURN OF ABILITY or NO MORE CREATIONS ON IT.

* Take a win after an ability is regained.

* On assessing for ARC- or KRC-Breaks, if no read, but no F/N, check if it's a "Power" or "Theta" break. KRC Power and Theta - total ARC/ KRC. (Also use full KUCDEIORF scale on 2nd assessment).

* Remember to thank Ron for the TECH and the IMPROVEMENT of the QUALITY of THETA.

NOTE:

Don't worry if all the ability doesn't return after there are no more Creations the OT is "carrying" around. Remember he did dump some (or many) into U3. These will be handled on OT 13. (And the other 3 R/Ds will also help regaining fully his ability).

XII. END PHENOMENON OF OT 12, 13 AND THE 3 RUNDOWNS (EP)

"An OT who can OPERATE on his 12 Dynamics IN or OUT of the physical universe." (Technically - a "1st Dynamic Static.")

BR

Sn C/S RONs

SUPER POWER FOR OTs

OT 12

REPAIR LIST

14 April 1986

1. Ability List needs correction?

2. Type of creation list needs correction?

3. Ownership incorrect?

4. Another postulate on the creation?

5. Didn't perceive it fully?

6. Another intention on the creation?

7. Attention AVOIDING something about it?

8. More thoughts on it?

9. Another attitude about it?

10. Another sensation?

11. Another emotion?

12 Pain?

13. Missed something connected to it?

14 Missed something disconnected from it?

15. Missed something unconnected with it?

16. It has another function?

17. Confusion of universes?

18. Another energy state?

19. Another solid state?

20. Description incomplete?

21. Structure hidden from view?

22. It has a "can't be unmocked" postulate?

23. It's composition is different?

24. Thetans mistaken for MEST?

25. MEST mistaken for Thetans?

26. Incomplete History?

27. Don't know how it got there?

28. Don't know when it got there?

29. Don't know who put it there?

30. Don't know why it's there?

31. Don't know what it is?

32. Theta Break?

33. KRC Break?

34. Power Break?

35. Unhandled ARC Break?

36. Curious about it?

37. Desire it?

38. Part of an enforced reality?

39. Part of an inhibited reality?

40. It doesn't make sense?

41. No reality on it?

42. Rejected it?

43. Something false about it?

44. A false reality?

45. Something hidden about it?

46. Something suppressed about it?

47. Not-ised?

48. Invalidated?

49. Protested?

50. Evaluated?

51. Altered?

52. Asserted?

53. Not revealed?

54. Something your attention is on about it?

55. Something your attention is avoiding about it?

56. Something you are not confronting?

57. It's too incredible?

58. TR 0 wasn't big enough to get it all in?

59. Encapsulators missed?

60. Other creators missed?

61. Someone only pretending to create?

62. False Creators?

63. Misunderstoods on GUMs & Time Track?

64. Need hatting on how big the MEST universe is?

65. Didn't permeate it all?

66. Needed more penetration?

67. Something or someone not perceived?

68. It's still encapsulated?

69. You created the co-creators?

70. Incomplete analysis of it?

71. There is still a "via"?

72. There were more encapsulators than you first thought?

73. There weren't any encapsulators in the first place?

74. Didn't get your F/Ns clean?

75. Didn't flatten a presession? (Processes 1 - 5)

76. Didn't narrow attention and got something else into the session?

77. Narrowed attention too much and didn't audit something or someone?

78. Left a rudiment unflat?

79. Didn't assess the ARC Break?

80. Didn't go E/S enough?

81. Didn't get "How long" on LD Ruds?

82. Missed a W/H?

83. It was really a KRC Break?

84. A Theta Break?

85. A Power Break?

86. Didn't run PrPr correctly?

87. No EP on PrPr 6?

88. Q & A while running PrPrs?

89. Didn't let them all go free on the "BLOW" step?

90. Auditor not acking and letting them go?

91. Failed to handle some "Can't Blows"?

92 Pre-Is in restim? Pressure?

93. Teenie Weenies in restim? ARC Break?

94. Messed up the "Valence Shifter"?

95. Didn't run "Confront"?

96. More "Blow" Steps needed?

97. Unsure about AS-IS-NESS Step?

98. Didn't check A - K on AS-IS-NESS step?

99. Didn't thank the thetans who helped?

100. It really did AS-IS, but you didn't handle it's ADMIN SCALE and still have it as a "POTENTIAL

CREATION?

101 Some other type of BPC?

(Use appropriate list)

BR

Sn C/S RONs ORG

TECH BRIEFING Nr. 10

"Super Power for OTs"

27 May AD 36

by

Capt Bill Robertson

Hello. Welcome to Super Power for OTs.

This is Tech Briefing No. 10, Captain W. B. Robertson, Rons Org, Frankfurt.

Super Power for OTs covers OT 12 and 13 on the old Grade Charts and it delivers quite a bit of power, the total of power, back to the OT, so that he can understand his position in the game and

move on up to a state of Static. These are very much Pre-Static levels and the program for these levels includes handling anything that may be needed so that he can carry on with OT 14, 15 and 16.

Now this is the 27th of May A.D. 36, or 1986, planetary time, Teegeeack, Central.

First of all I would like to acknowledge LRH and thank him very much for the knowledge and technology that we have that can be used and have been used to handle all these upper levels. There is no "new technology" needed, it's just applying it to what you find there.

So, the program for OT 12 and OT 13 is quite interesting. I told you on the earlier tape, Tech Briefing No. 9, that you would be handling your own creations at this level. That is very true. And how do you handle your own creations? Well, there has to be an entrance point into the case at this level as well, and on this level, since we dealt with intention and attention in the OT levels 9, 10 and 11, we are now dealing with the basic abilities of a thetan and so we are now entering the case here through the media of ability.

So the key question in this level or the lead question to get what to run and what to audit is basically: "What ability would you like to improve?". And that is the start of it. And the person gets his abilities listed that he would like to improve and the biggest reading, most LFBD F/Ning one, that's the one he starts with and he then starts to handle the creations that would prevent him, or would have to be handled to regain that ability. And he handles them at one creation per session. There is a rundown to do this and it is very precise and it works excellently to a complete as-isness.

Now the program however, for OT 12 and OT 13, is not just one cycle. OT 12 handles the Ability List, of course, that we just talked about and it does handle all the creations which are preventing those abilities from occurring or from being there in the Pre-OT - or in the OT - he is an OT by now - and they also, however, are the creations which he is still carrying around. He's still got these creations there, all mocked up and very carefully not-ised. I guarantee you these are not creations you cognite on usually at any lower level. These things are completely not-ised. And when you find them it's quite surprising what you have been carrying around. Of course when you do find them you realize "of course! I have had that all the time, ha, ha, ha" But at the beginning you don't even know what they are. So, that's a very interesting thing, and it shows that we're on the right track because it brings up again the persons knowledge and awareness of what he has been doing and what he has been making, creating, and carrying around for eons. Even before this Games Universe Model - some of these are very, very old.

OK, so that's what OT 12 does, it handles those that he is still carrying around, that are preventing him from having certain abilities. Now at the end of this I originally supposed that that would be it

and he would have those abilities back - however - there is another aspect to all this. And of course we have to include, when he was playing earlier universe games, he must have dumped some of his creations into the MEST universe. And didn't take responsibility for them.

Therefore, on OT 13, he will handle the "dumped creations" and the dumped creations come in two categories - those that are responsive, shall we say, and don't need to be blown loose with Power Processing, and the unresponsive ones that do need to be blown loose with Power Processing and come to life again and final as-isness.

Now the interesting thing here is that nearly all of these creations, well, let's say the truth of it, all of these creations have been created on a via. They've also been created by co-creation, multi-creation etc.etc. but each co-creator, etc, has created it, his part of it, on a via. And the via is always a MOCO.

In other words, it's a being with limited abilities which has actually created the creation. That is why it has never been as-ised. Because even if the being looks at it, it still won't vanish because he didn't pick up the "alter-is" of first making the MOCO to make the creation. And that's one of the keys that you find out on this level, but you'll all experience that as you go along.

Anyway, between OT 12 and OT 13 ...12 is handling the ones that the OT is carrying around of course, still mocked up, still complete, and believe me they come off in a sort of a gradient of complexity. He might find the first one he "did it all by himself" with the help of a created viewpoint or a via and the next one maybe then the same and then a couple of more and he finally gets into "dual-creations" and into "co-creations" and into" multi-creations" which involve a whole bunch of other people. Oh, boy, and then they get very complicated and he is handling enormous amounts of thetans, charge, and co-creative aspects. He has to get them all into session, all there, to be able to "as-is" the thing and so on like that. And get off...Also, which is very important in all these creations, is, there is not only a "technical as-isness" which I found out very quickly had to be done, and that is the "administrative as-isness".

Now we're talking about Dynamic 12. If you don't as-is also the reason why you put that creation there in the first place, if you don't find out why or exactly for what reason it was done or what agreement was made before-hand, then the potential of making that creation will still be there and it will nag at you and it will sort of be - "Well yeah, I feel like maybe I need that, I might put it back some day, I might carry it around, I might want it again, I..I..I..." Anyway, you go into a great worry unless you also do an "administrative as-isness" on the reasons why it was created. So there is a technical as-is F/TA and an administrative as-is F/TA on the creations.

Now on OT 13 of course one handles the dumped, responsive creations, the ones that wake up easily, the MOCOs and the Vias - "Via MOCOs" - that were used to create, that wake up easily

and respond. And then there is the unresponsive ones. OT 13 only takes a couple of sessions. One for the responsive and one for the unresponsive. And these were all "dumped creations". However, in-between each session there is a waiting period of 3 - 5 days, while the MOCOs and the creations or created bits that they're carrying actually return to the exit point, which is the person who is doing the auditing. And they keep coming in, apparently for something like 3 - 5 days, from out of the ends of the physical universe. And that takes that long and you just have to keep running the session " out of session" as they build up every hour or so and you just sort of carry on with them to their moment of creation or free them and get their technical and administrative as-isnesses. There is a specific procedure to do this. You can just remember it and as the things build up you can just do them. And for about 3 1/2 days or so they will keep coming and then suddenly there is no more there. Then you can do the next part of the session - or, sorry the next session in OT 13 - and then you have to wait after that one 3 to 5 days to do the same thing and then your finished with the OT 13 freeing of the dumped creations.

These all had to do with the person, the Pre-OT, or the OT, we are working with here. And right after OT 13 is finished, there is a Pre-Static Prior Assessment. And that handles, a sort of an assessment of all the areas of where he could have created different types of MOCOs, and there are 12 different areas. And we handle in those areas plus and minus "admiration particles", which he could have created. And those are MOCOs created with the ability of admiration, as I told you in an earlier lecture. And any plus or minus "creating MOCOs" - MOCOs that are creating a little thing, or object, or some piece of MEST, or negative MEST - and "plus or minus perceptic MOCOs". Now that is something that I found out also, there are also perceptic MOCOs. And these are MOCOs that are created to give a perception. And those will come up plus or minus. Of course, they can give a no-perception or they can give a positive perception, you see, but they are created with that ability. And other people can "mule" these things as well, they can mule your admiration MOCOs, your Creative MOCOs, and you perceptic MOCOs. Any way , you do it on these 12 steps - it free them all up and the guy is totally blown out and not connected in particular with any past associations with other beings. Now, the only cycle after that, before finishing the 2 levels - he actually could attest OT 13 after that point or even after the OT 13 two sessions, - the 2 sessions plus waiting periods on OT 13 - he can attest OT 13, but this prior assessment handling, after it's done, he'll be very willing to attest. This is something that's extra to be done there.

And then there is a - you might even call it an "in-between 13 and 14", or a little more of 13 if a person needs it, or a set up for OT 14, if he doesn't need it, but it has to come on there. And that's called the Clone Cycle Rundown. And of course a "Clone" is someone created in the image of another or a duplicate, and the Clone Cycle Rundown handles Clones that the OT has made for the game and for the Games Universe Model. I should say, all the way back. And those "game clones". And there are 5 different areas he could have cloned substitutes or duplicates of himself in. And those are all handled and given their choice "to return to moment of creation or go free". And then he actually is a Static in Non-existence. A First Dynamic Static.

And then onto OT 14, 15 and 16, which are going to deal with the Power Plus aspect of the OT, which will involve him in freeing up those areas that are still existing in U2 now. These are other peoples universes, that he has been involved with in the past or is interested in the present. So he starts getting very causative now in the U2 area. He's handled his own U1. He's handled his own U3 responsibilities, and there is nothing left really because U3 is just an agreement of U2s, and so all he has to do now is start handling U2s and he is on the way to full freedom as a Static as well.

The gains, the cognitions, the realities on these levels are absolutely incredible - so don't be surprised at anything that comes up. You have to understand that a lot of the cognitions you get you are going to find as further, deeper, understandings of LRH's basic Logics, PreLogics, Axioms, the Factors and so on, but there'll be a much deeper understanding of these from these levels. OK.

Now I'm going to tell you a couple of things I might have passed over too rapidly there. You did not get all of it, because I mentioned a couple of things that I don't believe were covered on earlier tapes, I didn't give you a definition for. And let's make very sure you understand what they are.

The first one is negative MEST. You can create positive MEST and you can create negative MEST. Negative MEST is simply a thetans creation of Matter, Energy, Space and time that does not follow the basic law of "two things cannot occupy the same space at the same time". As you all know that's a law in the physical universe and it does hold very true in the physical universe. But in the thetans U1 or "own universe" he can create matter, energy, space and time which does not necessarily interfere with, and can occupy the same space at the same time as the physical universe MEST. So this is what we call negative MEST - negative matter, negative energy, negative space and negative time. It's a thetan's own creation that is just created so that it doesn't obey that law. It's very simple. So that's negative MEST. You know a thetan can create anything, so he can create something that disobeys that law and a lot of his creations that he is hold around his neck in present time will be found to be made out of negative MEST. The ones that are dumped into the physical universe are of course mostly positive MEST. Also there is probably some negative MEST floating around in there and the scientists have not found it yet, because they can't measure it. You can only find it on an E-Meter. OK.

The other thing I wanted to explain a little more was the sequence here, I went over it, but I'll just give it to you rapidly now. It's OT 12, does his ability list, OT 12 handles the creations on each ability that he lists which are preventing those abilities from being there and these are the ones that he is carrying around with him, alright? He does that. That can take from 40 to 50 hours or more, I don't know, as so far I am the only one that has done this other than LRH. OK?

Next one is the Pre-Static Life Repair and that has 3 two-way comm steps and one step, number 4 - step number 4 - which handles the plus and minus affinity, sorry, admiration particles and plus and minus A's, MOCOs, that were done back in the Game of Gods. This gets him unhooked from the Game of Gods in the beginning of this Games Universe Model so that he can then view and handle the whole track of the physical universe all the way down to present time and start handling the dumped creations. The dumped creations are of course all the one's we find in the MEST universe and they're all scattered about. And that's OT 13. There are two sessions plus waiting periods in that, which are the responsive ones and the unresponsive ones. Now these again remind you of the Phi Thetans. Well, the Phi Thetans, of course, normally are the MOCOs that were created to create those particles and they are still floating around with those particles and that's why you can get in comm with the MEST universe if you are an artist or if you are and Auditor. They are still there with those particles. OK. And they need to use you as an exit point so

you have to wait those periods. A week is very safe, 3 to 5 days seems to be alright, but wait a week between each session, and they all come through the exit point. You don't just "wait". You are actually doing the exit point thing every few hours. They build up while you sleep and you can do one in the morning as well. You can do then "out of session". It's very easy and it just blows the mass of these creation and the being that are MOCOs that are holding these things. They are waiting there for you to tell them what to do with those things now, you see? They brought them to you and just haven't quite got the last command: "It's alright to let go of it now fellows, thanks for creating that. Were you ARC broken when you were dumped? OK, that's fine, I understand that." And then "Oh your creation was invalidated before it was dumped? Aha, well yes, now remember when it was valid and it was a very good idea. Yeah, OK, good. Now, I'm the guy who told you to created that, so you can let go of it." It's almost as simple as that. And then you can say: "Return to your moment of creation or go free", and you have to get off the idea of why it was created in the first place so that the admin as- is-ness can occur. But these are usually dumped from earlier universe games, and the idea was just to have a game there or to use it for something else, but it was dumped so it isn't very important to the thetan at this moment. He just has to get all these handled. Otherwise he's got these MOCOs of his sitting around in U3 mixing up with other peoples U2's, you understand?

One interesting point on this is that you can view the case on OT 13 as a giant "negative cluster". The case is actually a thetan with bits and pieces of him spread or buttered or strewn through out the physical universe. So he is actually then fractured or shattered into little bits all over the place. These are his own created viewpoints, you see, and so he is sort of a negative cluster that's been pulled apart but it's all him.

Now this is the reason - the reason behind is why you cannot run Power Processing on a person after Clear. If you run Power Processing on a person after Clear you are liable - you are liable - to audit some of these bits and pieces of his own MOCOs that are pout there in the physical universe. And if they get handled on Power Processing - handle their unresponsiveness, their ARC-brokenness or whatever - and they are not called improperly at OT 13 but they are handled at some other point below that with Power Processing, they can come driving into the exit point for 3 to 3 1/2 days. But they can't get free. They can't get out. The guy does not have the right command, he has his OT 3 or his NOTs case still in place and they just jam into the outside of the case and they push it right into his skull and he feels - it makes him feel like the man in the iron mask was a funny little joke. In other words he feels like his head is made out of steel and it's totally solid. So you do not run Power on anyone after Clear - on the being. A Review Auditor can use it and direct the being to run it on someone else, like as SP BT or something. He can direct the power to be used there. But until you get to OT 13 you shouldn't run Power as a Solo Auditor. And on 13 you can run it, but then you cleaned off all the other parts of the case and the only ones it's going to hit is going to be your own MOCOs out there that are unresponsive, and it will free them and get them out of the engram they're in and bring them back to the exit point, but there'll be nothing in-between to have them jump up in. And you know how to handle them and blow them when they come, so nothing will happen. So just give you that as a warning and that is the reason that you don't run Power after Clear on the Clear or the OT. OK?

And you still don't run it at this level on that person, you are running it on his MOCOs. OK?

So it's very good reason for this. Alright?

Next is, after that OT 13, there is the Pre-Static Prior Assessment which handled, as I said, the plus and minus admiration particles - the plus and minus creation particles, MOCOs that made a little thing or something and stuck on somebody else - and plus and minus perceptics. Now plus and minus perceptic MOCOs - it's good here to read the 55 or 57 perceptics on the Book of Scales that LRH put out because they can be doing or mocking up any of these perceptics. And believe me, when they're doing that, they are taking the hat of perception away from the OT so the OT can not perceive as well as he could if he was doing it directly. He's given over responsibility for his perception to a perceptic MOCO, and therefore he may wonder sometimes about his perception, why its sort of funny, and why it's not good when he is exterior or something, and therefore he may find out that he's just created a whole bunch of perceptic MOCOs and they're out there perceiving for him so he isn't really doing it. And maybe they got muled with somebody else's and they're not on the job anymore, and maybe they got ARC Broken or whatever, you know? So it does not work anymore. But he can handle it below this level because of the other factors I mentioned, there is too much other things in the way. You have to get these other things out of the way and then he can perhaps handle these in one session. The prior assessment only takes on session. OK.

The next is the in-between 13 and 14 Clone Cycle Rundown. And this is, as I said, handling "Game Clones" on the 5 steps. Now the 5 steps are simply taken from Games Theory and they include Broken pieces, Pieces, Players, Game Makers, and No-Game Makers. And those areas correspond very well with Phi Thetans, Lambda Thetans- Theta, sorry Theta Thetans OTs and Static's - Static Thetans. So you have here a gradient scale. You have to be run backward from the lowest level up, you'll find that the guy will have a lot more on the lower bits of this game scale, the "broken pieces". There'll be a lot of those and maybe ten times as many as on the next level one, which is the "piece" level, and the pieces which correspond to Lambda will be maybe hundreds and there'll be only tens of the "players", and then there'll be maybe only one or two or three or four of the "OTs" clones and then there'll be maybe one "Static Clone".

And by the way this is where the old idea, of course, of the "over-self" or the "higher-self" and the "different levels of beingness" and all comes from. It's because the guy has cloned something there for some reason in the games and, you know, maybe to divert attention so that he could go off and do something else, or to be a substitute for him as a strategy so that he could confuse his opponents or whatever. When you're auditing a guy - I mean he's the guy you are auditing and he can create a clone of himself at a higher level just to confuse things. Now when people try to put him out of valence and say, "oh no, your over-self is really you, or your underself (like MEST), you're really MEST or you're really a higher being, or you're really a lower being or you're really a body" - all of that is just throwing him right out of valence. The guy you're auditing there is the one that's done all this stuff. So all of these other "technologies" and "ologies" and "philosophies" and "theologies" just do not work and they have not produced any real Static's or real OTs and that is why. Because they don't approach the subject technically and they don't approach it administratively. They approach it from a "believe" viewpoint and a sort of "cognition" viewpoint. And these "cogs" are often wrong because they don't have the Tech or Admin to evaluate them. And you find out that that is one of the most important things in regaining quality of theta or gaining more quality for theta. It's the evaluation of relative importance's. And you can only do that

with a datum such as Scientology and the Axioms and Factors, and so on by LRH. And those are the things that you use to evaluate the relative importance's and thereby increase the intelligence and thereby improve the quality of theta. There is no other way. OK.

Now I would like to get into the procedure of OT 12 and I will just get the notes for that and go over the procedure.

OK. In going through the my notes here I found something I wrote down on OT 13 that I think is very interesting to know, especially since we see all of the people who are diverting from source and going off to other practices and so on like that.

I just mentioned one thing about the Clone Cycle Rundown where you might get these "ologies" built up around a "higher-self" and the "lower-self" and the "MEST-self" and the "body-self" and it's all just this guys clones he created - you know - throw him out of valence into one of his own clones. But the other one I discovered, and this was on the MOCOs themselves, if you take the plus admiration and minus admiration MOCOs you could actually, if somebody ran into these in some type of experiments or spiritual things, they could come up with a whole "love/hate dichotomy", you know, and start preaching "love" and start preaching "hate" and all that kind of stuff. Just because they ran into some admiration MOCOs of plus and minus type.

And then the "objective" and "subjective" mind business where it's all just "hallucination", you're just "imagining" it and so on like that, could come from MOCOs that the thetan has used to make negative mass creations, that's negative MEST creations that I explained before - that don't follow the rules of matter, energy, space and time. Of course they could come from "plugs" too but in his own universe they come from his own creations of negative matter, energy, space and time. And that would be subjective you see? Nobody else could really see it. Nobody else could really measure it. He could - nobody else could. So they could all go into this, " oh you're mad, you have all these crazy things going on in your mind." And he knows damn well he has them that way so they say, "face reality, face reality". Well, all you're doing when you "face reality" of course is facing U3 which is a bunch of U2s plus your own U1 in it and you can't really sort it out because it comes from a much higher level. So the guy has to actually start getting at his own subjective stuff and a little bit of objective stuff on the way up to keep his havingness in, and then he gets up through the Bridge. But these "ologies" they go off into the "analysis of his subjective mind" and then "explaining" everything to him by that - it's just total bullshit.

I mean he created that stuff for a damn good reason. It probably got messed up by MULEing his MOCOs, or giving him plugs, or OT 3 case, or something, and it's just so confusing that it's just absolutely un-as-isable. So those things don't work, but the Bridge does work.

And the other one is the old plus perceptic and minus perceptics MOCOs. They can get you into,

you know, good perceptics = pleasure and bad perceptics, or minus perceptics = pain, you know, and that can give you the whole idea of good and bad and good is pleasure and bad is pain and you can get whole Philosophies and "ologies" going on that and you get people dramatizing that one too. And these were all false. It's all false stable data. These are all just created MOCOs with their creations, and they are just plus perceptics or minus perceptics, or plus and minus creation, and it can be negative MEST or plus MEST. And plus admiration and minus admiration. I mean it's just - your OT guy just runs into these on one level and we blow them all off in one session. That takes care of that!

So I just wanted to indicate to you again the importance of Scientology Tech and of what Ron did and the total unimportance and worthlessness of "other peoples tech". So just keep that in mind. And of course you already know that by now or you wouldn't be at this level. But other people don't know it. I'm telling you they sure don't. OK.

The other thing was, you'll find out on this level - and many people are trying to get "more powerful" and all that as an OT - well I tell you something very simple about this: that's why it's called Super Power for OTs. The real Super Power is what? It's the Power to as-is what has been created and to free those who have been trapped. That is Super Power. All right. Now on side 2 we will go to the description of the procedures. That is the end of side one of Tech Briefing No. 10.

THEORY

This is side 2, Tech briefing No. 10, 27 May A.D. 36. The Super Power for OTs, OT 12. I read you something from the theory here, you have your notes of it already, but "The OT must be aware of Games Universe Models, Pre-Game Councils, that is where the thetans, having arrived at Static State after the Games Universe Model then have their council and decide what is going to be the rules and the Universe Models are based on very stable datum's such as Ethics. This particular Games Universe Model is "Emergency" and the lower condition ones have come before and the higher condition ones will come in the future. We are now, by doing these levels, putting the Emergency Games Universe Model, or GUM, into "Normal". We are bridging it across into the "Normal" condition.

You must also know the purpose of this whole series of games and you have to do that by adding knowledge or adding intelligence or adding technology to the thetan. Because when he doesn't have those and he plays a game he sure makes mistakes, and lowers his ability and forgets who he is and everything like that.

OK, so you have to know the purpose of the GUMs and you have to know the conditions, you should know the scale of conditions and there are several more that are in there on the positive side and you will see them as you work it out. We have a whole list of these you can study, but those are the ones that will do the rest of this particular Games Universe Model cycle.

And the cycle goes all the way from the - shall we say - the Cascade to Collection Cycle. In other words there is about 24 Games Universe Models in it, and it's called a Cascade to Collection Cycle, meaning a "Cascade" of thetans into whatever they're going to do, like a waterfall, you see, they all come in and start doing something, and then the "Collection" point when they all come back and find out what they have learned, you see? And be able to play a better game or better series of GUMs next time. All right.

Now, that is the whole area which you must be able to confront when you are running these levels because you might have some creations which go back several GUMs into lower condition areas which were also on lower Dynamic combinations or single Dynamics. Thus you may find that in one previous GUM there was nothing but a sort of 2D aspect to it and so on, and where "families" of thetans got together and played games against other "families" of thetans. And these kinds of things can be reflected on the case in present time, but they come from way, way, way, back. And many people have dived into those earlier past GUMs to avoid the non-confront of this one. It's too confusing. It has eight dynamics in it to begin with and then it had "Aesthetics" added 4 quadrillion years ago, before Incident 1. A little bit before Incident 1 there was the Aesthetics added, and then afterwards Ethics was added to handle the implanters. And then Tech to get people free. And the Admin of course to make sure that they could still free people and as-is things. Now we just have those recently, since 1950. OK.

It's an interesting thing also that the "Game of Gods" at the beginning of this Games Universe Model, to elect a "God" to assign "Other authorship" to, just to see what would happen when thetans created and then dumped their creations - you see what did happen. Anyway, that should be a lesson to all of us.

But there were three contestants in that game and Xenu was the last one. He actually got more vote politically. He may have done something with his plus A's and minus A's on that. You know, a little political scheming here and there.

Never-the-less, he was acknowledged as the winner and he was supposed to be the guy that everybody was supposed to say: "OK, he did that". Anyway, there were other contestants in that game but the main thing was that his "act" in that game - he used a little bit of that show in Inc 1, just to pin the guy back to the Game of Gods, so he would recognize Xenu as the Master, so he would obey his plugs, so he would take orders from Xenu, and also that it would sort of wipe out the difference between Incident 1 and his Game of Gods area, which was 100 centillion years. So he would tend to forget his earlier universe track and sort of be slammed with the Incident 1, into an engram, which pasted onto the earliest beginning of the "Game of Gods" show that Xenu did. So that's an interesting earlier similar on Incident 1. That little "chariot" and the "cherub" and all that stuff came from Xenu's show in the "Game of Gods". He also mocked up apples - well as if apples and bananas and paper and everything was being thrown at him on stage, like a bad actor, and then he used those things and built a Promotion or PR booth and sent out promotion with these same pieces of trash that were thrown at him, and he sent out promotion to say: "Vote for me. Look at this - I can turn bad things into good.", and all that. It was very funny to thetans, you

see, but they did not realize the serious consequences of when they did dump their MEST - he wasn't going to take it and turn it into good things for them, but he was going to even capture some beings from their earlier universe games and then use them to implant with later. So it was all very funny "ha, ha, ha", back at the Game of Gods when everybody was free and clean and did not have any particular creations sitting around. But 4 Quadrillion years ago it got very serious and very unfunny when they found they were trapped. Now it can be fun again. So those are the things.

A person on this level must also be aware of the handling of Static Thetans, Theta Thetans, Lambda Thetans, Phi Thetans and MOCOVPs, dual MOCOVPs or MULEs, and multiple MOCOVPs - or those ones that you saw on the other level where there is yours and your friend's and both of them have been MULE'd together in a little sandwich of four MOCOs. In other words he has to know how to handle that, as he might run into it.

And the "Three Universes" must be understood. This is the U1- yours, U2 - others, U3 - Physical Universe. Because the U3, of course, is the composite resistive case of matter, energy, space and time - it is a composite case and it is resistive. So it is not only resistive but it is a composite too, and it's not only composite but it is resistive. That's why nobody can handle it. That's why it is a problem. OK.

So you also have to know your Super NOTs (Excalibur) and Super Scientology Tech (Phoenix), your six rudiments, your valence shifter also, and you can learn that. That's: "What valence would be safe?", and it's a listing and nulling question. And that usually blows the guy out of any valence that's been grabbing him and you need that on this level sometimes. And the confront process of course which goes with that and must always be run with it. If we out a guy back in his valence, he can't confront very much. Because, of course, he couldn't confront before and that's why he went out of it. So now you've got to build up his confront right after he gets back into his own valence or he'll just slip right out of it again. So the confront process is to be run right after the valence shifter, and that is: "What could you confront?", and it's repetitive to F/N VGIs.

And then he has to know the "Prevent" process and the "Obtain" process. I covered those on the last tape. And he has to know "The Pre-sessions". There are some pre-sessions I will cover in this particular level which you have to use on the auditing steps. And he has to know generally about the whole time track and all that, and how the MEST universe got built up, where the "Earlier Universe Games" fit in, where the GUM started - the emergency GUM that we are in - that's GUM 0. And then it goes back -1, -2, -3, -4, -5, so on back to -12, with a Pre-Game Council in between each one, and then back to the cascade of viewpoints into this whole series of GUMs. OK. These are very ... when you see it , it makes auditing yesterdays engrams and little things on the time track seem very small. But this is what you have to confront to get up to OT and get up to Static, you have to confront a lot.

So the TR 0 therefore must include all the present time MEST universe and all the Games Universe Models past and future. OK? Because some of these creations, my friends, can be put

into the future. See, a thetan can do anything and he can put things in the future. He can't quite see them because they are in the future but they are still operating and still doing something, but they are always in the future. So you have to find them. OK? So you have to have the future in your session as well. OK.

Now you also have to learn the - for at least OT 13 you have to learn - the Power Processes and for 12 you should learn them too. PrPr 4, 5 and 6. And know what revivification is, which is the thing you are trying to obtain in Pr 6. You have to know also the Org Board aspect of holding. And you have to understand the words "encapsulated" and "encapsulator" and "encapsulation" because you have to describe these creations.

You see some of them are like - they've been there so long so that they got "barnacled up", like ships in a harbor or ships in the ocean too long. They get all these barnacles and crab grass all over the bottom of them. They have nothing to do with the creation at all. They just got stuck to it because it seems to something to do with theta so they stuck to it.

Now - "Encapsulated". That's: "Encapsulated is the state or condition of being contained or surrounded by something or someone else"

"Encapsulator". This is: "something or someone who is protecting, surrounding, or containing something else of real or imagined value"

And "Encapusulating" is: 1) "The act of" or 2) "The continuation of the act of surrounding or containing something else"

And "Encapsulation" is: 1)"the complete unit of that which is contained or surrounded and that which contains or surrounds it" or 2) "The capsule and its' contents" All right.

Now "permeation", of course, we have to understand that as well because permeating means of course: "putting your perception all the way through something". And "penetrate" means: To narrow down your perceptic and put it through something to see what is inside" So you have to permeate and penetrate a lot of those creations, when you find out what they are, to find out who is holding them there, what they are made of - how many vias are they created on, what kind of MOCOs are in there, what else is encapsulating them. All these kinds of things you have to find out by using permeation and penetration. That's two abilities of the thetan and you have to be able to use those in setting up the creation to be audited. All right.

So you can read your theory here but it says: "the final barrier or problem to being fully OT and First Dynamic Static is the MEST universe or Third Universe or the Universe of Creations". A "universe" by definition is: "a whole system of created things" And creations are or were considered valuable or they wouldn't have been created. And the original creations may have been done directly or on a via or on a dual or multiple basis or with a built in alter-isness to make it persist. Now there is a couple of drills we can do on this level with auditors to show them that, and it works beautifully. It's exactly how creations are made to persist, exactly like it says in the Axioms.

Now, creations are as-ised by duplicating the exact time, form, place, event and source or ownership or sources or co-creators of it. Needless to say we are only interested on this level with the creations that have not been as-ised, or are still persisting, you understand. So the ones that thetans are carrying, they're still persisting. The ones that are in the MEST universe, thrown away, they are still persisting. Even though they are broken up and thrown away, they are still persisting. OK.

That's about it. You can read the rest of the theory there, it tells about these things - it gives some examples how the OTs creations could have gotten encapsulated or altered and via'd and broken and barnacled up. And it gives examples of what may happen on the level. To really get the as-isness, you may need to know these little examples so you always get the as-isness. Because if you don't get the full truth about it, it won't as-is I guarantee you.

PROCEDURE

So let me go into the procedure now. The procedure consists of 10 steps on OT 12. And these ten steps are Roman numerals steps, I to X. Thses are written as Roman numerals.

And the first one is to establish, the Roman numeral I - is to establish the most important creations to run by statements, interest, reads VGIs, etc; F/N. And that is just by asking the question: "What ability do you (I) want to improve?" To BD F/N item. And you can get that BD F/N item and the other ones can be run later. If he says one, that's fine. But if he says two, that's fine. You know, it doesn't matter. Whichever one "Blowdown F/Ns", thats the one you run first. OK.

Then you have to find out: "What type of creations would have to be handled to improve that?". And he tells you a certain type of creations - maybe, "The ones blocking the ability", or, "The ones that stop me from doing it" or something very general like that - it doesn't matter.

And then you have to find to start on step II (to find the ownership), you first have to find: "Is there a (number one) creation of that type?" So you want to find: "Is there a (number one) creation of the type that block perceptions?" say. OK, so BANG! There is a read on that. Good. You then ... this is done Solo by the way.

So, Step II, Roman numeral II, is ... Now that you have one reading there, you have a "number one" or "first one" of this bunch. There may be more than one but you only do one per session.

So, in Roman numeral II, you establish the ownership of that creation and you've got to find this out because you've got to know ... who created it. This is the ownership. And you may not even know what this thing is, you understand? You have know idea, what it is, but you got to assess this things -- "Was it a single, was it a soslo creation, single creation, dual, co-. team, multi?". You see, those are the items on Roman II.

And then you have a second part: "Is it mine?". If it comes out to be single or solo, then you say: "Is it mine plus anothers?" plus others?". Just totally line it out and find out who ti belongs to.

And if it's a dual creation, it does not even have to be yours. It could be another's plus others, you know? And the guy is still carrying it around becuase "he likes it". He'll still have to as-is it, if he is carrying ti around.

So there is another ... those are the assessments you have to do. On both "single", "solo", "dual", "co", "team", "multi", - to find out waht that is - and then you do "mine" - plus "anothers" - plus "others"? "Anothers" - plus "mine", plus others"? - and "Others" plus "mine", plus "anothers"? ... to find out exactly what the ownership is. Now all of a sudden it will start getting - something will start coming to the guy of what this thing may be.

But anyway, he writes down that what it is. And he should get an F/N at the end of that. It shou be a nice F/N, it may not be totally clean yet, but it will be a good F/N on that. He understands that's what it is. "It's my creation. I created it solo with not anybody else's help." You see?

Now, you can always use "Suppress?", "Not-is?", and "Invalidated?" on these if they don't read. In fact, sometimes you have to because tjese creations are very not -ised in most cases.

The next is, you have to do step III, Roman III is to find out what attention and intention is on this creation. See, we are coming down the list of things which monitor things, coming down from the ability to the source. Ability to source to attetnion, intention and then we go right through to thought, function, structure, etc. and we find out exactly what it is by the end of that.

OK, so attention and intention: You just ask: "On this creation is there a postulate?" and check "Not-is?", "Suppress?", "Invalidated?", if it doesn't read. And you get a read on that. You carry it repetitively to clean F/N. And then you do: "On this creation is there a perception?" Do the same. "On this creation is there an intention?" Do the same. "On this creation is there an attention?" And do the same. That's very simple. And you get a lot more data about this thing. Boy it really is ... these reads are enormous by the way, there is no mistaking them. It's not "teenie reads" at all. They are just like on OT 9, 10 and 11 - they blow you out of the chair.

OK, then you are going to get his "thoughts about it", and this is done by the question: "On this creation is there a connected thought? attutude? sensation? emotion? pain?" Any of those that read or read on suppress or inval or Not-is you must take up and run E/S itsa to F/N. So it's Itsa, earlier similar Itsa to F/N.

And when he has done that on the connected thought, attitude, sensation, emotion, pain; then he does it on disconnected thought, attitude, sensation, emotion, pain; then unconnected thought, attitude, sensation, emotion, pain.

Usually, I found out that each of the "connected", "disconnected" and "unconnected", there is usually only one of those that reads, at the most two. Of the TASEP - (thoughts, attitudes, sensations, emotions, pains) - those things seem to be - there is is like it just "unlocks" it. Thses questions unlock, these questions unlock it from, it's location where it was being held, you see? OK.

Five is the function - it's Roman V, the Function. Now this is sort of your "Admin Scale" and it says: "This creation is part of a ....", and then you assess. "Is it part of a GUM, a game, a goal, a purpose, a plan, a policy, a program, a project, a ideal scene, statistic, valuable final product, production, organisation, establishment, part of ethics, tech, admin or an aesthetic?"

Now all those - not all of them are going to read - one of them is going to go BANG!, a real big read, and you got to get off some Itsa on that. It's just "Itsa to clean F/N". There may be one more that reads, and you can use "suppress" and Not-is and inval, but normally this will easily come, and you get the whole function of this thing on one of these things. It will usually come down to one enormously reading thing. You may even start spotting it right away by just scanning down the

list. "Oh yes! That's what it was!" BAM! And there it is. And it goes to clean F/N.

Next is "Structure, State and Location". And this is the Structure step. Number 6, Roman VI. And there is , I think, yes there is three parts of this:

The first is - "The creation exists in ..." - Now you want to find out what universe it exists in so you have all the possible combinations of universes 1, 2 and 3 here. In single, or in dual, or in 3 together. So he just assesses these down and he finds out which it is. So that's the way he finds out which universes it exists in. It could be "his own plus anothers" or it could be in his "own plus the physical universe". It could be in "his own plus anothers plus the physical universe" and so on , you understand?

So he finds that out and "B", of number VI, is finding out "What state or condition it is in". And there you want to find out - if it's some kind of an "energy creation", then it could be a flow or a ridge or a dispersal or a combination of that. If it's a "solid", it could be complete, broken or scattered. Now normally, the ones he finds on OT 12 are usually complete - they may be a little distorted but they are complete. You can also check a few more things here like frozen, active, passive or awake, anaten, asleep if it's more of a creation to give him words and messages and so on. But he'll find out what it is. It can be that one or more of those is true and it will go to a clean F/N just like number "A" will go.

And number "C" is the structure or discription. And now we have 5 or 6 little categories here to get where it fits in.

And it goes into: "How is it existing? Visibly? Invisibly? In another dimension? or hidden? Is it disguised?". And one of those may read.

And then: "When? In the past? In the present? In the future? In all time?" So you find out there is a "time" thing on it you see?

And the we get: "Where? Is it near? Is it far? Is it around? (means around the guy), or, Isit on? Is it in?" You can find out where this thing is in location.

And you can get the: "What?". "Is it composed of matter? energy? space? time? cells?

molecules? atoms? particles? no motion? motion? gravity? light? centrifugal force? electricity? magnetism? fields? black holes? radiation? vacuums? explosions? colours? wavelengths? frequencies? sound? anti-matter? (now anti-matter is negative matter I was telling you about, that's what a thetan creates that violates the condition 'that two things cannot occupy the same space at the same time'. Well, the thetan can create things that do violate that. So we call those negative mass, MEST, or: anti-matter, anti-energy, anti-space, or anti-time.) And it could composed also of just "thetans created viewpoints?, Jellybeans?, or Teenie Weenies? Or in other words, Theta thetans?, MOCOs?, Lambda thetans? or Phi thetans?.

Any way he finds out from assessing those and seeing what reads. There may be a lot more that one thing reading of course. But he gets a description. You see he finds out "Oh yes! It's that and it's that and it's that and it's that." Then he gets a clean F/Ning description from A, B and C, from those categories - and he writes it down and there should be a clean F/N on that writing. When he writes it down, it's just: "Yeah that's what it is!". OK.

Now he's got to do number VII, which is the "History" step and he has to assess the History list and get an F/Ning description of it's history. And the history list goes through many questions - about 50 questions here - and he can also figure out anything else. But it's concerning this creation. You know: "Was it brought from an earlier GUM? Made for this GUM? Made for the Game of Gods? Made for an earlier universe game? Made for the organised game? (for the organised game before Inc 1) - Brought to the MEST universe? Made for the civilization game? Made for the implanting game? Made for Pre-1 game? Made in the MEST universe? Dumped in the MEST universe? - all these things go all the way down. "Is it made for KRC? ARC? For love? For power? For understanding? Was it forced on you? Was it given to you? Was it made for admiration?" There are a lot of reasons it could have been made. This gives a history on it, you see, and it gives a "when" and a "what for". It's to sort of "open up the final understanding".

By this time the guy should have a very good idea of what this creation is. And it goes all the way down to: "Was it made for a secret reason? For some other reason? or For an incredible reason?" And you'll find some of these very incredible.

Now at that point of the session, after Step VII, the guy can take a break. Because that is the point where he's finished assessing to find out exactly what the thing is that he is going to audit. And that is done, more or less, with him having been involved in finding and identifying the creation. Now he better take abreak there, because sometimes that takes a couple of hours. And then the next part, VIII, IX and X are to actually audit it and to get the Tech and Admin as-isness. So that's a good point to take a break. Right there between Step VII and Step VIII.

Now, Step VIII on OT 12 is the "Perception, Permeation and Penetration" step. He must now closely examine the creation and find out, by doing TR 0 on it, get all of it into the session space, and find out just who helped create it and locate everybody that did create it and everything that's in it, encapsulating it, has been barnarcled onto it in the time it's been there, whatever. And he has to be able to put that into the session space and be ready to audit it. And when he has that TR 0

really done and he has written down any additional things about it he should have a nice clean F/N at the end of that. So that he has got the thing now and it is in his TR 0 space for the session.

Now, number - step IX - is: "audit the encapsulators and the co-creators and the MOCOVPs" that are all involved. We are auditing the beings now that are holding this thing. And this now comes down here to the "Pre-sessions" I told you about earlier. These are the pre-sessions, and there are more here than you would normally find, and this is because you have to get these people awake and really into the session and aligning withwhat you are auditing here. Because you are not auditing there "case" particularly, you are auditing this creation. So you have to get their attention on that.

So, Process 1 is "Hello!" Tone 40 to clean F/N just like in Super Scientology.

Process 2 is "Why don't you want auditing?" to clean F/N just like in Super Scientology.

Process 3 is "Who would I have to be to audit you?" (or free you). You see, the "freeing". Auditing is the freeing process for these guys, if they don't know it. So - "who would I have to be to audit you?" and that goes to clean F/N.

And then "where would you have to be to be audited?" You see, and that goes to clean F/N.

And "when would you have to be to be audited?" You see, and that goes to clean F/N.

So they finally get it that they canbe audited now and that they can be audited where ever they are and they can be audited by you and so on! But it goes to clean F/N so you can now audit them. Because a lot of these people are stuck, you see, right down the track or so on.

Now if those processes that there was response there and you've got a lot of telepathic answers and so on, then you just do the "responsive" part of this auditing. Do the Six Rudiments and Rudiments of Long Duration exactly as you would have done in OT 9, 10 and 11 on all the beings connected with this creation. That's the six ruds and ruds of long duration.

And if they are unresponsive and they didn't sort of "get there" and you feel it's sort of a "dead mass" and you're just getting a little teeny bit of response from it, either the guys TRs are very bad, or he hasn't done his TR 0 right, or it is totally in U3 and it's a something in the MEST universe, and it needs to be run on Power. And that means it has to be run on PrPr 4, 5 and 6 to the specific EPs of those. And that's "muzzled-style" auditing and only those processes. They also handle rudiments while they are running, so you don't have to worry about that. But, you've got to know how to audit this stuff. And you have to know what the EPs are.

Then you do the blow - "Free you" - step processes. The "Blow step processes" from Super Scientology, which is the: (A) "Who are you?" type of process. Then (B) is the MOCOVP: "Return to your moment of creation or go free". And (C): the Rights of the Thetan. And these are assisted by: "I am not holding you, no one can." and "You may return to the staic state and wait there until you decide". etc. Just like in Super Scientology.

Then you do the "Can't blow processes" exactly like Super Scientology and then back to the Blow step to get all of these thetans and all totally cleaned up. You understand? And get them all free from around, in and on, or helping to create, or the co-creators of, or anything to do with this creation. (it's still there by the way.) And then finally, you'll get down to ... you may need ... that's after you do the can't blow steps, (You know when you have to handle anything that was like looking for others stuck to you, others in your valence, anybody in my valence, Incident II, I Pre-I, any teeny -weeny stuff in the MEST universe, Orientation, Game, Purpose, all of that.) Them you might also need the valence shifter. "what valence would be safe?", listing and nulling to BD F/N. And then "What could you confront?", with an F/N and Blow. Now those will all handle the beings connected with the creation or around it or in it. And then you do the as-ising steps.

Now number X is the "As-isness" steps, and those are the Tech and Admin As-isness steps. And it is either now very clean and very able to be seen very clearly or it may have even as-ised if you happen to also audit the MOCO who was put there to create it, or in the case of multiple creation - the MOCOs who were put there by the creators or co-creators to help create it.

But otherwise, you may have to take a tour around with the MOCO or all of the MOCOs. You say "Now, lets go around this thing and look at it totally and view it in it's totality and as-is it." And you get a beautifull F/TA when that's done. You're just actually viewing it and as-ising it. You, as the persons who ordered the MOCO to be there and create it, and the MOCO creating it. And you ordered him to create it so you have to view it with him, and tell him "Yeah, that's what I told you yo make and blablabla...." And acknowledge him for creating this thing. He did the job for you.

And any other creators have to do it as well and acknowledge their MOCOs. Now, you can do it for them, but you should give the MOCO the chance to go free, of course. So if other creators won't co-operate, you can just take over their MOCOs and say "Look man, you don't have to go back to this guy, you can go free now. I'll run you through this." You can do it anyway. So you can as-is other peoples creations without even their co-operation. But it's much easier to do it with

their co-operation. OK.

Now, if it does not as-is on this point you have to better use another penetration, permeation step and find out what it is that you haven't spotted in there. There may be another holder in there, or a MOCO put in by someone else to prevent it from being as-ised or to alter it, or the MOCO you are using as a via to create it may have then MULE'd with somebody else and you did not spot that. But whatever it is, you have it blow, and you get the F/TA. And then ypu have to find out what is the ... There is a little repair list for this level and there is a whole bunch of repair questions. Right. And then you have to do the repair list if you need it. I have not found it needed if you really do the first part. (of the identification step) And if you do the first seven steps properly it usually goes - poof - and it just as-ises.

So, the "Addition to Step X", however, the second half of Step X, is the as-isness of the Admin side. And that is: You have to get the admin in, so the "idea" or "intention behind" or "the reason it was created" is also as-ised. Or it will remain as a potential creation. You see? "Oh, this creation, I got to have this, I can't let it go, really it's really important, I better keep it there". You've got to know why it was done. So that's evaluating the Admin scale points. You go back to the admin scale there in the earlier step and you look over these points and you find out, "Why was this thing here?" "What did I put it there for?" And you get a cog on that, BING! And then you can as-is the whole thing and you get another F/TA there. OK.

So that doesn't take very long after the "Technical As-isness" but it MUST be done. Otherwise you'll be worrying about it all the way through the night until your next session. Guaranteed. OK?

So. that's about it on the OT 12 Process.

Now I'll briefly cover the next one, the Pre-Static Life Repair. OK, between OT 12 and 13 is the pre-static life repair. It's basically three two-way comms and then a little process on step 4.

The two-way comms are: (1) "Why did you come to the MEST universe from earlier games of this Games Universe Model?" So, "Why did you come to the MEST universe?", in other words, "from your earlier universe of this Games Universe Model". That's a two-way comm to F/N.

And then number (2) is: "What knowledge, responsibility, control or power did you discard or give up to play earlier universe games at the beginning of this Games Universe Model?" You see? So he gets a cog on that and he gets his F/N.

Number (3) is: "What did you do in the Game of Gods?" That's two-way comm to F/N.

And then process number (4), - step 4 here - is just running the MOCOs off from the Game of Gods. And those are plus "A's" and minus "A's". And there is a lot of political influence going on there with MOCOs and admiration particles. OK. And so he runs off his plus "A's" and minus "A's" and any other "political MOCOs" that he finds in the Game of Gods. So it cleans him up from the beginning of this GUM. So he is ready to start handling the U3 creations he dumped without any by-passed charge. OK.

One thing I might add about the Pre-Static Life Repair is the Step (4) is really a, b, c, and d and e. Actually there are 5 little steps to it.

It's first: Do the two-way comm steps. All three. And (a) is: (of step 4) to define MOCOs, plus-A, minus-A, and make sure he knows the processes to handle:- "return to your moment of creating or go free". And then (b) is: you have to locate him to the Game of Gods - that's 100 Centillion (or 10 to the power of 303 years), a little bit before that. And then (c): You have to run the MOCOs on the flows of the guy to another, and another to the guy, and others regarding the guy. You understand? All the different flows in the Game of Gods about voting. And other people were the contestants and him watching and he has maybe even been a contestant. So all that's done and then (d) is: You locate him in PT, in present time. And (e) is: You run any MOCOs or Plus "A's" and minus "A's" off on the flows in present time. Because it is that all those thetans that were existing then are still existing now. And some of these MOCOs may be carried down the time track and are still existing. So you run these 3 flows: the guy to another, and another to the guy, and others regarding the guy in present time. And you may have to go all through the flows several times but you eventually get an F/TA on that. And that's finished with the Game of Gods for him.

OK, now onto OT 13. By the way, I did not mentio it about OT 12, but you must of course run all the creations that have to do with those abilities until there are no more left. All the creations the guy is carrying that have to do with OT 12 he has to run. That's one per session and it's sometimes 40, 50 or maybe a hundred hours he has to run those damn creations until he gets to where they are not hanging around his neck anymore. The funny thing about it is that he never knows they are there until he runs this level. They are not something he "knows about". Anyway.

The OT 13, however, starts off from a different pattern than OT 12 because these are the creations the guy has dumped into the physical universe. They've been mixed around, like in a giant mixing machine which is the MEST universe, for centilliuons - hundreds of centillions - or tens of centillions of years, and the whole thing is all "Blaaaa". And he doesn't even - you know, it's not valuable to him anymore. So now he has to do something about that. So what he has to do

actually is spot that he has done such a thing as dumped these things.

He has to run the steps I to VII on these from the OT 12 process and when he runs I to VII, he will usually get all the cognitions on why he dumped them and so on like that. And whatever the things were he dumped, they may respond. There may be many things reading but it will be based on ... it will come out that there is some main reason why he dumped everything and he might have even been influenced by what he learned in the Game of Gods or whatever. But it will usually get to the point that all of these guys will start flowing toward him by the end of step VII.

Now when they start flowing toward him, all these "responsive" ones are coming to be as-ised and to get their "whatever they are carrying with them" (the little piece of MEST they are carrying with them) acknowledged and validated again so they can let go of it. Well, then he's got that flow started and he then can let it continue on for 3 to 5 days or maybe a week. Now, of course, they may not start flowing to him, so he does steps VIII to X, and he usually has only to do the responsive ones in the first session and that's the rudiments - it goes through the six rudiments part, not the Power part. But by the time he gets to step X, they'll start flowing toward him, and the only thing he has to realise is that the admin "why" is him. He is the Admin F/TA, the one that created - that gave the idea for all of them - even if they are not valuable anymore. He still had the idea for it and it was valuable at the time.

So when these MOCOs come in (in or out of session) after that, he has to maybe handle them through any "MEST mutual incident?" their, "Dump in the MEST universe", etc. He is going back, you see, back their track. And then, "Having a creation of no use?", you see? "The creation was invalidated?" And then, "A creation of usefulness where it was validated?" And then, "A postulate that they made this creation?" And then, "Their own MOment of Creation of them as creator of that piece of MEST?" And then, they go to freedom by Rights of a Thetan, etc.

But you also have to indicate to them that "I am the administrative why, it was me that caused that creation, that was me who created you, it was me who gave you the idea for it and so on. And you can now go free. The Game is over." You see?

So you've got to give the admin "why" there, oe else if they decide to hang aroun you and don't go free, you will always find this sort of "worry" start to creep up again because they are worried about why they had to drop the creation. "Is it going to be used again?" "do I have to create anything more again?" You have to as-is the admin side of it forever. OK.

So that's basically that first session of OT 13, and then there is the waiting period and then there is the second session where you run the Power - the Pre-sessions and power on them - and then that's it for OT 13 except for the second waiting period. (Note: Ask your C/S for the later "Short

Form OT 13 C/S" when you are ready to do the level)

The "Pre-Static Prior Assessment" and the "Clone Cycle Rundown" will be given to you when you need them, in written up form.

I must stress here that after every session in OT 12 and 13 you must thank all the beings who helped on the as-isness and you must not forget to thank Ron, Elron Elray, for the technology and how to do it. And I thank him now for this technology. That's the end of Tech Briefing Number 10.

END OF TECH BRIEFING NUMBER 10.

CONFIDENTIAL

SUPER POWER FOR OTs

THE PRESTATIC LIFE REPAIR PREPARATION COURSE

CHECKSHEET

25 SEPTEMBER 1995

TRAINING PREREQUISITES:.1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

4. The Phoenix (OT 9, 10 and 11)

5. OT 12

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE BRIDGE AT RON'S ORG __@_____

2. READ: PERCEPTICS - THE FIFTY-FIVE HUMAN PERCEPTIONS ___@____

SECTION TWO: PRESTATIC LIFE REPAIR THEORY AND PRACTICAL

1. READ: IMPLANTERS ____@___.

2. READ: THE BASICS OF ABERATION _____

3. DEMO: Demostrate the 3 dichotomies. _____

4. READ: GAME OF GODS ____@___

5. READ: PRE-STATIC LIFE REPAIR - FOLDER RESEARCH ___@____

6. READ: EXERPTS FROM TECH BRIEFING #10 ___@____

SECTION THREE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE PRESTATIC LIFE REPAIR PREPARATION COURSE

* * *

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game Course game in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of

OT XV games

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond

OT XI one's own universe

, ,

PERCEPTICS

THE FIFTY-FIVE HUMAN PERCEPTIONS

27 DECEMBER 1993

1. TIME
2. SIGHT
3. TASTE
4. COLOR
5. SOLIDITY (BARRIERS)
6. RELATIVE SIZES (EXTERNAL)
7. SOUND
8. PITCH
9. TONE
10. VOLUME
11. RHYTHM
12. SMELL (4 SUBDIVISIONS)
13. TOUCH (4 SUBDIVISIONS)
14. PERSONAL EMOTION
15. ENDOCRINE STATES
16. AWARENESS OF AWARENESS
17. PERSONAL SIZE
18. ORGANIC SENSATION (INCLUDING HUNGER)
19. HEARTBEAT
20. BLOOD CIRCULATION
21. CELLULAR AND BACTERIAL POSITION
22. GRAVITIC (SELF AND OTHER WEIGHTS)
23. MOTION OF SELF
24. MOTION (EXTERIOR)
25. BODY POSITION
26. JOINT POSITION
27. INTERNAL TEMPERATURE
28. EXTERNAL TEMPERATURE
29. BALANCE

30. MUSCULAR TENSION

31. SALINE CONTENT OF SELF (BODY)

32. FIELDS/MAGNETIC

33. TIME TRACK MOTION

34. PHYSICAL ENERGY (PERSONAL WEARINESS, etc.)

35. SELF DETERMINISM (RELATIVE ON EACH DYNAMIC)

36. MOISTURE (SELF)

37. SOUND DIRECTION

38. EMOTIONAL STATE OF OTHER ORGANS

39. PERSONAL POSITION ON THE TONE SCALE

40. AFFINITY (SELF AND OTHERS)

41. COMMUNICATION (SELF AND OTHERS)

42. REALITY (SELF AND OTHERS)

43. EMOTIONAL STATE OF GROUPS

44. COMPASS DIRECTION

45. LEVEL OF CONSCIOUSNESS

46. PAIN

47. PERCEPTION OF CONCLUSIONS (PAST AND PRESENT)

48. PERCEPTION OF COMPUTATION (PAST AND PRESENT)

49. PERCEPTION OF IMAGINATION (PAST AND PRESENT)

50. PERCEPTION OF HAVING PERCEIVED (PAST AND PRESENT)

51. AWARENESS OF NOT-KNOWING

52. AWARENESS OF IMPORTANCE, UNIMPORTANCE

53. AWARENESS OF OTHERS

54. AWARENESS OF LOCATION AND PLACEMENT

(a) MASSES

(a) SPACES

(c) LOCATION ITSELF

55. PERCEPTION OF APPETITE (PROBLEM COVERED UNDER 18)

* * *

IMPLANTERS

27 DECEMBER 1993

IMPLANTERS' VERSION OF A R C:

Admiration Agreement Automaticity

IMPLANTERS' VERSION OF K R C:

Status Conformity Monitoring

* * *

EXCALIBUR

IMPLANTERS

31 MARCH 1991

Sometimes in running Excalibur you will find Beings who are or were implanters or who worked for implanters. Since implanting is a perpetration of magnitude, these Being are "out of valence." They are in the valence of the original suppressive implanters and are, themselves, suppressive; therefore, they will need special handling as resistive cases before they can go free with Clearing. In fact, they will remain unclearable until their suppressiveness is handled and they are gotten into their own valence.

Being an implanter means the Being was a perpetrator of implants; therefore, he didn't receive an implant at the point on the track where he gave implants. He may have received implants at other times on the time track.

You also find combinations. These are Beings who got betrayed after they did a lot of the implants and then they got put through the implant themselves. This causes them to stick up and not release or clear. You get them through their Incident II and they sort of still have charge or something like that. They say, "I deserved it; I was betrayed." And they are sort of "mean" about it. You see missed withhold phenomena or a dirty needle, perhaps a small Rock Slam. You can then ask, "Were you working for the other side?" The Being says, "You know, I was a pilot in the incident. I dropped the bomb..." You handle this as a perpetration and get all the data and go earlier similar. You can also ask, "How many times did you do that?" and "How long have been working for the implanter?" "How many Beings have you implanted or monitored?"

A lot of times the Being takes no responsibility and says, "I was just doing my job." Everybody has a job! Implant Beings - just a job! So you have to get this, get it all off, and you still don't get any needle action because you're not getting ALL of it. This Being is totally overwhelmed and in the valence of an SP. So you have to ask, "Who or What gave you an unsolvable problem?" If he gives you a generality like "the implanters of Zorenga," do a represent list which in this case would be, "Who or what represents the implanters of Zorenga?" One could also use the other S & D questions given in Class IV materials.

RESISTIVENESS

If you encounter resistiveness you could be talking to an implanter (in PT, Inc II or I or before I) or somebody fooled or implanted into working for them.

The first thing you want to do is get all perpetrations off by asking questions such as:

- How long have you been working for implanters? (order of magnitude)

- How many Beings have you implanted or monitored? (order of magnitude)

Then spot the betrayal (D/L if needed) when he was put through implant incident. Run through earliest beginning of betrayal. Spot any EBs/Clusters stuck on him.

If the above jams then check:

1. Are you PTS to a major implanter or somebody else?

2. Have you been threatened?

3. Will you be punished? Get all data.

4. Do you have an evil or destructive purpose?

An evil purpose can be date/located. If it doesn't blow on D/L, it is preceded by out-ruds.

Finally, get his purpose before he joined the implanters. Rehab it. Then check for an Earlier Universe and/or "Who are you?" question if needed.

* * *

Game of Gods

14 MAY 1986

Xenu used his 100 Centillion Year Ago Game of Gods "act" for the "pictures" of Inc I.

It was supposed to "remind" the thetan that he (Xenu) was the "Limping Clown God" - pomp, circumstance, joke, degrade. "And the last shall be first" - and the first last" was the type of joke - still carried forward in Masonic Cults today. (Xenu was the 13th Contestant, or "last" one).

Also the "end justifies the means" was another joke. (Xenu pretended to be a "God" that couldn't Create, so he asked for "donations" and mocked up a lot of junk being thrown at him. (Like at a bad actor on the stage - rotten tomatoes, etc., get thrown). Then he used the junk to "build" a "public relations" booth and "advertised" for all to come and see the show again as perhaps they didn't quite "get it" the first time - that he was "God" - "the Supreme Being," the Creator of All." This was hilarious to the thetans watching. So when Inc I came along, - they were "PRed into it" usually - to "try out a doll" and got stuck with the Clusters and Pre-Ders while seeing the "same" pictures they had seen 100 centillion years ago which absorbed their attention and made them think "maybe the game is over now," or "this is just like the beginning," or "ha ha - that's funny."

This Inc I, being an alter-is of the Game of Gods, stuck as a 2nd postulate and tended to not-is his own E/U track, his dumpings, and that any thetans could have a track earlier than Inc I. (because behind the Game of Gods was only the telepathic Static point and announcement of the "Emergency" GUM.

[Your abilities will dwindle and your have to find out why and get them back up to solve this "Emergency." First we need someone to act as a Creator or Author of this GUM"]

Then came the idea to have a "contest" and voting with MOCOs, (+As, -As), etc. The "dwindling spiral began right there."

(Astar symbol)

? Note: The Snap, Waves of Light, Chariot, Cherub, Horn, Snaps, and Blackness were the way his "show" opened in Game of Gods.

? The Alter-is in Inc I was putting Clusters and Plugs on the thetan during the "Snaps," and Electronics on the "Doll Body."

11 May 86 - OT 12-13

Pre-Static Life Repair - Folder Research

OT 12 & 13 - 2WCs In-Between

OT 12 is finished when the OT has handled all the Abilities he wanted to improve and the Creations he was holding on to which prevented him from having those abilities.

OT 13 has to do with the Creations he "dumped" "into" the MEST Universe or which - dumped - became part of the MEST Universe. (U3 is composed of the "discards" from U1 & U2).

Before starting OT 13 it is wise to do a 2WC with the OT (by another on the same level), or if none, it can be done Solo.

STEP 1) A. Why did you come to the MEST U form Earlier Universe Games of this GUM? (2WC) (Take this to F/N VGIs + Cog.)

B. ditto LTA

[He should realize that he was either in the "Org Game" and made an agreement to come and help "bring order" and " Clean it up" or that he came because some of his creations were in it and he wanted to take Responsibility for them. Or some of this old friends, and he wanted to help them get out of it, or felt lonely and purposeless and needed a big game, because most of the "others" were in it, etc.]

STEP 2) A. What KRCP did you discard or "give up" to play E/U Games at the Beginning of this GUM? (2WC to F/N VGIs + Cog)

B. ditto LTA

[He will realize that he had to take a smaller Viewpoint, give Responsibility to another for creations - such as to Xenu in the "Game of Gods" - and "not -know" what was happening in the other simultaneous games being played, etc.]

STEP 3) A. What did you do in the "Game of Gods?" (2WC to F/N VGIs + Cog)

B. ditto LTA

[He will realize he either was a contestant, or a voter for a contestant, or he voted for Xenu, the "Clown God" winner, or went against his "judgement" and voted for Xenu - or stayed neutral and "abstained," etc.]

STEP 4) Process: Run the MOCOs off from the Game of Gods. You will find there was a lot of political "influence" going on with MOCOs & "ADMIRATION Particles" (same thing, but the MOCO is told to "be admiration"). To FTA.

STEP 4 IN DETAIL

O-A First do the 2-way comm steps, all three. You may get such a big WIN that the person may have to go off and cognite for an hour or a day before you can do the next TWC.

O-B Define MOCO, +As (circled) -As (circled) with the OT and go over the processes to handle: "Return to the moment of Creation of your viewpoint!" "or by "Rights of a thetan" go free !"

+A = positive ADMIRATION particle (a MOCO created to do this)

-A = negative ADMIRATION particle (a MOCO created to do this).

O-C The locate him to the "Game of Gods" just before the beginning of the 100 Centillion year MEST Universe track and just before the 1st group of "Earlier Universe" games.

O-D Run all MOCOs, +As & -As off of the following flows:

Solo Commands:

"On me ("you" if Audited) from another in the Game of GODS?" to clean F/N

"On another from me ("you" if Audited) in the Game of GODS?" to clean F/N

"On others from another regarding me ("you" if Audited) in the Game of GODS?" to clean F/N ?? FTA usually.

O-E Locate the OT in PT and run the MOCOs, +As & -As off on the following flows:

Solo Commands:

"On me from another in PT?" to clean F/N

"On another from me in PT?" to clean F/N

"On others from another regarding me in PT?" to clean F/N - & FTA

(The flows may have to be gone over several times back and forth to get the FTA. Make sure to spot all the -As. If you have any MOCOs (usually +As) shared, or from, an OT on these levels you may have to get his agreement to let go of it - so be polite. As soon as he realizes it's a session action on OT 12-13, he will cooperate).

[You will find MOCOs "shared" acting as "votes," or "vote against," or "remain neutral," or "abstain," or "don't vote," or "vote for Xenu" - anything which could be regarded as "political" influence. There will be 3P (3rd Party) and "Admiration" with covert intent, etc. There will be many put on others, or one of the 13 candidate or that were put on the OT by others or one of the 13 candidates.

Note: EE (Elron Elray aka L. Ron Hubbard) did not take part in this "contest," but he recommended & voted. In fact he wanted to evaluate or assess the current (then) Quality of Theta by seeing what kind of Creator & Creations they would "vote" for, which of course would determine the progress and lessons of the "Emergency" GUM.]

STEP 5) Start PreOT off on OT13, this time finding the "DUMPED" (or REJECTED) CREATIONS that would have to be handled.

At the end of OT13, we get the 1st Dynamic Static.

BR

SrC/S Ron's

EXERPTS FROM TECH BRIEFING #10

25 SEPTEMBER 1995

The Pre-Static Life Repair and that has 3 two-way comm steps and one step, number 4 - step number 4 - which handles the plus and minus affinity, sorry, admiration particles and plus and minus A's, MOCOs, that were done back in the Game of Gods. This gets him unhooked from the Game of Gods in the beginning of this Games Universe Model so that he can then view and handle the whole track of the physical universe all the way down to present time and start handling the dumped creations. The dumped creations are of course all the one's we find in the MEST universe and they're all scattered about. And that's OT 13.

The Pre-Static Life Repair. OK, between OT 12 and 13 is the pre-static life repair. It's basically three two-way comms and then a little process on step 4.

The two-way comms are: (1) "Why did you come to the MEST universe from earlier games of this Games Universe Model?" So, "Why did you come to the MEST universe?", in other words, "from your earlier universe of this Games Universe Model". That's a two-way comm to F/N.

And then number (2) is: "What knowledge, responsibility, control or power did you discard or give up to play earlier universe games at the beginning of this Games Universe Model?" You see? So he gets a cog on that and he gets his F/N.

Number (3) is: "What did you do in the Game of Gods?" That's two-way comm to F/N.

And then process number (4), - step 4 here - is just running the MOCOs off from the Game of Gods. And those are plus "A's" and minus "A's". And there is a lot of political influence going on there with MOCOs and admiration particles. OK. And so he runs off his plus "A's" and minus "A's" and any other "political MOCOs" that he finds in the Game of Gods. So it cleans him up from the beginning of this GUM. So he is ready to start handling the U3 creations he dumped without any by-passed charge. OK.

One thing I might add about the Pre-Static Life Repair is the Step (4) is really a, b, c, and d and e. Actually there are 5 little steps to it.

It's first: Do the two-way comm steps. All three. And (a) is: (of step 4) to define MOCOs, plus-A, minus-A, and make sure he knows the processes to handle:- "return to your moment of creating or go free". And then (b) is: you have to locate him to the Game of Gods - that's 100 Centillion (or 10 to the power of 303 years), a little bit before that. And then (c): You have to run the MOCOs on the flows of the guy to another, and another to the guy, and others regarding the guy. You understand? All the different flows in the Game of Gods about voting. And other people were the contestants and him watching and he has maybe even been a contestant. So all that's done and then (d) is: You locate him in PT, in present time. And (e) is: You run any MOCOs or Plus "A's" and minus "A's" off on the flows in present time. Because it is that all those thetans that were existing <u>then</u> are still existing <u>now</u>. And some of these MOCOs may be carried down the time track and are still existing. So you run these 3 flows: the guy to another, and another to the guy, and others regarding the guy in present time. And you may have to go all through the flows several times but you eventually get an F/TA on that. And that's finished with the Game of Gods for him.

OK, now onto OT 13.

Taken from Tech Briefing #10 by WB Robertson

CONFIDENTIAL

SUPER POWER FOR OTs

THE OT 13 PREPARATION COURSE

CHECKSHEET

9 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

4. The Phoenix (OT 9, 10 and 11)

5. OT 12

6. Pre-Static Life Repair

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student).

SECTION ONE: BACKGROUND INFORMATION

0. READ: PLANS FOR TEEGEEACK SOB 22 __@_____

1. READ: THE ADVANCED ABILITY CHART ___@____

2. READ: A BRIEF INTRODUCTION TO OT 13 ___@____

3. TAPE: THE SCIENTOLOGY AXIOMS _____

4. READ: THE SCIENTOLOGY AXIOMS __@_____

5. TAPE: THE DIANETIC AXIOMS _____

6. READ: THE DIANETIC AXIOMS _____

7. TAPE: THE LOGICS AND PRE-LOGICS _____

8. READ: THE LOGICS __@_____

9. READ: THE PRE-LOGICS __@_____

SECTION TWO: THE POWER PROCESSES

1. READ: REVIVIFICATION ___@____

2. READ: THE DEFINITION OF IS ___@____

2.. READ: INTRODUCTION TO THE POWER PROCESSES __@_____

3. READ: THE POWER PROCESSES ___@____.

4. READ: END PHENOMENA AND F/Ns IN POWER __@_____

5. READ: LP-1 __@_____

6. READ: THE IMPORTANCE OF PrPrs 4, 5, 6 ON THE OT LEVELS ___@____

7. READ: C/S FOR RUNNING POWER ___@____

SECTION THREE: INTRODUCTION TO OT 13

1. TAPE: TECHNICAL BRIEFING #10 (TRANSCRIPT INCLUDED) ____@___

2. READ: OT 12 & 13 - PROGRAM __@_____

SECTION FOUR: OT 13 THEORY

1. READ: OT 13 TECH NOTES ___@____

4. DEMO: Demonstrate the theory of SPOTs _____

SECTION FIVE: OT 13 PRACTICAL

1. READ: OT 13 "SHORT FORM" C/S __@_____

2. READ: OT 13 (THE IMPORTANT THING IN OT 13...) __@_____

3. READ: OT 13 (THE PROOF OF THE PURPOSE) __@_____

4. READ: OT 13 (THE REASON...) __@_____

5. READ: OT 13 (NOTES AND DEFINITIONS...) _____

6. READ: OT 13 NOTES __@_____.

7. READ: OT 13 (THE POSITIVE VECTORS...) __@_____

8. READ: COG ___@____

9. READ: EXIT POINT ___@____

10. READ: OT 13 (OT 13 & SLEEP...) _@_____

SECTION SIX: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE OT 13 PREPARATION COURSE

* * *

GMC #5

ss c/s #7Sector Operations Bulletin No. 22

11 MAY 86

FREE ZONE ONLY

TELEX

1400 GMT

11 MAY AD 36

Plans for Teegeeack

This is going to be the most important planet in the Universe.

It will be the EXIT POINT, the training center for auditors for the rest of the physical

universe.

It will be a center of culture - of art, music, and knowledge.

Sector 9 will be a buzzing beehive of industry and activity again. The "game of games" will bring prosperity and a new future to this area.

I wish to thank all my friends in the Free Zone and especially Capt. Bill, who carried on, in spite of great odds, on my behalf.

The tech is all in his hands and is ready for you now. I wish you all success with it.

When enough are ready for OT 17 and OT 18, I will return.

Until then, I'll keep the show on the road here, in this galaxy and others, to direct the attention and interest of all thetans toward what you - my friends - are doing there on dear old Teegeeack.

It was my home and it shall be again. Keep it beautiful and give it a New Civilization we can all be proud of.

By the way, you all can still communicate with me - haven't you ever heard of telepathy? (Joke)

Seriously though, I don't think you will ever be fooled again after you do the "Excalibur" level. That is the final barrier to your self-determinism, although some may want or need

the OT Life Repair Capt. Bill worked out to fully appreciate your gains.

We all have a lot of work to do to prepare the way, so I bid you "Adieu," "Hasta Luego," "Auf Wiedersehen," and "Goodby" ... for now.

The future is ours, is theta's, is static's - forever.

Love,

Ron, Elron Elray

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game

Course in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of games

OT XV

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond one's

OT XI own universe

A BRIEF INTRODUCTION TO OT 13

9 SEPTEMBER 1995

Here is the good news. OT 13 takes only 2 sessions to complete. There is no bad news. It is actually one of the easiest and most powerful levels you will do.

Here is how it works. In your long, long history as a being, you have been creating MOCOs of various kinds and for various reasons and discarding them here and there as you go along. All beings have been doing this for a very long time and this accounts, in part, for the solidity of the MEST universe. Now it is time to take responsibility for all those dumped MOCOs and return them to their moment of creation, have them wait at static, go free or help, the MOCO choices on a grand scale.

In the first session, you will clear the 12 percent responsive, dumped MOCOs using the Phoenix Steps 1 to 10. Then there will be a 3 to 5 day waiting period while all these MOCOs return. It takes that long because these MOCOs are spread all over the MEST universe in all the places you have been.

In the second session, you will handled the 88 percent unresponsive, dumped MOCOs using the Power Processes 4, 5 and 6. Then there is another 3 to 5 day waiting period while these MOCOs return.

* * *

THE AXIOMS OF SCIENTOLOGY

by

L. RON HUBBARD

AXIOM 1. LIFE IS BASICALLY A STATIC.

Definition: a Life Static has no mass, no motion, no wavelength, no location in space or in time. It has the ability to postulate and to perceive.

AXIOM 2. THE STATIC IS CAPABLE OF CONSIDERATIONS, POSTULATES, AND OPINIONS.

AXIOM 3. SPACE, ENERGY, OBJECTS, FORM AND TIME ARE THE RESULT OF CONSIDERATIONS MADE AND/OR AGREED UPON OR NOT BY THE STATIC, AND ARE PERCEIVED SOLELY BECAUSE THE STATIC CONSIDERS THAT IT CAN PERCEIVE THEM.

AXIOM 4. SPACE IS A VIEWPOINT OF DIMENSION.

AXIOM 5. ENERGY CONSISTS OF POSTULATED PARTICLES IN SPACE.

AXIOM 6. OBJECTS CONSIST OF GROUPED PARTICLES SOLIDS.

AXIOM 7. TIME IS BASICALLY A POSTULATE THAT SPACE AND PARTICLES WILL PERSIST.

AXIOM 8. THE APPARENCY OF TIME IS THE CHANGE OF POSITION OF PARTICLES IN SPACE.

AXIOM 9. CHANGE IS THE PRIMARY MANIFESTATION OF TIME.

AXIOM 10. THE HIGHEST PURPOSE IN THE UNIVERSE IS THE CREATION OF AN EFFECT.

AXIOM 11. THE CONSIDERATIONS RESULTING IN CONDITIONS OF EXISTENCE ARE FOUR FOLD.

(a) AS-IS-NESS is the condition of immediate creation without persistence, and is the condition of existence which exists at the moment of creation and the moment of destruction, and is different from other considerations in that it does not contain survival.

(b) ALTER-IS-NESS is the consideration which introduces change and, therefore, time and persistence into an AS-IS-NESS to obtain persistency.

(c) IS-NESS is an apparency of existence brought about by the continuous alteration of an AS-IS-NESS. This is called, when agreed upon, Reality.

(d) NOT-IS-NESS is the effort to handle IS-NESS by reducing its condition through the use of force. It is an apparency and cannot entirely vanquish an IS-NESS.

AXIOM 12. THE PRIMARY CONDITION OF ANY UNIVERSE IS THAT TWO SPACES, ENERGIES, OR OBJECTS MUST NOT OCCUPY THE SAME SPACE. WHEN THIS CONDITION IS VIOLATED (PERFECT DUPLICATE) THE APPARENCY OF ANY UNIVERSE OR ANY PART THEREOF IS NULLED.

AXIOM 13. THE CYCLE OF ACTION OF THE PHYSICAL UNIVERSE IS: CREATE, SURVIVE (PERSIST), DESTROY.

AXIOM 14. SURVIVAL IS ACCOMPLISHED BY ALTER-IS-NESS AND NOT-IS-NESS, BY WHICH IS GAINED THE PERSISTENCY KNOWN AS TIME.

AXIOM 15. CREATION IS ACCOMPLISHED BY THE POSTULATION OF AN AS-IS-NESS.

AXIOM 16. COMPLETE DESTRUCTION IS ACCOMPLISHED BY THE POSTULATION OF THE AS-IS-NESS OF ANY EXISTENCE AND THE PARTS THEREOF.

AXIOM 17. THE STATIC, HAVING POSTULATED AS-IS-NESS, THEN PRACTICES ALTER-IS-NESS, AND SO ACHIEVES THE APPARENCY OF IS-NESS AND SO OBTAINS REALITY.

AXIOM 18. THE STATIC, IN PRACTICING NOT-IS-NESS, BRINGS ABOUT THE PERSISTENCE OF UNWANTED EXISTENCES, AND SO BRINGS ABOUT UNREALITY, WHICH INCLUDES FORGETFULNESS, UNCONSCIOUSNESS, AND OTHER UNDESIRABLE STATES.

AXIOM 19. BRINGING THE STATIC TO VIEW AS-IS ANY CONDITION DEVALUATES THAT

CONDITION.

AXIOM 20. BRINGING THE STATIC TO CREATE A PERFECT DUPLICATE CAUSES THE VANISHMENT OF ANY EXISTENCE OR PART THEREOF.

A perfect duplicate is an additional creation of the object, its energy, and space, in its own space, in its own time, using its own energy. This violates the condition that two objects must not occupy the same space, and causes a vanishment of the object.

AXIOM 21. UNDERSTANDING IS COMPOSED OF AFFINITY, REALITY AND COMMUNICATION.

AXIOM 22. THE PRACTICE OF NOT-IS-NESS REDUCES UNDERSTANDING.

AXIOM 23. THE STATIC HAS THE CAPABILITY OF TOTAL KNOWINGNESS. TOTAL KNOWINGNESS WOULD CONSIST OF TOTAL ARC.

AXIOM 24. TOTAL ARC WOULD BRING ABOUT THE VANISHMENT OF ALL MECHANICAL CONDITIONS OF EXISTENCE.

AXIOM 25. AFFINITY IS A SCALE OF ATTITUDES WHICH FALLS AWAY FROM THE CO-EXISTENCE OF STATIC, THROUGH THE INTERPOSITIONS OF DISTANCE AND ENERGY, TO CREATE IDENTITY, DOWN TO CLOSE PROXIMITY BUT MYSTERY.

By the practice of Is-ness (Beingness) and Not-is-ness (refusal to Be) individuation progresses from the Knowingness of complete identification down through the introduction of more and more distance and less and less duplication, through Lookingness, Emotingness, Effortingness, Thinkingness, Symbolizingness, Eatingness, Sexingness, and so through to not-Knowingness (Mystery). Until the point of Mystery is reached, some communication is possible, but even at Mystery an attempt to communicate continues. Here we have, in the case of an individual, a gradual falling away from the belief that one can assume a complete Affinity down to the conviction that all is a complete Mystery. Any individual is somewhere in this Know-to-Mystery scale. The original Chart of Human Evaluation is the Emotion section of this scale.

AXIOM 26. REALITY IS THE AGREED-UPON APPARENCY OF EXISTENCE.

AXIOM 27. AN ACTUALITY CAN EXIST FOR ONE INDIVIDUALLY, BUT WHEN IT IS AGREED WITH BY OTHERS IT CAN THEN BE SAID TO BE A REALITY.

The anatomy of Reality is contained in Is-ness, which is composed of As-is-ness and Alter-is-ness. Is-ness is an apparency, it is not an Actuality. The Actuality is As-is-ness altered so as to obtain a persistency.

Unreality is the consequence and apparency of the practice of Not-is-ness.

AXIOM 28. COMMUNICATION IS THE CONSIDERATION AND ACTION OF IMPELLING AN IMPULSE OR PARTICLE FROM SOURCE-POINT ACROSS A DISTANCE TO RECEIPT-POINT, WITH THE INTENTION OF BRINGING INTO BEING AT THE RECEIPT-POINT A DUPLICATION OF THAT WHICH EMANATED FROM THE SOURCE-POINT.

The formula of Communication is: Cause, Distance, Effect, with Intention, Attention and Duplication with Understanding.

The component parts of Communication are Consideration, Intention, Attention, Cause, Source-point, Distance, Effect, Receipt-point, Duplication, Understanding, the Velocity of the impulse or particle, Nothingness or Somethingness. A non-communication consists of Barriers. Barriers consist of Space, Interpositions (such as walls and screens of fast-moving particles), and Time. A communication, by definition does not need to be two-way. When a communication is returned, the formula is repeated, with the receipt-point now becoming a source-point and the former source-point now becoming a receipt point.

AXIOM 29. IN ORDER TO CAUSE AN AS-IS-NESS TO PERSIST, ONE MUST ASSIGN OTHER AUTHORSHIP TO THE CREATION THAN HIS OWN. OTHERWISE, HIS VIEW OF IT WOULD CAUSE ITS VANISHMENT.

Any space, energy, form, object, individual, or physical universe condition can exist only when an

alteration has occurred of the original As-is-ness so as to prevent a casual view from vanishing it. In other words, anything which is persisting must contain a "lie" so that the original consideration is not completely duplicated.

AXIOM 30. THE GENERAL RULE OF AUDITING IS THAT ANYTHING WHICH IS UNWANTED AND YET PERSISTS MUST BE THOROUGHLY VIEWED, AT WHICH TIME IT WILL VANISH.

If only partially viewed, its intensity, at least, will decrease.

AXIOM 31. GOODNESS AND BADNESS, BEAUTIFULNESS AND UGLINESS, ARE ALIKE CONSIDERATIONS AND HAVE NO OTHER BASIS THAN OPINION.

AXIOM 32. ANYTHING WHICH IS NOT DIRECTLY OBSERVED TENDS TO PERSIST.

AXIOM 33. ANY AS-IS-NESS WHICH IS ALTERED BY NOT-IS-NESS (BY FORCE) TENDS TO PERSIST.

AXIOM 34. ANY IS-NESS, WHEN ALTERED BY FORCE, TENDS TO PERSIST.

AXIOM 35. THE ULTIMATE TRUTH IS A STATIC.

A Static has no mass, meaning, mobility, no wave-length, no time, no location in space, no space.

This has the technical name of "Basic Truth."

AXIOM 36. A LIE IS A SECOND POSTULATE, STATEMENT OR CONDITION DESIGNED TO MASK A PRIMARY POSTULATE WHICH IS PERMITTED TO REMAIN.

Examples:

Neither truth nor a lie is a motion or alteration of a particle from one position to another.

A lie is a statement that a particle having moved did not move, or a statement that a particle, not having moved, did move.

The basic lie is that a consideration which was made was not made or that it was different.

AXIOM 37. WHEN A PRIMARY CONSIDERATION IS ALTERED BUT STILL EXISTS, PERSISTENCE IS ACHIEVED FOR THE ALTERING CONSIDERATION.

All persistence depends on the Basic Truth, but the persistence is of the altering consideration, for the Basic Truth has neither persistence nor impersistence.

AXIOM 38. 1: STUPIDITY IS THE UNKNOWNESS OF CONSIDERATION

2: MECHANICAL DEFINITION: STUPIDITY IS THE UNKNOWNESS OF TIME, PLACE, FORM AND EVENT. 1: TRUTH IS THE EXACT CONSIDERATION. 2: TRUTH IS THE EXACT TIME, PLACE, FORM AND EVENT.

Thus we see that failure to discover Truth brings about stupidity.

Thus we see that the discovery of Truth would bring about an As-is-ness by actual experiment.

Thus we see that an ultimate truth would have no time, place, form or event.

Thus, then, we perceive that we can achieve a persistence only when we mask a truth.

Lying is an alteration of time, place, event, or form.

Lying becomes Alter-is-ness, becomes Stupidity.

(The blackness of cases is an accumulation of the case's own or another's lies.)

Anything which persists must avoid As-is-ness. Thus anything, to persist, must contain a lie.

AXIOM 39. LIFE POSES PROBLEMS FOR ITS OWN SOLUTION.

AXIOM 40. ANY PROBLEM, TO BE A PROBLEM, MUST CONTAIN A LIE. IF IT WERE TRUTH, IT WOULD UNMOCK.

An "unsolvable problem" would have the greatest persistence. It would also contain the greatest number of altered facts. To make a problem, one must introduce Alter-is-ness.

AXIOM 41. THAT INTO WHICH ALTER-IS-NESS IS INTRODUCED BECOMES A PROBLEM.

AXIOM 42. MEST (MATTER, ENERGY, SPACE, TIME) PERSISTS BECAUSE IT IS A PROBLEM,

It is a problem because it contains Alter-is-ness.

AXIOM 43. TIME IS THE PRIMARY SOURCE OF UNTRUTH.

Time states the untruth of consecutive considerations.

AXIOM 44. THETA (THE STATIC) HAS NO LOCATION IN MATTER, ENERGY, SPACE OR TIME. IT IS CAPABLE OF CONSIDERATION.

AXIOM 45. THETA CAN CONSIDER ITSELF TO BE PLACED, AT WHICH MOMENT IT BECOMES PLACED, AND TO THAT DEGREE A PROBLEM.

AXIOM 46. THETA CAN BECOME A PROBLEM BY ITS CONSIDERATIONS, BUT THEN BECOMES MEST.

A problem is to some degree MEST. MEST is a problem.

AXIOM 47. THETA CAN RESOLVE PROBLEMS .

AXIOM 48. LIFE IS A GAME WHEREIN THETA AS THE STATIC SOLVES

THE PROBLEMS OF THETA AS MEST.

AXIOM 49. TO SOLVE ANY PROBLEM IT IS ONLY NECESSARY TO BECOME THETA, THE SOLVER, RATHER THAN THETA, THE PROBLEM.

AXIOM 50. THETA AS MEST MUST CONTAIN CONSIDERATIONS WHICH ARE LIES.

AXIOM 51. POSTULATES AND LIVE COMMUNICATION NOT BEING MEST AND BEING SENIOR TO MEST CAN ACCOMPLISH CHANGE IN MEST WITHOUT BRINGING ABOUT A PERSISTENCE OF MEST. THUS AUDITING CAN OCCUR.

AXIOM 52. MEST PERSISTS AND SOLIDIFIES TO THE DEGREE THAT IT IS NOT GRANTED LIFE.

AXIOM 53. A STABLE DATUM IS NECESSARY TO THE ALIGNMENT OF DATA.

AXIOM 54. A TOLERANCE OF CONFUSION AND AN AGREED-UPON STABLE DATUM ON WHICH TO ALIGN THE DATA IN A CONFUSION ARE AT ONCE NECESSARY FOR A SANE REACTION ON THE EIGHT DYNAMICS. THIS DEFINES SANITY.

AXIOM 55. THE CYCLE OF ACTION IS A CONSIDERATION. CREATE, SURVIVE, DESTROY. THE CYCLE OF ACTION ACCEPTED BY THE GENETIC ENTITY IS ONLY A CONSIDERATION WHICH CAN BE CHANGED BY THE THETAN MAKING A NEW CONSIDERATION OR DIFFERENT ACTION CYCLES.

AXIOM 56. THETA BRINGS ORDER TO CHAOS.

Corollary: Chaos brings disorder to theta.

AXIOM 57. ORDER MANIFESTS WHEN COMMUNICATION, CONTROL, AND HAVINGNESS ARE AVAILABLE TO THETA.

DEFINITION:

Communication: the interchange of ideas across space. Control: positive postulating, which is intention, and the execution thereof. Havingness: that which permits the experience of mass and pressure.

AXIOM 58. INTELLIGENCE AND JUDGEMENT ARE MEASURED BY THE ABILITY TO EVALUATE RELATIVE IMPORTANCES.

COROLLARY: THE ABILITY TO EVALUATE IMPORTANCES AND UNIMPORTANCES IS THE HIGHEST FACULTY OF LOGIC.

COROLLARY: IDENTIFICATION IS A MONOTONE ASSIGNMENT OF IMPORTANCE.

COROLLARY: IDENTIFICATION IS THE INABILITY TO EVALUATE DIFFERENCES IN TIME, LOCATION, FORM, COMPOSITION OR IMPORTANCE.

* * *

THE LOGICS

LOGIC 1. KNOWLEDGE IS A WHOLE GROUP OR SUB-DIVISION OF A GROUP OF DATA OR SPECULATIONS OR CONCLUSIONS ON DATA OR METHODS OF GAINING DATA.

LOGIC 2. A BODY OF KNOWLEDGE IS A BODY OF DATA, ALIGNED OR UNALIGNED, OR METHODS OF GAINING DATA.

LOGIC 3. ANY KNOWLEDGE WHICH CAN BE SENSED, MEASURED OR EXPERIENCED BY ANY ENTITY IS CAPABLE OF INFLUENCING THAT ENTITY.

COROLLARY: THAT KNOWLEDGE WHICH CANNOT BE SENSED, MEASURED OR EXPERIENCED BY ANY ENTITY OR TYPE OF ENTITY CANNOT INFLUENCE THAT ENTITY OR TYPE OF ENTITY,

LOGIC 4. A DATUM IS A FACSIMILE OF STATES OF BEING, STATES OF NOT BEING, ACTIONS OR INACTIONS, CONCLUSIONS, OR SUPPOSITIONS IN THE PHYSICAL OR ANY

OTHER UNIVERSE.

LOGIC 5. A DEFINITION OF TERMS IS NECESSARY TO THE ALIGNMENT, STATEMENT AND RESOLUTION OF SUPPOSITIONS, OBSERVATIONS, PROBLEMS AND SOLUTIONS AND THEIR COMMUNICATION.

DEFINITION - DESCRIPTIVE DEFINITION: ONE WHICH CLASSIFIES BY CHARACTERISTICS, BY DESCRIBING EXISTING STATES OF BEING.

DEFINITION - DIFFERENTIATIVE DEFINITION: ONE WHICH COMPARES UNLIKENESS TO EXISTING STATES OF BEING OR NOT BEING.

DEFINITION - ASSOCIATIVE DEFINITION: ONE WHICH DECLARES LIKENESS TO EXISTING STATES OF BEING OR NOT BEING.

DEFINITION - ACTION DEFINITION: ONE WHICH DELINEATES CAUSE AND POTENTIAL CHANGE OF STATE OF BEING BY CAUSE OF EXISTENCE, INEXISTENCE, ACTION, INACTION, PURPOSE OR LACK OF PURPOSE.

LOGIC 6. ABSOLUTES ARE UNOBTAINABLE.

LOGIC 7. GRADIENT SCALES ARE NECESSARY TO THE EVALUATION OF PROBLEMS AND THEIR DATA.

This is the tool of infinity valued logic: Absolutes are unobtainable. Terms such as good and bad, alive and dead, right and wrong are used only in conjunction with gradient scales. On the scale of right and wrong, everything above zero or center would be more and more right, approaching an infinite rightness, and every- thing below center would be more and more wrong approaching infinite wrongness. All things assisting the survival of the survivor are considered to be right for the survivor. All things inhibiting survival from the viewpoint of the survivor can be considered to be wrong for the survivor. The more a thing assists survival, the more it can be considered right for the survivor. The more a thing or action inhibits survival, the more it is wrong from the viewpoint of the intended survivor.

COROLLARY - ANY DATUM HAS ONLY RELATIVE TRUTH.

COROLLARY - TRUTH IS RELATIVE TO ENVIRONMENTS EXPERIENCE AND TRUTH.

LOGIC 8. A DATUM CAN BE EVALUATED ONLY BY A DATUM OF COMPARABLE MAGNITUDE.

LOGIC 9. A DATUM IS AS VALUABLE AS IT HAS BEEN EVALUATED.

LOGIC 10. THE VALUE OF A DATUM IS ESTABLISHED BY THE AMOUNT OF ALIGNMENT (RELATIONSHIP) IT IMPARTS TO OTHER DATA.

LOGIC 11. THE VALUE OF A DATUM OR FIELD OF DATA CAN BE ESTABLISHED BY ITS DEGREE OF ASSISTANCE IN SURVIVAL OR ITS INHIBITION TO SURVIVAL.

LOGIC 12. THE VALUE OF A DATUM OR A FIELD OF DATA IS MODIFIED BY THE VIEWPOINT OF THE OBSERVER.

LOGIC 13. PROBLEMS ARE RESOLVED BY COMPARTMENTING THEM INTO AREAS OF SIMILAR MAGNITUDE AND DATA, COMPARING THEM TO DATA ALREADY KNOWN OR PARTIALLY KNOWN, AND RESOLVING EACH AREA, DATA WHICH CANNOT BE KNOWN IMMEDIATELY MAY BE RESOLVED BY ADDRESSING WHAT IS KNOWN AND USING ITS SOLUTION TO RESOLVE THE REMAINDER.

LOGIC 14. FACTORS INTRODUCED INTO A PROBLEM OR SOLUTION WHICH DO NOT DERIVE FROM NATURAL LAW BUT ONLY AUTHORITARIAN COMMAND, ABERRATE THAT PROBLEM OR SOLUTION.

LOGIC 15. THE INTRODUCTION OF AN ARBITRARY INTO A PROBLEM OR SOLUTION

INVITES THE FURTHER INTRODUCTION OF ARBITRARIES INTO PROBLEMS AND SOLUTIONS.

LOGIC 16. AN ABSTRACT POSTULATE MUST BE COMPARED TO THE UNIVERSE TO WHICH IT APPLIES AND BROUGHT INTO THE CATEGORY OF THINGS WHICH CAN BE SENSED, MEASURED OR EXPERIENCED IN THAT UNIVERSE BEFORE SUCH POSTULATE CAN BE CONSIDERED WORKABLE.

LOGIC 17. THOSE FIELDS WHICH MOST DEPEND UPON AUTHORITATIVE OPINION FOR THEIR DATA LEAST CONTAIN KNOWN NATURAL LAW.

LOGIC 18. A POSTULATE IS AS VALUABLE AS IT IS WORKABLE,

LOGIC 19.THE WORKABILITY OF A POSTULATE IS ESTABLISHED BY THE DEGREE TO WHICH IT EXPLAINS EXISTING PHENOMENA ALREADY KNOWN, BY THE DEGREE THAT IT PREDICTS NEW PHENOMENA WHICH WHEN LOOKED FOR WILL BE FOUND TO EXIST, AND BY THE DEGREE THAT IT DOES NOT REQUIRE THAT PHENOMENA WHICH DO NOT EXIST IN FACT BE CALLED INTO EXISTENCE FOR ITS EXPLANATION.

LOGIC 20. A SCIENCE MAY BE CONSIDERED TO BE A LARGE BODY OF ALIGNED DATA WHICH HAS SIMILARITY IN APPLICATION AND WHICH HAS BEEN DEDUCED OR INDUCED FROM BASIC POSTULATES.

LOGIC 21. MATHEMATICS ARE METHODS OF POSTULATING OR RESOLVING REAL OR ABSTRACT DATA IN ANY UNIVERSE AND INTEGRATING BY SYMBOLIZATION OF DATA, POSTULATES AND RESOLUTIONS.

LOGIC 22. THE HUMAN MIND* IS AN OBSERVER, POSTULATOR, CREATOR AND STORAGE PLACE OF KNOWLEDGE.

LOGIC 23. THE HUMAN MIND IS A SERVOMECHANISM TO ANY MATHEMATICS EVOLVED OR EMPLOYED BY THE HUMAN MIND.

* The human mind by definition includes the awareness unit of the living organism, the observer, the computer of data, the spirit the memory storage, the life force and the individual motivator of the living organisms. It is used as distinct from the brain which can be considered to be motivated by the mind.

NOTE: The primary step in resolving the broad activities of man could be considered to be the resolving of the activities of the mind itself. Hence, the logics carry to this point and then proceed as axioms concerning the human mind, such axioms being substantiated as relative truths by much newly discovered phenomena. The ensuing axioms, from Logic 24, apply no less to the various "ologies" than they do to de- aberrating or improving the operation of the mind. It should not be thought that the following axioms are devoted to the construction of anything as limited as a therapy, which is only incidental to the resolution of human aberration and such things as psychosomatic illnesses. These axioms are capable of such solution as has been demonstrated, but such a narrow application would indicate a very narrow scope of view.

POSTULATE - THE HUMAN MIND AND INVENTIONS OF THE HUMAN MIND ARE CAPABLE OF RESOLVING ANY AND ALL PROBLEMS WHICH CAN BE SENSED, MEASURED OR EXPERIENCED DIRECTLY OR INDIRECTLY.

COROLLARY - THE HUMAN MIND IS CAPABLE OF RESOLVING THE PROBLEM OF THE HUMAN MIND.

The borderline of solution of this science lies between WHY life is surviving and HOW life is surviving. It is possible to resolve HOW life is surviving without resolving WHY life is surviving.

LOGIC 24. THE RESOLUTION OF THE PHILOSOPHICAL, SCIENTIFIC AND HUMAN STUDIES (SUCH AS ECONOMICS, POLITICS, SOCIOLOGY, MEDICINE, CRIMINOLOGY, ETC.) DEPENDS PRIMARILY UPON THE RESOLUTION OF THE PROBLEMS OF THE HUMAN MIND.

* * *

THE PRELOGICS

THE Qs

Q. 1.SELF DETERMINISM IS THE COMMON DENOMINATOR OF ALL LIFE IMPULSES.

Q. 2. DEFINITION OF SELF-DETERMINISM: THE ABILITY TO LOCATE IN SPACE AND TIME ENERGY AND MATTER, ALSO THE ABILITY TO CREATE AND LOCATE ENERGY AND MATTER.

Q. 3.THE IDENTIFICATION OF THE SOURCE OF THAT WHICH PLACES MATTER AND ENERGY AND ORIGINATES SPACE AND TIME IS NOT NECESSARY TO THE RESOLUTION OF THIS PROBLEM AT THIS TIME.

Q. 4. THETA CREATES SPACE, ENERGY AND OBJECTS BY POSTULATES.

Q. 5.UNIVERSES ARE CREATED BY THE APPLICATION OF SELF DETERMINISM ON 8 DYNAMICS.

Q. 6. SELF-DETERMINISM, APPLIED, WILL CREATE, ALTER, CONSERVE AND POSSIBLY DESTROY UNIVERSES.

Q. 7. THE ACTION CYCLE IS ONE OF THE ABILITIES OF A THETAN. AN ACTION CYCLE GOES FROM 40. 0 TO 0. 0 ON THE TONE SCALE. AN ACTION CYCLE IS THE CREATION, GROWTH CONSERVATION, DECAY AND DEATH OR DESTRUCTION OF ENERGY AND MATTER IN A SPACE. ACTION CYCLES PRODUCE TIME.

* * *

REVIVIFICATION

18 AUGUST 1989

Revivification is the bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He relives that moment briefly. He does not merely recall or remember it.

This is not the same thing as the "returning" to an incident or engram that is employed in Alethanetic Clearing. Return is the method of retaining the body and the awareness of the subject in present time while he is told to go back to a certain incident. Revivification is the reliving of an incident or a portion of it as if it were happening now.

This phenomenon can occur in a Pc during the Interiorization Rundown.

The Pc, being run on Recalls on Int, will often begin by recalling locks but these can trigger into full play an engram in which he may be stuck and the Pc may go into a revivification of it. He will actually be answering and acting from the point or points down the track where he has been stuck.

Should this happen the Clearing Practitioner simply continues to run the process and get the Pc through it. As the Pc revivifies he blows through these stuck points on his track and comes out of them, newly, and is now truly in present time.

As revivification is apt to occur on the Interiorization Rundown, Clearing Practitioners must understand and be able to recognize the phenomena and handle it routinely with excellent CEs when it does.

* * *

THE DEFINITION OF "IS"

31 MARCH 1991

Definitions:

Regular (adj) 1. following some rule or principle; according to rule. 2. Grammar. Having the usual changes of form to show tense, number, person, etc.

Irregular (adj) 1. not regular; not according to rule or accepted standards. 2. Grammar. not conjugated in the usual way.

Conjugation (noun) 1. Grammar. a. a systematic arrangement of the forms of a verb. b. a group of verbs having similar forms in such an arrangement. c. the act of giving the forms of a verb according to such an arrangment.

Conjugate (verb) 1. to give the conjugation of a verb.

There are two types of verbs: regular and irregular. The conjugation of an irregular verb such as "BE" does not follow normal grammatical standards. For instance, conjugating the regular verb "to walk" (in the present tense) would be done as follows:

I walk

You walk

He, she or it walks

We walk

They walk

However, an irregular verb does not follow normal grammatical standards. In other words, we do not say, "I be, You be, They be," etc. The conjugation of the irregular verb "to be" (in the present tense) would be as follows:

I am

You are

He, she or it is

We are

They are

So am, are and is are irregular forms of the verb "to be" and mean being or existing. For example, if a person says, "I am," that person is saying, "I exist."

* * *

INTRODUCTION TO THE POWER PROCESSES

31 MARCH 1991

IMPORTANT DEFINITIONS

PRESENT TIME: The time which is now and which becomes the past almost as rapidly as it is observed. It is a term loosely applied to the environment existing in now, as in "the Preclear came up to present time," meaning the Preclear be-came aware of the existing matter, energy, space, and time of now. The point on anyone's Time Track where his

physical body (if alive) may be found. "Now."

STUCK IN PRESENT TIME: The condition of a person being incapable of moving on the Time Track into the past. In actuality the Preclear is in some incident which forces him to be in the apparent present.

REVIVIFICATION: The bringing back to life of an engram in which a Preclear is stuck. The engram or some portion thereof is being acted out in present time by the Preclear. It is called a revivification because the engram is suddenly more real to the Preclear than present time has ever been. He re-lives that moment briefly. He does not merely recall or remember it.

AN ENGRAM: A mental image picture of an experience containing pain, unconsciousness and a real or fancied threat to survival; it is a recording in the mind of some-thing which actually happened to the Preclear in the past which contained pain and unconsciousness, both of which are recorded in the mental image picture called an engram.

ANATEN: A composite of two words, "analytical attenua-tion," or partial or complete dilution or weakening of the functions of the analytical mind. The Preclear goes "unconscious" for a moment in the session.

A SECONDARY: A secondary engram is a mental image picture of a moment in the past containing misemotion - anger, fear, grief, apathy - where loss either is threatened or accomplished. However, a secondary can not exist unless an engram underlies it.

TIME TRACK: The consecutive mental image pictures recording the consecutive moments of "now" through which the individual has lived. It consists of locks, secondaries, and engrams.

There are three main Power Processes. They are known as the Source, Existence, and the Conditions Process.

I. SOURCE

Definitions:

SOURCE: That from which something comes or develops; origin point; cause point; a beginning; a creator

NO-SOURCE: Something that is caused, an effect, a created thing, not able to create.

ATTENTION UNIT: A theta energy quantity of awareness existing in the mind in varying quantity from person to person.

FIXED ATTENTION UNITS: Attention units which are caught somewhere down the Time Track in one incident or another in the form of entheta.

GENERALITY: A general or nonspecific statement which is applicable to all and used to connote a statement made in an effort to either hide cause or to overwhelm another person with the all-inclusive.

MEGALOMANIAC: A person who has delusions of grandeur, wealth, power, etc.

DELUSION: A belief in something which is contrary to fact or reality resulting from deception, mis-conception, or misassignment.

PARANOID: A person with delusions, as of grandeur or, especially, persecution.

SOURCE PROCESS COMMANDS

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

FLATTENING THE SOURCE PROCESS

The Source Process is ended when the Preclear exper-iences brightness and solidity changes in the Clearing room. The Preclear will comment that the room is brighter and more solid.

SOURCE PROCESS CLEARING OF COMMANDS

1.Clear the word "source" and the word "no source" by having the Preclear look up the definition in the dictionary.

2.Clear the command, "Tell me a source."

3.Clear the command, "Tell me a no source."

4.Clear the command, "Tell me about it."

THEORY OF THE SOURCE PROCESS

The Source Process is used to get a Preclear not only to answer the Clearing command and tell where it is coming from, but also to handle the Preclear on the entire scale from NO SOURCE to TOTAL SOURCE to AWARENESS OF SOURCES.

THE NO-SOURCE CASE

One of the lowest levels of cases is the case who has never caused anything and who does not recognize that anyone else can cause things. This case is one of totally fixed attention units, all of which are completely fixated on some-thing which is not there, but which is meaningful and male-volent; therefore, this case has sought the refuge of the non-existence of source to avoid this something. To such a case there is no existence, and no conditions. Recognizing no source, this Preclear, therefore, has no Clearing Practitioner, is not himself there either, and of course, has never done anything. Preclears in this state can quite easily admit to having done most anything because in actuality they have not ever done anything.

Further, cases at NO SOURCE have no awareness of any emotion or sensation, although they can exhibit physically the manifestations of emotion and sensation, but their awareness of doing so is nil or at the most a slight curio-sity that their bodies are reacting in an odd manner. Every-thing is pointless to such a case as there is NO SOURCE and therefore no way to effect any changes. Such a case is self--invalidative, irresponsible, and speaks in total generalities, such reflecting the no source of causation. This person, too, is haunted by ghosts, delusions, and false Beings, all of which are phenomena of no source. The individual is quite theety-weety.

The perception of such a case as the NO SOURCE case is that the environment is either rather dark or transparent. A Clearing Practitioner, to get reality concerning how the world looks to such a case, should look at the reflection of a room as mirrored in a window.

THE TOTAL SOURCE CASE

Up scale to a degree from the NO SOURCE case is the TOTAL SOURCE CASE, the case which is pretending to be total source when obviously the person is not. Here we have the megalomaniac, the self-assertive case, the pathological braggart, and the guilt case. Such cases think they cause everything or pretend to cause everything or think they have caused things they haven't or pretend to cause things which they haven't. Such cases are continuously making false assign-ments of cause. Such cases tend in two directions - because they are "cause of everything," they are guilty for all that has happened or is happening or because they are "cause of everything", they are in a state of fighting everyone else in their environment as fancied threats to their own false cause. In the latter case falls the paranoid who is certain that he is being "done-in" because he is so important that the "FBI is after him." Such a case, if he recognizes other source at all, recognizes it only as a threat to him or as a bad causa-tion which only he can right.

Usually such cases as the TOTAL SOURCE case flip-flops between the two extremes in his considerations - "he is either a guilty, horrible, blameworthy creature" or "he is a

genius, a fantastic Being whom others are trying to get at."

In Clearing such a case as the TOTAL SOURCE case, the Clearing Practitioner for this Preclear does not exist either, as such a Preclear can admit of no other source or if the Clearing Practitioner does exist, the Clearing Practitioner is only to this Preclear a source of dis-traction or a source of bad cause. If he is in propitiation to the Clearing Practitioner, it will be those "above the Clearing Practitioner" who are the source of bad cause.

What the Clearing Practitioner must recognize and know about both the NO SOURCE case and the TOTAL SOURCE case, and the various har-monics of such as dramatized on various dynamics, is that neither case can as-is, either because there is no source at all or because source is mis-assigned. As-isness can only occur with the proper assignment of source or authorship. Since the ability to perceive source is the key to solving problems, such people have enormous numbers of problems, but never seem to describe the real problem; thus they seem quite baffling.

II. EXISTENCE

Definitions:

EXISTENCE: An existing state or fact of being; life; living; continuance of being; an occurrence; specific manifestation.

PRETENSE: A claim, profession, or alle-gation which is falsely made or assumed or stated.

AS-ISNESS: This is the basic state-ment of Reality in the technology of Clearing and one of its major contri-butions. Instead of puzzling as to WHO made the universe or WHAT made it, the Clearing Practitioner simply perceives that it IS. However, if you attempt to erase an "engram that didn't happen" (dub-in) or get relief by running a problem that never existed, there is no case gain. Why? Because one can only confront or erase what IS, not an alteration of what IS. To AS-IS something is to look at it AS it IS really, with-out decoration, excuse, embellishment, dub-in, lies, twists, and all that. The alterations prevent the erasure of the actual IS-NESS of the existence or the past or a problem, etc. One has to confront the truth of it without twists to erase it.

ALTER-IS: To introduce a change, and therefore time and persistence into an AS-ISNESS to

obtain persistency. An introduction of an alter-is is, therefore, the addition of a lie to the real, which causes it to persist and not to blow or as-is.

OBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, in the environment.

SUBJECTIVE DUB-IN: The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, into incidents on the Time Track.

EXISTENCE PROCESS COMMANDS

1. What is?

2. What isn't.

FLATTENING THE EXISTENCE PROCESS

The Existence Process is ended when the Preclear gets into present time. Some Preclears are "stuck in present time." In such cases they will begin answering in present time and then cycle back on the Time Track and back into present time, many times repeating the cycle from present to past to present to past to present, each time going less far into the past until they are finally "in present time" for many commands.

EXISTENCE PROCESS CLEARING OF COMMANDS

1.Clear the word "is" and clear the word "Isn't" by having the Preclear look up the definition in the dictionary.

2.Clear the question, "What is?"

3.Clear the question, "What isn't?"

THEORY OF THE EXISTENCE PROCESS

The Existence Process is used to unburden the engram the Preclear is stuck in so the Preclear can appear to come to present time. This process handles obsessive pretense, chronic alter-is, and dub-in, both in present time and on the track or objective dub-in and subjective dub-in.

With the Source Process, the Clearing Practitioner improved the Pre-clear's ability to be aware of the sources of things. Now with the Existence Process, the Clearing Practitioner is to improve the Preclear's ability to be aware of the existence of the actual and the non-existence of the inactual. This process removes the extraneous incidents off the engram in which the Preclear is stuck so that the Preclear apparently comes to present time.

A Preclear who twists things, looks at birds and calls them birds when they are really chickens or was "punished every day" when no one actually touched him, cannot erase any part of the bank. Thus, one sees no Range Arm or improvement. The Pc is working on fantasy or reputational excuses and isn't AS-ISing. This must be cured before a Preclear can make any real gains. The way to handle it is by getting the Preclear to gradually come to looking at things as they are. When the Preclear can do this, he or she can now "AS-IS," which is to say, erase bank by looking at it. This is the purpose of the Existence Process. The Pc does not have to understand why it works to have it work. It just works.

III. CONDITIONS

Definition:

CONDITION: Anything called for as a re-quirement before the performance, completion, or effectiveness of something else; provision; stipulation. Anything essen-tial to the

existence or occurrence of something else; any-thing that modifies or restricts the nature, existence, or occurrence of something else; external circumstances or fac-tors. Manner or state of being. Proper or healthy state.

CONDITIONS PROCESS COMMANDS

1. Tell me an existing condition.

2. Tell me how you've handled it.

FLATTENING THE CONDITIONS PROCESS

The Conditions Process is ended when the Preclear has a revivification of the engram in which he/she is stuck on the Time Track. It is preceded at times by anaten or a secondary engram (misemotional) or both.

CONDITIONS PROCESS CLEARING OF COMMANDS

1.Clear the words, "existing" and "condition" by having the Preclear look up the definitions in the dictionary.

2.Clear the command, "Tell me an existing condition."

3.Clear the word "handled" by having the Preclear look up the definition in the dictionary.

4.Clear the command, "Tell me how you handled it."

THEORY OF THE CONDITIONS PROCESS

The Conditions Process handles the engram the Preclear is stuck in and knocks apart the stuck point on the Time Track. When you give the command, "Tell me an existing condition," you are actually asking the Preclear for an incident from the past that hasn't resolved. It is aimed at the Preclear who is out of present time, but who is fighting a backtrack enemy as though it was in present time, and who is, therefore, solving a problem in present time which has ceased to exist in life. Because of this, the Pre-clear is hostile, covert, and antagonistic.

The case of the continuing perpetrations in present time is resolved with the Conditions Process. All of this case's continual perpetrations in present time are efforts to solve the engram in which the Preclear is stuck.

The Conditions Process results in a revivification of this engram in which the Preclear is stuck and thereby frees the individual on the Time Track so he can now really be in present time.

While the Preclear will recall or remember many inci-dents, and while he seems to be in many, he is, in actual fact, only in ONE and has been there for a long time with other incidents piling up on it. The Pc will eventually REVIVIFY (relive) the actual engram briefly and come for the first time to present time. That is the end of the process.

A secondary (misemotional incident) has to have an engram (a moment of pain and unconsciousness) under it to be a secondary and remain in place. That is why it is called a secondary. A Preclear commonly goes through the secondary (misemotional) charge be-fore he revivifies. Thus the appearance of a secondary is a sign that one is approaching THE engram.

One does not run the secondary or engram as a Clearing Practitioner. One just goes on running the Conditions Process commands. It is a severe goof to stop or change processes just because the Pc has hit a secondary or the key engram. One runs the pro-cess exactly. When the Pc revivifies, a few more commands usually gets him into PT and ends the process. It is a severe goof to overrun or underrun the process.

END WORDS

Sometimes persons who couldn't run R-6 well have had end words fly off for a while when run on one or another of the Power Processes. This soon ceases and the Pc runs quite normally. It's just their R-6 Clearing coming off.

However, the major symptom of overrunning the process is that the Pc, his "Time Track" blown by a revivification, begins to clear off real end words much like R-6EW.

If a Pc has revivified and the process is overrun, it can become quite severe in reaction as the Pc will stick into the R-6 bank! However, a Preclear can be overrun for several days without being smashed. But don't do it.

* * *

THE POWER PROCESSES

31 MARCH 1991

POWER PROCESS 1AA (Pr Pr 1AA)

1. What have you done?

2. What problem were you trying to solve?

3. What haven't you said?

4. What problem were you trying to solve?

POWER PROCESS 1 (Pr Pr 1)

1. What have you done?

2. What problem were you trying to solve?

Run the above when there is no Range Arm action on Pr Pr 4 or when the Pc is committing present time perpetrations. A continuing perpetration case is committing perpetrations as a solution. Continue the process until a floating needle or there is no more Range Arm action. Then go on to Pr Pr 4 (source). Another, additional, way to handle present time perpetrations is to List and Null "What are you trying to prevent?" and run what you find R3R Quad.

POWER PROCESS 2 (Pr Pr 2)

a) Make a list using the command "Give me some practices, treatments or beliefs you have been connected with, whether you have left them or not." Run to the first blowdown item.

b) Then take the blowdown item, plus the two items up and the two items down from it, and assess those five items to one.

c) Run on the item:

1. Tell me a condition you have encountered in_____.

2. Tell me how you have handled it.

POWER PROCESS 3 (Pr Pr 3)

1. What condition have you encountered in Scientology (Clearing, est, Dianetics, the Catholic Church, etc.)?

2. How have you handled it?

Power Processes 1, 2 and 3 are corrective processes and are used when the Pc is not running well on Pr Pr 4, 5 or 6. Power Process 2 is used when the Pc brings up End Words on Pr Pr 5 and is collapsed into his bank by former practices. Power Process 3 is used when the Pc has been destroyed by a specific former practice.

POWER PROCESS 4 (Pr Pr 4)

1. Tell me a source.

2. Tell me about it.

3. Tell me a no source.

4. Tell me about it.

The word "source" and the phrase "no source" should be thoroughly cleared with a dictionary before clearing the commands. The end phenomenon of this process is that the colors in the room seem brighter and walls seem more solid. Run to this point. In the case where the Pc doesn't originate the specific EP, run to the point where the Pc looks bright and happy with a wide floating needle.

POWER PROCESS 5 (Pr Pr 5)

1. What is?

2. What isn't?

Clear the words using the Language of Miracles with the Pc on the cans. Run to a floating needle with VGIs or 3 consecutive answers in present time. If the Pc gives dichotomies (e.g., good - bad, etc.) go immediately to Pr Pr 2.

POWER PROCESS 6 (Pr Pr 6)

1. Tell me an existing condition.

2. Tell me how you have handled it.

Be sure to clear "handled it" as "how he or she reacted to it" as well as "what he or she did to handle it." Run to a revivification of the incident that the Pc is dramatizing or to a floating needle with VGIs.

* * *

EXCALIBUR

FROM CLEAR TO ETERNITY

19 MARCH 1989

As research continues on the advancement of the technology of Clearing those doing the research never cease to be amazed at the amount of gain potentially available to an

individual.

The gains available to people through this technology fall into six rough divisions.

1. The realization that there is a path to real self-improvement. An awareness that change is available. This usually happens in Introductory Clearing, The Communication Course or Life Repair.

2. The awareness that, through Clearing, an individual will not get any worse. This normally happens on Recall Clearing.

3. The whole band of gains called the lower Grades (Grades 0 through VI). The very least of these gains, by personal testimony, exceeds any advances achieved in other practices.

4. The band that achieves a final burst of glory and freedom, the State of Clear. This usually occurs on Life Incident Clearing.

5. The Advanced Courses or Advanced Ability Levels (Entity Clearing) leading to personal spiritual freedom. What is amazing here is that each section of this level, according to rave reports, has its own spectacular level of gain.

6. The levels of Excalibur through the Super Static Rundown.

It is a never-ending source of wonder to people that there could be such QUANTITY of gain available to one Being.

Thus in an aberrated state, the person cannot have much reality on how good it can actually be.

The other challenge is that we live in an age of speed. And if gains are available, then people may conceive that it all should happen in a minute. Or maybe a minute and a half.

Or as the result of a needle jab which will make them free forever.

Alas, this universe isn't built that way.

This universe is based on QUANTITY. There's an awful lot of it.

The number of electrons in an atom, the number of atoms in a molecule, the number of molecules in a drop of water is awesome arithmetic.

The number of planets in systems, the number of suns in a galaxy, the number of galaxies add up to mind-boggling figures.

On this hectic planet where a life-span is very short, time is hardly conceived of at all. Just recently geologists concluded that Man might have been here for a million years. Each of us can decide for ourselves, through Clearing and our own Time Track, just how long we feel man HAS been here.

One thing is for sure. The age of this and other universes is very, very long. It is not eternity, but almost.

That brings us to the next question: If a Being had half an eternity to louse herself up, how loused up could she get?

Right. You've got it. Plenty!

And you now can get an inkling of how much spiritual gainmight be available. And this could explain why, at each one of the six divisions, there are so many new gains, according to testimonies collected.

We now come to the next question: If it took a Being half an eternity to louse himself up, how long would it take to "unlouse" him?

Now, before your mouth turns down at both sides and before you collapse with apathy considering it, remember we have technology here to help.

It doesn't take half an eternity. It doesn't take millennia--though this could be reasonably expected. It doesn't take centuries. It only takes years.

That's right. Years.

The above six rough divisions of gains are a sort of expanding scale.

The first one could take, with an Intro Session or an assist, maybe a few hours or so, plus a few evenings reading a book.

The next level could possibly take a month or two.

The third level, consisting of the first run on Life Incident Clearing and the lower Grades, could take a few months.

The fourth level, depending on the case, might take a bit longer. But it can result in Clear.

The fifth band now begins to really lengthen. To do the training up to and including the Qualified Solo Clearing Practitioner Course could take a year. Add to this the time spent on the Entity Clearing Levels (Advanced Ability Levels) and thetotal is certainly over a year. The gain a Clear makes on the Entity Clearing Levels in 5 or 10 minute sessions is sometimes equivalent to 5 to 10 hours at lower levels.

Now when you get to band six (Excalibur through the Super Static Rundown), get ready for an exciting journey. It won't happen in a minute.

Some balk when they have gone a month. Life looks too interesting. They are, after all, moving at a much faster pace personally--their interests may have multiplied.

It takes a commitment to keep at it, step by step, to be able to experience the tremendous wins available.

So what is one really looking at? The Future.

Just think of the time behind us.

Now think of the time ahead of us.

There's eternity!

And we'll be in it.

We'll be in it in a good state or a bad one. Really, we're sorry to have to say: there's no choice. One may be able to step off the planet. One isn't going to step off life.

In this time and in this place--for possibly just a little while, we have this chance. To go free and to make it. Planets and cultures are frail things. They do not endure.

No one can promise us that we will make it. But with the knowledge available, we are being given a chance.

The rest is up to us.

Work hard at it--don't waste this brief breath in eternity.

For that is our future--ETERNITY.

It will be good for us or it will be bad.

We hope it will be good for everyone.

END PHENOMENA AND F/Ns IN POWER

8 SEPTEMBER 1995

Each Power process has its own End Phenomena - Pr Pr 4, 5 and 6.

You don't run Power to just an F/N. You run it to:

1. F/N.
2. The End Phenomena for that Power Process.
3. VGIs.

The old saw "All Clearing Practitioners talk too much" was never truer than in Power.

The first F/N you see on the process in Power finds the Pc still introverted (looking inward).

If you just carry on - maybe one more command or so -you will see the Pc hit the end phenomena and extrovert.

Then VGIs will come in.

The F/N will broaden widely and really float.

Now tell him his needle is floating if you like. But don't use "I would like to indicate to you your needle is floating" to chop off the end phenomena!

SPEED AND RESULT

Somewhere somebody got the idea that a "really good Clearing Practitioner can go from Grade 0 to IV in 15 minutes" and "Pr Pr 4 to Grade VA in 20 minutes."

Speed has nothing to do with it. As long as you don't have a Pc waiting for commands, speed is a worthless commodity in Clearing.

One Clears for results.

The results of Pr Pr 4, 5 and 6 are the End Phenomena. Each of these 3 processes has its own particular end phenomena and if that isn't obtained, YOU HAVE NOT DELIVERED POWER.

These end phenomena occur shortly after the first appearance of the F/N. And when they occur

you get a really wide float and a very happy Pc.

The Pc may or may not say what happened but he sure will extrovert (look outward) sometimes with awe. Well, awe is not VGIs. What you really see is relief and then VGIs.

So let him get his end phenomena.

If you don't, you leave a bit of charge there, by-passed, which can result in an ARC Break later with Clearing. ARC Breaks are by-passed charge.

And did you know that the first beginnings of an F/N are often an ARC Break coming off the incident or bank? The Pc goes rapidly uptone as the F/N widens.

So don't sell the team out.

Run Power:

1. F/N.

2. End Phenomena of the process.

3. VGIs

LP-I

24 MARCH 1990

This is a Power Process correction list for Power Processes 1 to 6. It is not used for Power Plus. Use only where Power Processes 1 to 6 have bogged badly. This list is NOT necessarily done to a Floating Needle but to get the case moving on Power. It should NOT be used extensively so that the EPs of the Power Processes occur while doing the list.

1. Anything cut short?

2. Something distract you?

3. Distracted by the Clearing Practitioner?

4. Gone exterior?

5. Flattened out of session?

6. Awareness changes out of session?

7. Cognited out of session?

8. Loss of gain?

9. Someone enturbulate you?

10. Something else wrong?

11. ARC Break? (Or upset by anything?)

12. PTP? (Or problem?)

13. Anything been missed?

14. Overrun?

15. Unnecessary action?

* * *

Super Power for OTs

The Importance of PrPrs 4, 5, 6 on the OT levels

21 November 1986

Perhaps you have wondered as I did, why PrPrs can cut thru any case phenomenon, subjective or objective, and why they must be aimed directly at what is being audited, or perhaps unexpected or unpleasant effects occur on the case.

Well, the answer is very simple. The PrPrs 4, 5 & 6 run "LTA" as easily as "PT."

In the "PT" or "TTA" case they unstick a thetan from SUBJECTIVE past incident(s) he has brought with him into his "PT." Thus the "REVIV" as he comes to PT - the incident suddenly or gradually comes out of NOT-IS, SUPPRESS, or INVAL and is right there, more real than PT as he sees and experiences it. Then he is in PT fully.

Now since all thetans also have an LTA track, except for the "Black Static Thetans" who were produced LTA and are still stuck in the Black (LTA) Static State. They actually don't have a TTA case! - and it is very nearly the same as TTA, it gives an OBJECTIVE confusion, and OBJECTIVE restimulation, and, of course, it is much more basic on the chain than any SUBJECTIVE TTA INCIDENT.

Whenever Power 4, 5, & 6 are being run - the LTA "case" of the thetan being audited is ALSO being run. A true Power Completion is REALLY in PT, not "in PT with LTA still there but NOT-ISED or OCCLUDED."

Thus on OT 3, we occasionally use PrPr 6 on an "SP BT." But if one checks carefully, he would probably find that thetan had Inc II & I on his case both from LTA and TTA and this is why he couldn't be audited on "just OT III." It is interesting that thetans have almost exactly duplicated their LTA track in TTA. All the major incidents and cycles of action were almost exactly the same! Their "Body" (LTA) looked nearly exactly like their "TTA body." This can be explained (but not fully) by the following:

A. The "agreement" was to DO IT AGAIN (the RING).

B. They were less causative TTA so followed in their own "more causative LTA" footsteps, hoping to become "better" again.

C. The Xenu & Implanter Org control points in this GUM on the MEST Universe were still there and were used again producing more effect and exactly copying the implanted commands of LTA. (Thus REACTIVE agreement to copy).

D. The 88% UNRESPONSIVE Phi thetans were the "left-overs" from LTA, so were solidly still there when new dumping started and added a thin coating of 12% RESPONSIVE to the DULL GREY MEST. When thetans of the game-playing type (Theta thetans or Big thetans) tried to influence it - there was great resistiveness - so they just decided to "copy" what they did last time around "as best they could" - but it takes a lot more EFFORT - ugh!

On Excalibur, we rarely have to use PrPrs. Why? Simple - because after Xenu took over the Church or Scn LTA he made sure to develop processes that would re-capture and store up any BTs who got freed from the cases, and had his monitor systems "pull back" the plugs at the right times on cases who were loyal to him and had believed all the black PR about EE & the GP, so they felt "clean." He then had the Bs & Cs re-stored in his hollow planet base in Andromeda - the Pre-I base - ready for use TTA.

Of course, he did capture new ones TTA, but much of the Excal case is LTA and it runs off without PrPrs because the Bs & Cs were captured (against their own determinism) so they are not obsessively holding on to it themselves. Just getting them to run off the other-determined incidents (no matter whether TTA or LTA) is enough to free them.

But the Big Thetans who agreed to "do it again" (the Ring) and the dumped Phi thetans are different. In the Big Thetans it's a SELF-DETERMINED action so they are "holding" it themselves. In the Phi thetans it's being dumped by their CREATORS, so again it's more charged on the basis of BETRAYAL & FAILED HELP.

However, one would ask - "Why did they stay un-responsive even to their TTA counterparts, the Phi thetans from E/U dumpings TTA who did try to help them and couldn't?" "Didn't they have enough agreement - both sets being dumped ARC broken with Big Thetans, etc?" "So why couldn't the Board of Directors of the Phi thetans get them awake?"

Well, I have found the answer to that also. They (LTA Phi thetans) were continually being HELD in that unresponsive state by another of Xenu's products from the LTA C o fS (2000AD - 10,000AD LAST TIME AROUND).

He produced an "elite corps" of Black Static Thetans which he calls the "BLACK POWER CUBE" (or maybe he calls it his "POWER CUBE," but I call it BLACK). It is 100 x 100 x 100 = 1 million Black Static Thetans who are CO-HOLDING the LTA Phi thetans of the MEST UNIVERSE.

Their orders were to "KEEP THEM THERE UNTIL I RETURN. I MUST CAPTURE AND HANDLE ALL THE "RENEGADES" (EE and the LOYAL OFFICERS & GP) BEFORE THE GAME CAN END. I AM GOD AND IT IS MY WILL THAT ALL THE

NON-CONFORMING BEINGS WHO GO AGAINST MY WILL SHALL BE HANDLED. I SHALL BE GONE FOR A LONG TIME BUT I SHALL RETURN AND LIVE AGAIN. YOU ARE TO CARRY ON HOLDING FOREVER THESE BEINGS IN THEIR ARC BROKEN STATE UNTIL I BRING BACK THOSE RESPONSIBLE AND MAKE THEM CONFRONT IT AND TAKE BACK THEIR GOD-GIVEN DUTY TO THESE POOR SOULS." "YOU ARE MY DEPUTY GODS IN MY NAME - XENU."

Thus he insured that his Andromeda Base and Monitor Stations would still be there when he "returned" TTA and was "elected" GOD again prior to this GUM in the Game of Gods.

The LTA Mocos (Phi thetans) can easily be handled by PrPrs as on OT 13 (2nd session) or on OT 9-11, or OT 14-16, or on OT 12 when UNRESPONSIVENESS is analyzed. They seem to be behind a "thick glass wall," telepathy is weak, no F/Ns, small reads. They also seem to be "far away in time," and to appear dull grey and solid.

PrPr 4 EPs on Phi thetans

When PrPr 4 (Source) is run, the EP is they "come out from behind the wall" or the "thick glass wall" disappears - all is brighter - they recognize the auditor as a source + F/Ns of course.

This can also be looked at as THEY ARE GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans). "AUDITING" or "HOLDING" SPACE - and into your auditing space.

PrPr 5 EPs on Phi thetans

On PrPr 5 (Existence), they seem to come "around the ring" to PT, so they are not so far away in time, they seem closer to the auditor and "apparently in PT" - but still grey & solid. (On this EP of PrPr 5, also an F/N will appear).

This can be related also to the Phi thetans GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans) AUDITING TIME SENSE OF "FOREVER UNTIL 'GOD' RETURNS" and coming to TTA apparent "PT." (They are still stuck in their "dump" of course).

PrPr 6 EPs on Phi thetans

Finally on PrPr6 (Conditions) they go thru the "REVIV" and the greyness and solidity disappears and they become bright, sparkling, or clear tiny little thetans. Also they will expand from the solidity into a vaporous thinness like smoke. (Now they are like any other Jelly Bean or MOCO and can be freed on the Blow & Can't Blow Steps of OT 9-11). An F/N or F/TA appears at this point.

So, that is what happens when you run Power on Phi thetans. And you (or the OT) does not have to know about LTA, the Processes are so powerful they run it out anyway!

So now you see why Xenu must try to suppress:

1) Power Processing

2) OT 3

3) Excalibur.

All these can upset his whole plan to take over the game - again. (And expose his OVERTS). (Any "tech" people who try to say the above are not "needed" is being monitored by the implanter org to say so).

Well the above gives you the idea of application and importance of PrPrs on OT levels. Let's not ever lose the Tech again!

BR

Sr C/S Ron's

Body S/W Pilot

20 November 1986

Solo

C/S FOR RUNNING POWER

USE A TR0 ONLY ON THE BODY AND ONLY ON THE BODY MOCOS WHO ARE EFFORTING OR WHO ARE BEHIND A THICK GLASS WALL AND CAN'T GO FREE. DON'T AUDIT THE FOLLOWING PROCESSES OUTWARD OR WITH A HUGE TR0. IT COULD CAUSE A VERY STRONG AND UNPLEASANT CASE REACTION.

1) TR0: BODY ONLY, PT ONLY.

2) CLEAR FOLLOWING WORDS TO "EFFORTING" BODY MOCOS. (R-FACTOR THE OTHERS WHO ARE ALREADY FREE, THAT THIS AUDITING IS ONLY FOR THE ONES WHO HAVE NOT RESPONDED YET ON PrPr3 & Blow & Can't Blow Steps).

WORDS:

SOURCE - origin point, cause point, a beginning, a creator.

NO SOURCE - caused, an effect, a created thing, not able to create.

3) Run PrPr 4 until EP of the "Glass Wall" or "Barrier" disappearing - the MOCOs will experience perception changes - they will recognize you as the auditor and themselves as creators or sources - things will be "brighter" for them. (Also an F/N will appear.)

Commands:

1) TELL ME A SOURCE.

2) TELL ME ABOUT IT.

3) TELL ME A NO SOURCE.

4) TELL ME ABOUT IT.

RUN 1, 2, 3, 4, 1, 2, 3, 4, ETC., TO EP. DON'T Q&A. DON'T RUN ANYTHING ELSE. JUST 1, 2, 3, 4, etc. to EP. No LTA, no ruds, nothing else is needed. VERY IMPORTANT.

4) Run PrPr 5 to EP of the MOCOs suddenly appearing to be in PT - this time around rather than LTA. Their time sense will change. They will seem to come closer in time from way back around the ring. They will experience "being in PT." And an F/N will appear.

CLEAR WORDS:

IS - exists, appears real, factual, is there.

ISN'T (IS NOT) - doesn't exist, unreal, is not there, not a fact.

Commands:

1) WHAT IS?

2) WHAT ISN'T?

Run 1, 2, 1, 2, 1, 2, 1, 2, etc to EP.

Don't run anything else.

5) Run PrPr 6 to EP of the MOCOs dropping or as-ising their "greyness" or "solidity" and suddenly (or during a few commands) - (usually with pain - anaten - somatics coming off) appearing to be clean, clear, even sparkling little thetans. Also an F/N will appear.

CLEAR WORDS:

HANDLED - took care of, fixed, repaired, solved, did something about.

CONDITION - a state of being or existing, something one is trying to get out of, or improve.

EXISTING - is there right now in PT, something you are currently aware of.

Commands:

1) TELL ME AN EXISTING CONDITION.

2) TELL ME HOW YOU HAVE HANDLED IT.

Run 1, 2, 1, 2, 1, 2, with nothing else added to EP.

6) Remember, all the above is GROUP AUDITING ON UNRESPONSIVE BODY MOCOS. SO LET THE ONES BEING AUDITED ALL ANSWER THE COMMANDS AND THEN ACK AND GIVE THE NEXT COMMAND.

7) NOW, RUN THE "BLOW ABC" and CAN'T BLOW "ABC" steps again to F/TA. (+ LTA on incidents) (Regular TR Time and Space) as per earlier C/S.

8) Folder to C/S.

BR

SrC/S Ron's

TECH BRIEFING Nr. 10

"Super Power for OTs"

27 May AD 36

by

Capt Bill Robertson

Hello. Welcome to Super Power for OTs.

This is Tech Briefing No. 10, Captain W. B. Robertson, Rons Org, Frankfurt.

Super Power for OTs covers OT 12 and 13 on the old Grade Charts and it delivers quite a bit of power, the total of power, back to the OT, so that he can understand his position in the game and move on up to a state of Static. These are very much Pre-Static levels and the program for these levels includes handling anything that may be needed so that he can carry on with OT 14, 15 and 16.

Now this is the 27th of May A.D. 36, or 1986, planetary time, Teegeeack, Central.

First of all I would like to acknowledge LRH and thank him very much for the knowledge and technology that we have that can be used and have been used to handle all these upper levels. There is no "new technology" needed, it's just applying it to what you find there.

So, the program for OT 12 and OT 13 is quite interesting. I told you on the earlier tape, Tech Briefing No. 9, that you would be handling your own creations at this level. That is very true. And how do you handle your own creations? Well, there has to be an entrance point into the case at this level as well, and on this level, since we dealt with intention and attention in the OT levels 9, 10 and 11, we are now dealing with the basic abilities of a thetan and so we are now entering the case here through the media of ability.

So the key question in this level or the lead question to get what to run and what to audit is basically: "What ability would you like to improve?". And that is the start of it. And the person gets his abilities listed that he would like to improve and the biggest reading, most LFBD F/Ning one, that's the one he starts with and he then starts to handle the creations that would prevent him, or would have to be handled to regain that ability. And he handles them at one creation per session. There is a rundown to do this and it is very precise and it works excellently to a complete as-isness.

Now the program however, for OT 12 and OT 13, is not just one cycle. OT 12 handles the Ability List, of course, that we just talked about and it does handle all the creations which are preventing those abilities from occurring or from being there in the Pre-OT - or in the OT - he is an OT by now - and they also, however, are the creations which he is still carrying around. He's still got these creations there, all mocked up and very carefully not-ised. I guarantee you these are not creations you cognite on usually at any lower level. These things are completely not-ised. And when you find them it's quite surprising what you have been carrying around. Of course when you do find them you realize "of course! I have had that all the time, ha, ha, ha" But at the beginning you don't even know what they are. So, that's a very interesting thing, and it shows that we're on the right track because it brings up again the persons knowledge and awareness of what he has been doing and what he has been making, creating, and carrying around for eons. Even before this Games Universe Model - some of these are very, very old.

OK, so that's what OT 12 does, it handles those that he is still carrying around, that are preventing him from having certain abilities. Now at the end of this I originally supposed that that would be it and he would have those abilities back - however - there is another aspect to all this. And of course we have to include, when he was playing earlier universe games, he must have dumped some of his creations into the MEST universe. And didn't take responsibility for them.

Therefore, on OT 13, he will handle the "dumped creations" and the dumped creations come in two categories - those that are responsive, shall we say, and don't need to be blown loose with Power Processing, and the unresponsive ones that do need to be blown loose with Power Processing and come to life again and final as-isness.

Now the interesting thing here is that nearly all of these creations, well, let's say the truth of it, all of these creations have been created on a via. They've also been created by co-creation, multi-creation etc.etc. but each co-creator, etc, has created it, his part of it, on a via. And the via is always a MOCO.

In other words, it's a being with limited abilities which has actually created the creation. That is why it has never been as-ised. Because even if the being looks at it, it still won't vanish because he didn't pick up the "alter-is" of first making the MOCO to make the creation. And that's one of the keys that you find out on this level, but you'll all experience that as you go along.

Anyway, between OT 12 and OT 13 ...12 is handling the ones that the OT is carrying around of course, still mocked up, still complete, and believe me they come off in a sort of a gradient of complexity. He might find the first one he "did it all by himself" with the help of a created viewpoint or a via and the next one maybe then the same and then a couple of more and he finally gets into "dual-creations" and into "co-creations" and into" multi-creations" which involve a whole bunch of other people. Oh, boy, and then they get very complicated and he is handling enormous amounts of thetans, charge, and co-creative aspects. He has to get them all into session, all there, to be able to "as-is" the thing and so on like that. And get off...Also, which is very important in all these creations, is, there is not only a "technical as-isness" which I found out very quickly had to be done, and that is the "administrative as-isness".

Now we're talking about Dynamic 12. If you don't as-is also the reason why you put that creation there in the first place, if you don't find out why or exactly for what reason it was done or what agreement was made before-hand, then the potential of making that creation will still be there and it will nag at you and it will sort of be - "Well yeah, I feel like maybe I need that, I might put it back some day, I might carry it around, I might want it again, I..I..I..." Anyway, you go into a great worry unless you also do an "administrative as-isness" on the reasons why it was created. So there is a technical as-is F/TA and an administrative as-is F/TA on the creations.

Now on OT 13 of course one handles the dumped, responsive creations, the ones that wake up easily, the MOCOs and the Vias - "Via MOCOs" - that were used to create, that wake up easily and respond. And then there is the unresponsive ones. OT 13 only takes a couple of sessions. One for the responsive and one for the unresponsive. And these were all "dumped creations". However, in-between each session there is a waiting period of 3 - 5 days, while the MOCOs and the creations or created bits that they're carrying actually return to the exit point, which is the person who is doing the auditing. And they keep coming in, apparently for something like 3 - 5 days, from out of the ends of the physical universe. And that takes that

long and you just have to keep running the session " out of session" as they build up every hour or so and you just sort of carry on with them to their moment of creation or free them and get their technical and administrative as-isnesses. There is a specific procedure to do this. You can just remember it and as the things build up you can just do them. And for about 3 1/2 days or so they will keep coming and then suddenly there is no more there. Then you can do the next part of the session - or, sorry the next session in OT 13 - and then you have to wait after that one 3 to 5 days to do the same thing and then your finished with the OT 13 freeing of the dumped creations.

These all had to do with the person, the Pre-OT, or the OT, we are working with here. And right after OT 13 is finished, there is a Pre-Static Prior Assessment. And that handles, a sort of an assessment of all the areas of where he could have created different types of MOCOs, and there are 12 different areas. And we handle in those areas plus and minus "admiration particles", which he could have created. And those are MOCOs created with the ability of admiration, as I told you in an earlier lecture. And any plus or minus "creating MOCOs" - MOCOs that are creating a little thing, or object, or some piece of MEST, or negative MEST - and "plus or minus perceptic MOCOs". Now that is something that I found out also, there are also perceptic MOCOs. And these are MOCOs that are created to give a perception. And those will come up plus or minus. Of course, they can give a no-perception or they can give a positive perception, you see, but they are created with that ability. And other people can "mule" these things as well, they can mule your admiration MOCOs, your Creative MOCOs, and you perceptic MOCOs. Any way , you do it on these 12 steps - it free them all up and the guy is totally blown out and not connected in particular with any past associations with other beings. Now, the only cycle after that, before finishing the 2 levels - he actually could attest OT 13 after that point or even after the OT 13 two sessions, - the 2 sessions plus waiting periods on OT 13 - he can attest OT 13, but this prior assessment handling, after it's done, he'll be very willing to attest. This is something that's extra to be done there.

And then there is a - you might even call it an "in-between 13 and 14", or a little more of 13 if a person needs it, or a set up for OT 14, if he doesn't need it, but it has to come on there. And that's called the Clone Cycle Rundown. And of course a "Clone" is someone created in the image of another or a duplicate, and the Clone Cycle Rundown handles Clones that the OT has made for the game and for the Games Universe Model. I should say, all the way back. And those "game clones". And there are 5 different areas he could have cloned substitutes or duplicates of himself in. And those are all handled and given their choice "to return to moment of creation or go free". And then he actually is a Static in Non-existence. A First Dynamic Static.

And then onto OT 14, 15 and 16, which are going to deal with the Power Plus aspect of the OT, which will involve him in freeing up those areas that are still existing in U2 now. These are other peoples universes, that he has been involved with in the past or is interested in the present. So he starts getting very causative now in the U2 area. He's handled his own U1. He's handled his own U3 responsibilities, and there is nothing left really because U3 is just an agreement of U2s, and so all he has to do now is start handling U2s and he is on the way to full freedom as a Static as well.

The gains, the cognitions, the realities on these levels are absolutely incredible - so don't be surprised at anything that comes up. You have to understand that a lot of the cognitions you get you are going to find as

further, deeper, understandings of LRH's basic Logics, PreLogics, Axioms, the Factors and so on, but there'll be a much deeper understanding of these from these levels. OK.

Now I'm going to tell you a couple of things I might have passed over too rapidly there. You did not get all of it, because I mentioned a couple of things that I don't believe were covered on earlier tapes, I didn't give you a definition for. And let's make very sure you understand what they are.

The first one is negative MEST. You can create positive MEST and you can create negative MEST. Negative MEST is simply a thetans creation of Matter, Energy, Space and time that does not follow the basic law of "two things cannot occupy the same space at the same time". As you all know that's a law in the physical universe and it does hold very true in the physical universe. But in the thetans U1 or "own universe" he can create matter, energy, space and time which does not necessarily interfere with, and can occupy the same space at the same time as the physical universe MEST. So this is what we call negative MEST - negative matter, negative energy, negative space and negative time. It's a thetan's own creation that is just created so that it doesn't obey that law. It's very simple. So that's negative MEST. You know a thetan can create anything, so he can create something that disobeys that law and a lot of his creations that he is hold around his neck in present time will be found to be made out of negative MEST. The ones that are dumped into the physical universe are of course mostly positive MEST. Also there is probably some negative MEST floating around in there and the scientists have not found it yet, because they can't measure it. You can only find it on an E-Meter. OK.

The other thing I wanted to explain a little more was the sequence here, I went over it, but I'll just give it to you rapidly now. It's OT 12, does his ability list, OT 12 handles the creations on each ability that he lists which are preventing those abilities from being there and these are the ones that he is carrying around with him, alright? He does that. That can take from 40 to 50 hours or more, I don't know, as so far I am the only one that has done this other than LRH. OK?

Next one is the Pre-Static Life Repair and that has 3 two-way comm steps and one step, number 4 - step number 4 - which handles the plus and minus affinity, sorry, admiration particles and plus and minus A's, MOCOs, that were done back in the Game of Gods. This gets him unhooked from the Game of Gods in the beginning of this Games Universe Model so that he can then view and handle the whole track of the physical universe all the way down to present time and start handling the dumped creations. The dumped creations are of course all the one's we find in the MEST universe and they're all scattered about. And that's OT 13. There are two sessions plus waiting periods in that, which are the responsive ones and the unresponsive ones. Now these again remind you of the Phi Thetans. Well, the Phi Thetans, of course, normally are the MOCOs that were created to create those particles and they are still floating around with those particles and that's why you can get in comm with the MEST universe if you are an artist or if you are and Auditor. They are still there with those particles. OK. And they need to use you as an exit point so you have to wait those periods. A week is very safe, 3 to 5 days seems to be alright, but wait a week between each session, and they all come through the exit point. You don't just "wait". You are actually doing the exit point thing every few hours. They build up while you sleep and you can do one in the morning as well. You can do then "out of session". It's very easy and it just blows the mass of these creation and the being that are MOCOs that are holding these things. They are waiting there for you to tell

them what to do with those things now, you see? They brought them to you and just haven't quite got the last command: "It's alright to let go of it now fellows, thanks for creating that. Were you ARC broken when you were dumped? OK, that's fine, I understand that." And then "Oh your creation was invalidated before it was dumped? Aha, well yes, now remember when it was valid and it was a very good idea. Yeah, OK, good. Now, I'm the guy who told you to created that, so you can let go of it." It's almost as simple as that. And then you can say: "Return to your moment of creation or go free", and you have to get off the idea of why it was created in the first place so that the admin as- is-ness can occur. But these are usually dumped from earlier universe games, and the idea was just to have a game there or to use it for something else, but it was dumped so it isn't very important to the thetan at this moment. He just has to get all these handled. Otherwise he's got these MOCOs of his sitting around in U3 mixing up with other peoples U2's, you understand?

One interesting point on this is that you can view the case on OT 13 as a giant "negative cluster". The case is actually a thetan with bits and pieces of him spread or buttered or strewn through out the physical universe. So he is actually then fractured or shattered into little bits all over the place. These are his own created viewpoints, you see, and so he is sort of a negative cluster that's been pulled apart but it's all him.

Now this is the reason - the reason behind is why you cannot run Power Processing on a person after Clear. If you run Power Processing on a person after Clear you are liable - you are liable - to audit some of these bits and pieces of his own MOCOs that are pout there in the physical universe. And if they get handled on Power Processing - handle their unresponsiveness, their ARC-brokenness or whatever - and they are not called improperly at OT 13 but they are handled at some other point below that with Power Processing, they can come driving into the exit point for 3 to 3 1/2 days. But they can't get free. They can't get out. The guy does not have the right command, he has his OT 3 or his NOTs case still in place and they just jam into the outside of the case and they push it right into his skull and he feels - it makes him feel like the man in the iron mask was a funny little joke. In other words he feels like his head is made out of steel and it's totally solid. So you do not run Power on anyone after Clear - on the being. A Review Auditor can use it and direct the being to run it on someone else, like as SP BT or something. He can direct the power to be used there. But until you get to OT 13 you shouldn't run Power as a Solo Auditor. And on 13 you can run it, but then you cleaned off all the other parts of the case and the only ones it's going to hit is going to be your own MOCOs out there that are unresponsive, and it will free them and get them out of the engram they're in and bring them back to the exit point, but there'll be nothing in-between to have them jump up in. And you know how to handle them and blow them when they come, so nothing will happen. So just give you that as a warning and that is the reason that you don't run Power after Clear on the Clear or the OT. OK?

And you still don't run it at this level on that person, you are running it on his MOCOs. OK?

So it's very good reason for this. Alright?

Next is, after that OT 13, there is the Pre-Static Prior Assessment which handled, as I said, the plus and

minus admiration particles - the plus and minus creation particles, MOCOs that made a little thing or something and stuck on somebody else - and plus and minus perceptics. Now plus and minus perceptic MOCOs - it's good here to read the 55 or 57 perceptics on the Book of Scales that LRH put out because they can be doing or mocking up any of these perceptics. And believe me, when they're doing that, they are taking the hat of perception away from the OT so the OT can not perceive as well as he could if he was doing it directly. He's given over responsibility for his perception to a perceptic MOCO, and therefore he may wonder sometimes about his perception, why its sort of funny, and why it's not good when he is exterior or something, and therefore he may find out that he's just created a whole bunch of perceptic MOCOs and they're out there perceiving for him so he isn't really doing it. And maybe they got muled with somebody else's and they're not on the job anymore, and maybe they got ARC Broken or whatever, you know? So it does not work anymore. But he can handle it below this level because of the other factors I mentioned, there is too much other things in the way. You have to get these other things out of the way and then he can perhaps handle these in one session. The prior assessment only takes on session. OK.

The next is the in-between 13 and 14 Clone Cycle Rundown. And this is, as I said, handling "Game Clones" on the 5 steps. Now the 5 steps are simply taken from Games Theory and they include Broken pieces, Pieces, Players, Game Makers, and No-Game Makers. And those areas correspond very well with Phi Thetans, Lambda Thetans- Theta, sorry Theta Thetans OTs and Static's - Static Thetans. So you have here a gradient scale. You have to be run backward from the lowest level up, you'll find that the guy will have a lot more on the lower bits of this game scale, the "broken pieces". There'll be a lot of those and maybe ten times as many as on the next level one, which is the "piece" level, and the pieces which correspond to Lambda will be maybe hundreds and there'll be only tens of the "players", and then there'll be maybe only one or two or three or four of the "OTs" clones and then there'll be maybe one "Static Clone".

And by the way this is where the old idea, of course, of the "over-self" or the "higher-self" and the "different levels of beingness" and all comes from. It's because the guy has cloned something there for some reason in the games and, you know, maybe to divert attention so that he could go off and do something else, or to be a substitute for him as a strategy so that he could confuse his opponents or whatever. When you're auditing a guy - I mean he's the guy you are auditing and he can create a clone of himself at a higher level just to confuse things. Now when people try to put him out of valence and say, "oh no, your over-self is really you, or your underself (like MEST), you're really MEST or you're really a higher being, or you're really a lower being or you're really a body" - all of that is just throwing him right out of valence. The guy you're auditing there is the one that's done all this stuff. So all of these other "technologies" and "ologies" and "philosophies" and "theologies" just do not work and they have not produced any real Static's or real OTs and that is why. Because they don't approach the subject technically and they don't approach it administratively. They approach it from a "believe" viewpoint and a sort of "cognition" viewpoint. And these "cogs" are often wrong because they don't have the Tech or Admin to evaluate them. And you find out that that is one of the most important things in regaining quality of theta or gaining more quality for theta. It's the evaluation of relative importance's. And you can only do that with a datum such as Scientology and the Axioms and Factors, and so on by LRH. And those are the things that you use to evaluate the relative importance's and thereby increase the intelligence and thereby improve the quality of theta. There is no other way. OK.

Now I would like to get into the procedure of OT 12 and I will just get the notes for that and go over the

procedure.

OK. In going through the my notes here I found something I wrote down on OT 13 that I think is very interesting to know, especially since we see all of the people who are diverting from source and going off to other practices and so on like that.

I just mentioned one thing about the Clone Cycle Rundown where you might get these "ologies" built up around a "higher-self" and the "lower-self" and the "MEST-self" and the "body-self" and it's all just this guys clones he created - you know - throw him out of valence into one of his own clones. But the other one I discovered, and this was on the MOCOs themselves, if you take the plus admiration and minus admiration MOCOs you could actually, if somebody ran into these in some type of experiments or spiritual things, they could come up with a whole "love/hate dichotomy", you know, and start preaching "love" and start preaching "hate" and all that kind of stuff. Just because they ran into some admiration MOCOs of plus and minus type.

And then the "objective" and "subjective" mind business where it's all just "hallucination", you're just "imagining" it and so on like that, could come from MOCOs that the thetan has used to make negative mass creations, that's negative MEST creations that I explained before - that don't follow the rules of matter, energy, space and time. Of course they could come from "plugs" too but in his own universe they come from his own creations of negative matter, energy, space and time. And that would be subjective you see? Nobody else could really see it. Nobody else could really measure it. He could - nobody else could. So they could all go into this, " oh you're mad, you have all these crazy things going on in your mind." And he knows damn well he has them that way so they say, "face reality, face reality". Well, all you're doing when you "face reality" of course is facing U3 which is a bunch of U2s plus your own U1 in it and you can't really sort it out because it comes from a much higher level. So the guy has to actually start getting at his own subjective stuff and a little bit of objective stuff on the way up to keep his havingness in, and then he gets up through the Bridge. But these "ologies" they go off into the "analysis of his subjective mind" and then "explaining" everything to him by that - it's just total bullshit.

I mean he created that stuff for a damn good reason. It probably got messed up by MULEing his MOCOs, or giving him plugs, or OT 3 case, or something, and it's just so confusing that it's just absolutely un-as-isable. So those things don't work, but the Bridge does work.

And the other one is the old plus perceptic and minus perceptics MOCOs. They can get you into, you know, good perceptics = pleasure and bad perceptics, or minus perceptics = pain, you know, and that can give you the whole idea of good and bad and good is pleasure and bad is pain and you can get whole Philosophies and "ologies" going on that and you get people dramatizing that one too. And these were all false. It's all false stable data. These are all just created MOCOs with their creations, and they are just plus perceptics or minus perceptics, or plus and minus creation, and it can be negative MEST or plus MEST. And plus admiration and minus admiration. I mean it's just - your OT guy just runs into these on one level and we blow them all off in one session. That takes care of that!

So I just wanted to indicate to you again the importance of Scientology Tech and of what Ron did and the total unimportance and worthlessness of "other peoples tech". So just keep that in mind. And of course you already know that by now or you wouldn't be at this level. But other people don't know it. I'm telling you they sure don't. OK.

The other thing was, you'll find out on this level - and many people are trying to get "more powerful" and all that as an OT - well I tell you something very simple about this: that's why it's called Super Power for OTs. The real Super Power is what? It's the Power to as-is what has been created and to free those who have been trapped. That is Super Power. All right. Now on side 2 we will go to the description of the procedures. That is the end of side one of Tech Briefing No. 10.

THEORY

This is side 2, Tech briefing No. 10, 27 May A.D. 36. The Super Power for OTs, OT 12. I read you something from the theory here, you have your notes of it already, but "The OT must be aware of Games Universe Models, Pre-Game Councils, that is where the thetans, having arrived at Static State after the Games Universe Model then have their council and decide what is going to be the rules and the Universe Models are based on very stable datum's such as Ethics. This particular Games Universe Model is "Emergency" and the lower condition ones have come before and the higher condition ones will come in the future. We are now, by doing these levels, putting the Emergency Games Universe Model, or GUM, into "Normal". We are bridging it across into the "Normal" condition.

You must also know the purpose of this whole series of games and you have to do that by adding knowledge or adding intelligence or adding technology to the thetan. Because when he doesn't have those and he plays a game he sure makes mistakes, and lowers his ability and forgets who he is and everything like that.

OK, so you have to know the purpose of the GUMs and you have to know the conditions, you should know the scale of conditions and there are several more that are in there on the positive side and you will see them as you work it out. We have a whole list of these you can study, but those are the ones that will do the rest of this particular Games Universe Model cycle.

And the cycle goes all the way from the - shall we say - the Cascade to Collection Cycle. In other words there is about 24 Games Universe Models in it, and it's called a Cascade to Collection Cycle, meaning a "Cascade" of thetans into whatever they're going to do, like a waterfall, you see, they all come in and start doing something, and then the "Collection" point when they all come back and find out what they have learned, you see? And be able to play a better game or better series of GUMs next time. All right.

Now, that is the whole area which you must be able to confront when you are running these levels because you might have some creations which go back several GUMs into lower condition areas which were also on lower Dynamic combinations or single Dynamics. Thus you may find that in one previous GUM there was nothing but a sort of 2D aspect to it and so on, and where "families" of thetans got together and played games against other "families" of thetans. And these kinds of things can be reflected on the case in present time, but they come from way, way, way, back. And many people have dived into those earlier past GUMs to avoid the non-confront of this one. It's too confusing. It has eight dynamics in it to begin with and then it had "Aesthetics" added 4 quadrillion years ago, before Incident 1. A little bit before Incident 1 there was the Aesthetics added, and then afterwards Ethics was added to handle the implanters. And then Tech to get people free. And the Admin of course to make sure that they could still free people and as-is things. Now we just have those recently, since 1950. OK.

It's an interesting thing also that the "Game of Gods" at the beginning of this Games Universe Model, to elect a "God" to assign "Other authorship" to, just to see what would happen when thetans created and then dumped their creations - you see what did happen. Anyway, that should be a lesson to all of us.

But there were three contestants in that game and Xenu was the last one. He actually got more vote politically. He may have done something with his plus A's and minus A's on that. You know, a little political scheming here and there.

Never-the-less, he was acknowledged as the winner and he was supposed to be the guy that everybody was supposed to say: "OK, he did that". Anyway, there were other contestants in that game but the main thing was that his "act" in that game - he used a little bit of that show in Inc 1, just to pin the guy back to the Game of Gods, so he would recognize Xenu as the Master, so he would obey his plugs, so he would take orders from Xenu, and also that it would sort of wipe out the difference between Incident 1 and his Game of Gods area, which was 100 centillion years. So he would tend to forget his earlier universe track and sort of be slammed with the Incident 1, into an engram, which pasted onto the earliest beginning of the "Game of Gods" show that Xenu did. So that's an interesting earlier similar on Incident 1. That little "chariot" and the "cherub" and all that stuff came from Xenu's show in the "Game of Gods". He also mocked up apples - well as if apples and bananas and paper and everything was being thrown at him on stage, like a bad actor, and then he used those things and built a Promotion or PR booth and sent out promotion with these same pieces of trash that were thrown at him, and he sent out promotion to say: "Vote for me. Look at this - I can turn bad things into good.", and all that. It was very funny to thetans, you see, but they did not realize the serious consequences of when they did dump their MEST - he wasn't going to take it and turn it into good things for them, but he was going to even capture some beings from their earlier universe games and then use them to implant with later. So it was all very funny "ha, ha, ha", back at the Game of Gods when everybody was free and clean and did not have any particular creations sitting around. But 4 Quadrillion years ago it got very serious and very unfunny when they found they were trapped. Now it can be fun again. So those are the things.

Thetans, Phi Thetans and MOCOVPs, dual MOCOVPs or MULEs, and multiple MOCOVPs - or those ones that you saw on the other level where there is yours and your friend's and both of them have been MULE'd together in a little sandwich of four MOCOs. In other words he has to know how to handle that, as he might run into it.

And the "Three Universes" must be understood. This is the U1- yours, U2 - others, U3 - Physical Universe. Because the U3, of course, is the composite resistive case of matter, energy, space and time - it is a composite case and it is resistive. So it is not only resistive but it is a composite too, and it's not only composite but it is resistive. That's why nobody can handle it. That's why it is a problem. OK.

So you also have to know your Super NOTs (Excalibur) and Super Scientology Tech (Phoenix), your six rudiments, your valence shifter also, and you can learn that. That's: "What valence would be safe?", and it's a listing and nulling question. And that usually blows the guy out of any valence that's been grabbing him and you need that on this level sometimes. And the confront process of course which goes with that and must always be run with it. If we out a guy back in his valence, he can't confront very much. Because, of course, he couldn't confront before and that's why he went out of it. So now you've got to build up his confront right after he gets back into his own valence or he'll just slip right out of it again. So the confront process is to be run right after the valence shifter, and that is: "What could you confront?", and it's repetitive to F/N VGIs.

And then he has to know the "Prevent" process and the "Obtain" process. I covered those on the last tape. And he has to know "The Pre-sessions". There are some pre-sessions I will cover in this particular level which you have to use on the auditing steps. And he has to know generally about the whole time track and all that, and how the MEST universe got built up, where the "Earlier Universe Games" fit in, where the GUM started - the emergency GUM that we are in - that's GUM 0. And then it goes back -1, -2, -3, -4, -5, so on back to -12, with a Pre-Game Council in between each one, and then back to the cascade of viewpoints into this whole series of GUMs. OK. These are very ... when you see it , it makes auditing yesterdays engrams and little things on the time track seem very small. But this is what you have to confront to get up to OT and get up to Static, you have to confront a lot.

So the TR 0 therefore must include all the present time MEST universe and all the Games Universe Models past and future. OK? Because some of these creations, my friends, can be put into the future. See, a thetan can do anything and he can put things in the future. He can't quite see them because they are in the future but they are still operating and still doing something, but they are always in the future. So you have to find them. OK? So you have to have the future in your session as well. OK.

Now you also have to learn the - for at least OT 13 you have to learn - the Power Processes and for 12 you should learn them too. PrPr 4, 5 and 6. And know what revivification is, which is the thing you are trying to obtain in Pr 6. You have to know also the Org Board aspect of holding. And you have to understand the words "encapsulated" and "encapsulator" and "encapsulation" because you have to describe these creations.

You see some of them are like - they've been there so long so that they got "barnacled up", like ships in a harbor or ships in the ocean too long. They get all these barnacles and crab grass all over the bottom of them. They have nothing to do with the creation at all. They just got stuck to it because it seems to something to do with theta so they stuck to it.

Now - "Encapsulated". That's: "Encapsulated is the state or condition of being contained or surrounded by something or someone else"

"Encapsulator". This is: "something or someone who is protecting, surrounding, or containing something else of real or imagined value"

And "Encapusulating" is: 1) "The act of" or 2) "The continuation of the act of surrounding or containing something else"

And "Encapsulation" is: 1)"the complete unit of that which is contained or surrounded and that which contains or surrounds it" or 2) "The capsule and its' contents" All right.

Now "permeation", of course, we have to understand that as well because permeating means of course: "putting your perception all the way through something". And "penetrate" means: To narrow down your perceptic and put it through something to see what is inside" So you have to permeate and penetrate a lot of those creations, when you find out what they are, to find out who is holding them there, what they are made of - how many vias are they created on, what kind of MOCOs are in there, what else is encapsulating them. All these kinds of things you have to find out by using permeation and penetration. That's two abilities of the thetan and you have to be able to use those in setting up the creation to be audited. All right.

So you can read your theory here but it says: "the final barrier or problem to being fully OT and First Dynamic Static is the MEST universe or Third Universe or the Universe of Creations". A "universe" by definition is: "a whole system of created things" And creations are or were considered valuable or they wouldn't have been created. And the original creations may have been done directly or on a via or on a dual or multiple basis or with a built in alter-isness to make it persist. Now there is a couple of drills we can do on this level with auditors to show them that, and it works beautifully. It's exactly how creations are made to persist, exactly like it says in the Axioms.

Now, creations are as-ised by duplicating the exact time, form, place, event and source or ownership or sources or co-creators of it. Needless to say we are only interested on this level with the creations that have not been as-ised, or are still persisting, you understand. So the ones that thetans are carrying, they're still persisting. The ones that are in the MEST universe, thrown away, they are still persisting. Even though they are broken up and thrown away, they are still persisting. OK.

That's about it. You can read the rest of the theory there, it tells about these things - it gives some examples how the OTs creations could have gotten encapsulated or altered and via'd and broken and barnacled up. And it gives examples of what may happen on the level. To really get the as-isness, you may need to know these little examples so you always get the as-isness. Because if you don't get the full truth about it, it won't as-is I guarantee you.

PROCEDURE

So let me go into the procedure now. The procedure consists of 10 steps on OT 12. And these ten steps are Roman numerals steps, I to X. Thses are written as Roman numerals.

And the first one is to establish, the Roman numeral I - is to establish the most important creations to run by statements, interest, reads VGIs, etc; F/N. And that is just by asking the question: "What ability do you (I) want to improve?" To BD F/N item. And you can get that BD F/N item and the other ones can be run later. If he says one, that's fine. But if he says two, that's fine. You know, it doesn't matter. Whichever one "Blowdown F/Ns", thats the one you run first. OK.

Then you have to find out: "What type of creations would have to be handled to improve that?". And he tells you a certain type of creations - maybe, "The ones blocking the ability", or, "The ones that stop me from doing it" or something very general like that - it doesn't matter.

And then you have to find to start on step II (to find the ownership), you first have to find: "Is there a (number one) creation of that type?" So you want to find: "Is there a (number one) creation of the type that block perceptions?" say. OK, so BANG! There is a read on that. Good. You then ... this is done Solo by the way.

So, Step II, Roman numeral II, is ... Now that you have one reading there, you have a "number one" or "first one" of this bunch. There may be more than one but you only do one per session.

So, in Roman numeral II, you establish the ownership of that creation and you've got to find this out because you've got to know ... who created it. This is the ownership. And you may not even know what this thing is, you understand? You have know idea, what it is, but you got to assess this things -- "Was it a single, was it a soslo creation, single creation, dual, co-. team, multi?". You see, those are the items on Roman II.

And then you have a second part: "Is it mine?". If it comes out to be single or solo, then you say: "Is it mine plus anothers?" plus others?". Just totally line it out and find out who ti belongs to.

And if it's a dual creation, it does not even have to be yours. It could be another's plus others, you know? And the guy is still carrying it around becuase "he likes it". He'll still have to as-is it, if he is carrying ti around.

So there is another ... those are the assessments you have to do. On both "single", "solo", "dual", "co", "team", "multi", - to find out waht that is - and then you do "mine" - plus "anothers" - plus "others"? "Anothers" - plus "mine", plus others"? - and "Others" plus "mine", plus "anothers"? ... to find out exactly what the ownership is. Now all of a sudden it will start getting - something will start coming to the guy of what this thing may be.

But anyway, he writes down that what it is. And he should get an F/N at the end of that. It shou be a nice F/N, it may not be totally clean yet, but it will be a good F/N on that. He understands that's what it is. "It's my creation. I created it solo with not anybody else's help." You see?

Now, you can always use "Suppress?", "Not-is?", and "Invalidated?" on these if they don't read. In fact, sometimes you have to because tjese creations are very not -ised in most cases.

The next is, you have to do step III, Roman III is to find out what attention and intention is on this creation. See, we are coming down the list of things which monitor things, coming down from the ability to the source. Ability to source to attetnion, intention and then we go right through to thought, function, structure, etc. and we find out exactly what it is by the end of that.

OK, so attention and intention: You just ask: "On this creation is there a postulate?" and check "Not-is?", "Suppress?", "Invalidated?", if it doesn't read. And you get a read on that. You carry it repetitively to clean F/N. And then you do: "On this creation is there a perception?" Do the same. "On this creation is there an

intention?" Do the same. "On this creation is there an attention?" And do the same. That's very simple. And you get a lot more data about this thing. Boy it really is ... these reads are enormous by the way, there is no mistaking them. It's not "teenie reads" at all. They are just like on OT 9, 10 and 11 - they blow you out of the chair.

OK, then you are going to get his "thoughts about it", and this is done by the question: "On this creation is there a connected thought? attutude? sensation? emotion? pain?" Any of those that read or read on suppress or inval or Not-is you must take up and run E/S itsa to F/N. So it's Itsa, earlier similar Itsa to F/N.

And when he has done that on the connected thought, attitude, sensation, emotion, pain; then he does it on disconnected thought, attitude, sensation, emotion, pain; then unconnected thought, attitude, sensation, emotion, pain.

Usually, I found out that each of the "connected", "disconnected" and "unconnected", there is usually only one of those that reads, at the most two. Of the TASEP - (thoughts, attitudes, sensations, emotions, pains) - those things seem to be - there is is like it just "unlocks" it. Thses questions unlock, these questions unlock it from, it's location where it was being held, you see? OK.

Five is the function - it's Roman V, the Function. Now this is sort of your "Admin Scale" and it says: "This creation is part of a ....", and then you assess. "Is it part of a GUM, a game, a goal, a purpose, a plan, a policy, a program, a project, a ideal scene, statistic, valuable final product, production, organisation, establishment, part of ethics, tech, admin or an aesthetic?"

Now all those - not all of them are going to read - one of them is going to go BANG!, a real big read, and you got to get off some Itsa on that. It's just "Itsa to clean F/N". There may be one more that reads, and you can use "suppress" and Not-is and inval, but normally this will easily come, and you get the whole function of this thing on one of these things. It will usually come down to one enormously reading thing. You may even start spotting it right away by just scanning down the list. "Oh yes! That's what it was!" BAM! And there it is. And it goes to clean F/N.

Next is "Structure, State and Location". And this is the Structure step. Number 6, Roman VI. And there is , I think, yes there is three parts of this:

The first is - "The creation exists in ..." - Now you want to find out what universe it exists in so you have all the possible combinations of universes 1, 2 and 3 here. In single, or in dual, or in 3 together. So he just assesses these down and he finds out which it is. So that's the way he finds out which universes it exists in.

It could be "his own plus anothers" or it could be in his "own plus the physical universe". It could be in "his own plus anothers plus the physical universe" and so on , you understand?

So he finds that out and "B", of number VI, is finding out "What state or condition it is in". And there you want to find out - if it's some kind of an "energy creation", then it could be a flow or a ridge or a dispersal or a combination of that. If it's a "solid", it could be complete, broken or scattered. Now normally, the ones he finds on OT 12 are usually complete - they may be a little distorted but they are complete. You can also check a few more things here like frozen, active, passive or awake, anaten, asleep if it's more of a creation to give him words and messages and so on. But he'll find out what it is. It can be that one or more of those is true and it will go to a clean F/N just like number "A" will go.

And number "C" is the structure or discription. And now we have 5 or 6 little categories here to get where it fits in.

And it goes into: "How is it existing? Visibly? Invisibly? In another dimension? or hidden? Is it disguised?". And one of those may read.

And then: "When? In the past? In the present? In the future? In all time?" So you find out there is a "time" thing on it you see?

And the we get: "Where? Is it near? Is it far? Is it around? (means around the guy), or, Isit on? Is it in?" You can find out where this thing is in location.

And you can get the: "What?". "Is it composed of matter? energy? space? time? cells? molecules? atoms? particles? no motion? motion? gravity? light? centrifugal force? electricity? magnetism? fields? black holes? radiation? vacuums? explosions? colours? wavelengths? frequencies? sound? anti-matter? (now anti-matter is negative matter I was telling you about, that's what a thetan creates that violates the condition 'that two things cannot occupy the same space at the same time'. Well, the thetan can create things that do violate that. So we call those negative mass, MEST, or: anti-matter, anti-energy, anti-space, or anti-time.) And it could composed also of just "thetans created viewpoints?, Jellybeans?, or Teenie Weenies? Or in other words, Theta thetans?, MOCOs?, Lambda thetans? or Phi thetans?.

Any way he finds out from assessing those and seeing what reads. There may be a lot more that one thing reading of course. But he gets a description. You see he finds out "Oh yes! It's that and it's that and it's that and it's that." Then he gets a clean F/Ning description from A, B and C, from those categories - and he writes it down and there should be a clean F/N on that writing. When he writes it down, it's just: "Yeah

that's what it is!". OK.

Now he's got to do number VII, which is the "History" step and he has to assess the History list and get an F/Ning description of it's history. And the history list goes through many questions - about 50 questions here - and he can also figure out anything else. But it's concerning this creation. You know: "Was it brought from an earlier GUM? Made for this GUM? Made for the Game of Gods? Made for an earlier universe game? Made for the organised game? (for the organised game before Inc 1) - Brought to the MEST universe? Made for the civilization game? Made for the implanting game? Made for Pre-1 game? Made in the MEST universe? Dumped in the MEST universe? - all these things go all the way down. "Is it made for KRC? ARC? For love? For power? For understanding? Was it forced on you? Was it given to you? Was it made for admiration?" There are a lot of reasons it could have been made. This gives a history on it, you see, and it gives a "when" and a "what for". It's to sort of "open up the final understanding".

By this time the guy should have a very good idea of what this creation is. And it goes all the way down to: "Was it made for a secret reason? For some other reason? or For an incredible reason?" And you'll find some of these very incredible.

Now at that point of the session, after Step VII, the guy can take a break. Because that is the point where he's finished assessing to find out exactly what the thing is that he is going to audit. And that is done, more or less, with him having been involved in finding and identifying the creation. Now he better take abreak there, because sometimes that takes a couple of hours. And then the next part, VIII, IX and X are to actually audit it and to get the Tech and Admin as-isness. So that's a good point to take a break. Right there between Step VII and Step VIII.

Now, Step VIII on OT 12 is the "Perception, Permeation and Penetration" step. He must now closely examine the creation and find out, by doing TR 0 on it, get all of it into the session space, and find out just who helped create it and locate everybody that did create it and everything that's in it, encapsulating it, has been barnarcled onto it in the time it's been there, whatever. And he has to be able to put that into the session space and be ready to audit it. And when he has that TR 0 really done and he has written down any additional things about it he should have a nice clean F/N at the end of that. So that he has got the thing now and it is in his TR 0 space for the session.

Now, number - step IX - is: "audit the encapsulators and the co-creators and the MOCOVPs" that are all involved. We are auditing the beings now that are holding this thing. And this now comes down here to the "Pre-sessions" I told you about earlier. These are the pre-sessions, and there are more here than you would normally find, and this is because you have to get these people awake and really into the session and aligning withwhat you are auditing here. Because you are not auditing there "case" particularly, you are auditing this creation. So you have to get their attention on that.

So, Process 1 is "Hello!" Tone 40 to clean F/N just like in Super Scientology.

Process 2 is "Why don't you want auditing?" to clean F/N just like in Super Scientology.

Process 3 is "Who would I have to be to audit you?" (or free you). You see, the "freeing". Auditing is the freeing process for these guys, if they don't know it. So - "who would I have to be to audit you?" and that goes to clean F/N.

And then "where would you have to be to be audited?" You see, and that goes to clean F/N.

And "when would you have to be to be audited?" You see, and that goes to clean F/N.

So they finally get it that they canbe audited now and that they can be audited where ever they are and they can be audited by you and so on! But it goes to clean F/N so you can now audit them. Because a lot of these people are stuck, you see, right down the track or so on.

Now if those processes that there was response there and you've got a lot of telepathic answers and so on, then you just do the "responsive" part of this auditing. Do the Six Rudiments and Rudiments of Long Duration exactly as you would have done in OT 9, 10 and 11 on all the beings connected with this creation. That's the six ruds and ruds of long duration.

And if they are unresponsive and they didn't sort of "get there" and you feel it's sort of a "dead mass" and you're just getting a little teeny bit of response from it, either the guys TRs are very bad, or he hasn't done his TR 0 right, or it is totally in U3 and it's a something in the MEST universe, and it needs to be run on Power. And that means it has to be run on PrPr 4, 5 and 6 to the specific EPs of those. And that's "muzzled-style" auditing and only those processes. They also handle rudiments while they are running, so you don't have to worry about that. But, you've got to know how to audit this stuff. And you have to know what the EPs are.

Then you do the blow - "Free you" - step processes. The "Blow step processes" from Super Scientology, which is the: (A) "Who are you?" type of process. Then (B) is the MOCOVP: "Return to your moment of

creation or go free". And (C): the Rights of the Thetan. And these are assisted by: "I am not holding you, no one can." and "You may return to the staic state and wait there until you decide". etc. Just like in Super Scientology.

Then you do the "Can't blow processes" exactly like Super Scientology and then back to the Blow step to get all of these thetans and all totally cleaned up. You understand? And get them all free from around, in and on, or helping to create, or the co-creators of, or anything to do with this creation. (it's still there by the way.) And then finally, you'll get down to ... you may need ... that's after you do the can't blow steps, (You know when you have to handle anything that was like looking for others stuck to you, others in your valence, anybody in my valence, Incident II, I Pre-I, any teeny -weeny stuff in the MEST universe, Orientation, Game, Purpose, all of that.) Them you might also need the valence shifter. "what valence would be safe?", listing and nulling to BD F/N. And then "What could you confront?", with an F/N and Blow. Now those will all handle the beings connected with the creation or around it or in it. And then you do the as-ising steps.

Now number X is the "As-isness" steps, and those are the Tech and Admin As-isness steps. And it is either now very clean and very able to be seen very clearly or it may have even as-ised if you happen to also audit the MOCO who was put there to create it, or in the case of multiple creation - the MOCOs who were put there by the creators or co-creators to help create it.

But otherwise, you may have to take a tour around with the MOCO or all of the MOCOs. You say "Now, lets go around this thing and look at it totally and view it in it's totality and as-is it." And you get a beautifull F/TA when that's done. You're just actually viewing it and as-ising it. You, as the persons who ordered the MOCO to be there and create it, and the MOCO creating it. And you ordered him to create it so you have to view it with him, and tell him "Yeah, that's what I told you yo make and blablabla...." And acknowledge him for creating this thing. He did the job for you.

And any other creators have to do it as well and acknowledge their MOCOs. Now, you can do it for them, but you should give the MOCO the chance to go free, of course. So if other creators won't co-operate, you can just take over their MOCOs and say "Look man, you don't have to go back to this guy, you can go free now. I'll run you through this." You can do it anyway. So you can as-is other peoples creations without even their co-operation. But it's much easier to do it with their co-operation. OK.

Now, if it does not as-is on this point you have to better use another penetration, permeation step and find out what it is that you haven't spotted in there. There may be another holder in there, or a MOCO put in by someone else to prevent it from being as-ised or to alter it, or the MOCO you are using as a via to create it may have then MULE'd with somebody else and you did not spot that. But whatever it is, you have it blow, and you get the F/TA. And then ypu have to find out what is the ... There is a little repair list for this level and there is a whole bunch of repair questions. Right. And then you have to do the repair list if you need it. I have not found it needed if you <u>really</u> do the first part. (of the identification step) And if you do the first seven steps properly it usually goes - poof - and it just as-ises.

So, the "Addition to Step X", however, the second half of Step X, is the as-isness of the Admin side. And that is: You have to get the admin in, so the "idea" or "intention behind" or "the reason it was created" is also as-ised. Or it will remain as a potential creation. You see? "Oh, this creation, I got to have this, I can't let it go, really it's really important, I better keep it there". You've got to know why it was done. So that's evaluating the Admin scale points. You go back to the admin scale there in the earlier step and you look over these points and you find out, "Why was this thing here?" "What did I put it there for?" And you get a cog on that, BING! And then you can as-is the whole thing and you get another F/TA there. OK.

So that doesn't take very long after the "Technical As-isness" but it MUST be done. Otherwise you'll be worrying about it all the way through the night until your next session. Guaranteed. OK?

So. that's about it on the OT 12 Process.

Now I'll briefly cover the next one, the Pre-Static Life Repair. OK, between OT 12 and 13 is the pre-static life repair. It's basically three two-way comms and then a little process on step 4.

The two-way comms are: (1) "Why did you come to the MEST universe from earlier games of this Games Universe Model?" So, "Why did you come to the MEST universe?", in other words, "from your earlier universe of this Games Universe Model". That's a two-way comm to F/N.

And then number (2) is: "What knowledge, responsibility, control or power did you discard or give up to play earlier universe games at the beginning of this Games Universe Model?" You see? So he gets a cog on that and he gets his F/N.

Number (3) is: "What did you do in the Game of Gods?" That's two-way comm to F/N.

And then process number (4), - step 4 here - is just running the MOCOs off from the Game of Gods. And those are plus "A's" and minus "A's". And there is a lot of political influence going on there with MOCOs and admiration particles. OK. And so he runs off his plus "A's" and minus "A's" and any other "political MOCOs" that he finds in the Game of Gods. So it cleans him up from the beginning of this GUM. So he is ready to start handling the U3 creations he dumped without any by-passed charge. OK.

One thing I might add about the Pre-Static Life Repair is the Step (4) is really a, b, c, and d and e. Actually there are 5 little steps to it.

It's first: Do the two-way comm steps. All three. And (a) is: (of step 4) to define MOCOs, plus-A, minus-A, and make sure he knows the processes to handle:- "return to your moment of creating or go free". And then (b) is: you have to locate him to the Game of Gods - that's 100 Centillion (or 10 to the power of 303 years), a little bit before that. And then (c): You have to run the MOCOs on the flows of the guy to another, and another to the guy, and others regarding the guy. You understand? All the different flows in the Game of Gods about voting. And other people were the contestants and him watching and he has maybe even been a contestant. So all that's done and then (d) is: You locate him in PT, in present time. And (e) is: You run any MOCOs or Plus "A's" and minus "A's" off on the flows in present time. Because it is that all those thetans that were existing then are still existing now. And some of these MOCOs may be carried down the time track and are still existing. So you run these 3 flows: the guy to another, and another to the guy, and others regarding the guy in present time. And you may have to go all through the flows several times but you eventually get an F/TA on that. And that's finished with the Game of Gods for him.

OK, now onto OT 13. By the way, I did not mentio it about OT 12, but you must of course run all the creations that have to do with those abilities until there are no more left. All the creations the guy is carrying that have to do with OT 12 he has to run. That's one per session and it's sometimes 40, 50 or maybe a hundred hours he has to run those damn creations until he gets to where they are not hanging around his neck anymore. The funny thing about it is that he never knows they are there until he runs this level. They are not something he "knows about". Anyway.

The OT 13, however, starts off from a different pattern than OT 12 because these are the creations the guy has dumped into the physical universe. They've been mixed around, like in a giant mixing machine which is the MEST universe, for centilliuons - hundreds of centillions - or tens of centillions of years, and the whole thing is all "Blaaaa". And he doesn't even - you know, it's not valuable to him anymore. So now he has to do something about that. So what he has to do actually is spot that he has done such a thing as dumped these things.

He has to run the steps I to VII on these from the OT 12 process and when he runs I to VII, he will usually get all the cognitions on why he dumped them and so on like that. And whatever the things were he dumped, they may respond. There may be many things reading but it will be based on ... it will come out that there is some main reason why he dumped everything and he might have even been influenced by what he learned in the Game of Gods or whatever. But it will usually get to the point that all of these guys will start flowing toward him by the end of step VII.

Now when they start flowing toward him, all these "responsive" ones are coming to be as-ised and to get their "whatever they are carrying with them" (the little piece of MEST they are carrying with them)

acknowledged and validated again so they can let go of it. Well, then he's got that flow started and he then can let it continue on for 3 to 5 days or maybe a week. Now, of course, they may not start flowing to him, so he does steps VIII to X, and he usually has only to do the responsive ones in the first session and that's the rudiments - it goes through the six rudiments part, not the Power part. But by the time he gets to step X, they'll start flowing toward him, and the only thing he has to realise is that the admin "why" is him. He is the Admin F/TA, the one that created - that gave the idea for all of them - even if they are not valuable anymore. He still had the idea for it and it was valuable at the time.

So when these MOCOs come in (in or out of session) after that, he has to maybe handle them through any "MEST mutual incident?" their, "Dump in the MEST universe", etc. He is going back, you see, back their track. And then, "Having a creation of no use?", you see? "The creation was invalidated?" And then, "A creation of usefulness where it was validated?" And then, "A postulate that they made this creation?" And then, "Their own MOment of Creation of them as creator of that piece of MEST?" And then, they go to freedom by Rights of a Thetan, etc.

But you also have to indicate to them that "I am the administrative why, it was me that caused that creation, that was me who created you, it was me who gave you the idea for it and so on. And you can now go free. The Game is over." You see?

So you've got to give the admin "why" there, oe else if they decide to hang aroun you and don't go free, you will always find this sort of "worry" start to creep up again because they are worried about why they had to drop the creation. "Is it going to be used again?" "do I have to create anything more again?" You have to as-is the admin side of it forever. OK.

So that's basically that first session of OT 13, and then there is the waiting period and then there is the second session where you run the Power - the Pre-sessions and power on them - and then that's it for OT 13 except for the second waiting period. (Note: Ask your C/S for the later "Short Form OT 13 C/S" when you are ready to do the level)

The "Pre-Static Prior Assessment" and the "Clone Cycle Rundown" will be given to you when you need them, in written up form.

I must stress here that after every session in OT 12 and 13 you must thank all the beings who helped on the as-isness and you must not forget to thank Ron, Elron Elray, for the technology and how to do it. And I thank him now for this technology. That's the end of Tech Briefing Number 10.

END OF TECH BRIEFING NUMBER 10.

(Astar symbol)**OT 12 & OT 13**

27 MAY 1986

Program

1. OT 12 - Ability List

2. OT 12- Handle Creations which are preventing those abilities and are being carried around.

(depends on OT's own case how long it takes)

1 sess

3. Pre Static LR - Steps 1 - 4 (Game of Gods. +A/-A blowing)

2 sess

+ Waiting periods

4. OT 13 - Handling dumped Creations Responsive & Unresponsive & Waiting Periods of 3 -5 days for blow offs thru EXIT POINT.

1 sess

5. Pre Static Prior Assessment - Handling +As, -As, +Creations, -Creations, +Ps,

-Ps (all MOCOs) on the 12 steps.

1 sess

6. Clone Cycle RD - Handling Game clones on the 5 steps.

WBR Sr. C/S

Ron's

Astar symbol)**OT 13**

- TECH NOTES -

21 MAY 1986

(As Revised and Updated by 8 January 1987 OT 13 "Short Form" C/S)

1. Needs 2 sessions

2. 1st is RESPONSIVE on the Phoenix Steps 1 to 10 and 3 to 3 1/2+ day EXITING period.

3. 2nd is UNRESPONSIVE on PrPr 4, 5 and 6 and EXITING period - (3 to 5 days)

4. The P4 & P5 of are:

P4: "Where would I have to be to audit you?"

P5: "When would I have to be to audit you?"

- as all on the 2nd session are Pr Pr cases only in PT and this "loosens" them up on past locations and dates.

5. The EXITING PERIOD commands are:

A. Return to MOC (Moment Of Creation) of the Creation you are holding

B. Return to your MOC. (May have to run as a pre-step to A & B the Dump into MEST, the INVAL & VAL of the Creation if the Pr Pr was not well done)

C. Rights of thetan

D. "I am the Admin Why." (Indicate Tone 40 so the idea of the Creation can AS-IS)

E. "You may return to Static point and wait if undecided.

F. I'm not holding you, no one can

G. "Your purpose has been achieved for the GUM." (To improve the quality of theta)

(Astar symbol)

OT 13

Super Static C/Ses8 Jan 87

OT 13 "Short Form" C/S

It has been found that the "identification steps" I to VII of OT 12 procedure do not have to be used on OT 13.

The reason for this is that <u>all</u> the Creations of OT 13 have been considered "of no value" or "of no use" and were dumped. And they were dispersed, broken up, and regrouped by the "laws" of the Physical Universe under the "Board of Directors" of the F Q^ns. The only thing the OT who is doing this level must be able to do is: Permeate (or TR0) the Entire Mest Universe (or GUM 0) and

realize he is the "Admin Why" for all of his dumped MOCOs, i.e., he must take responsibility for having created them and for having dumped them.

The C/S is as follows:

OT 13

? 1st session - Responsive

1.) TR0 - Permeate the entire MEST Universe (or GUM 0).

2.) Locate (call for) all the MOCOs you dumped into it that were part of your Creations in Earlier Universe Games. You will get visios of all sorts of stuff as the comm lines open up and then you will have a feeling of having millions of lines connecting you into the Physical Universe. Your MOCOs are at the other ends of these comm lines.

Note: You should get a LFBD F/N on the TR0 step. If not, call for any Suppressed, Not-ised, and Invalidated MOCOs you have dumped. More lines will open up and it will give a Clean F/N.

3.) Do the Pre-Sessions on them:

P1: "Hello!" (to Clean F/N)

P2: "Why don't you want auditing (freeing)?" (to Clean F/N)

P3: "Who would I have to be to audit you?" (to Clean F/N)

P4A: (Note: This is slightly changed from the OT 12 Presession #4).

"Where would I have to be to audit you?" (to Clean F/N)

P5A: (Note: This is also changed from the OT 12 Presession #5).

"When would I have to be to audit you?" (to Clean F/N)

Note: If you feel there is also some un-responsive MOCOs trying to come into the session, just indicate that they will be getting auditing (freeing) in the next session. This can happen if the OT has contacted LTA and been running it on incidents in earlier auditing. Of course, all the un-responsive MOCOs were dumped LTA. These are handled in the 2nd session of OT 13. (If one tried to handle both groups together, he may not be able to sleep for 3-5 days as the flow of MOCOs would be so heavy, it would demand his attention nearly continuously).

This indication will clean the F/N if there was any problem with it on presessions.

4.) Do 6 Ruds and 6 Ruds LD on them. (Your responsive MOCOs) [as per Steps 3-8 of OT 9 or per the Step IX Auditing Step of OT 12] All to Clean F/N.

5.) Do the "Blow" & "Can't Blow" Steps on them to Clean F/Ns and FTA. (tech)

6.) Indicate that you (the OT solo auditor) are the "ADMIN WHY" (the reason behind, the real source of) for their Creation - and that you dumped them - and now you are setting them free to return to their moment of Creation or go free or go to a Static point and wait till you decide or help me.

Acknowledge them and thank them as they go. When the 1st wave of MOCOs has all gone you will have the Admin FTA. This is the end of the metered session.

7.) During the next 3-5 days you will find further "waves" of your MOCOs coming to you as the EXIT POINT to be freed. They build up every hour or so. Do the "Blow & Can't Blow" steps on them and indicate the Admin Why to them and they will go free or rejoin you. This "build-up" will

be felt as a slight "pressure" on your space as a thetan. When you do the above steps, it will disappear. After 3- 5 days, nor more will come. After a night's rest, for instance, you many find a lot have accumulated. You can run them as above, before getting out of bed - no meter is needed - just do the Blow-Can't Blow & Admin Why till the pressure disappears.

Of course, one can check on the meter if one wishes, but by OT 13, it has usually been found that an OT knows when he is FTAing of F/Ning and can detect the faintest pressures of a being or beings in his space (U1).

(Note: The OT's perception of his U1 at this level has no VIAS on it. The "body" and "meter" are in "U3" (and composed of only "U2" after OT 13) and the dependency on these VIAS is handled on the "Grail" levels OT 14-16.)

8.) As mentioned above, the flow of MOCOs will slow down and probably stop after 3-5 days. But, wait a week before doing the 2nd Session of OT 13.

OT 13

? ? 2nd Session - Unresponsive

This session handles the un-responsive MOCOs the OT has dumped into the Physical Universe (GUM 0). The reason they are un-responsive is that they were dumped LTA. However, if an OT has not encountered LTA up to this point on the bridge, it makes no difference, the Power Processes 4, 5 & 6 free up beings stuck in LTA no matter whether the Auditor knows about it or not. Of course, all OTs will contact LTA by the end of OT 16. At this point in OT 13, if the person has not contacted LTA on his case, then just have him do the 2nd Session on "un-responsive MOCOs" and leave out any mention of LTA. It will work just the same.

1.) TR0 - Permeate the entire MEST Universe (GUM 0).

2.) Locate (call for) all the MOCOs you dumped into it that were part of your Creations in Earlier Universe Games LTA. (564 GUMS ago)

Call for Suppressed, Not-ised, and Invalidated MOCOs you have dumped. Again the lines will show up, but they may be fainter and it may not F/N. Just do it until you feel it is complete.

3.) Do the same presessions as in the 1st Session - P1, P2, P3, P4A, P5A - until you feel they are complete. You may only get small falls and short F/Ns on these presessions, because the MOCOs are unresponsive, or nearly all of them are. They will seem as if they are behind a glass barrier - you know they are there, but the thick "glass" keeps the comm lines out.

4.) Do PrPr 4, 5 & 6 instead of 6 Ruds & Ruds LD:

A.) PrPr 4 - Source Process

Clear words:

Source - a cause point, origin, creator.

No Source - an effect, powerless, created.

Run Process:

1. "Tell me a source."

2. "Tell me about it."

3. Tell me a no source"

4. "Tell me about it."

Run 1,2,3,4,1,2,3,4, etc., with no Q&A to EP.

EP: Glass "barrier" seems to dissolve or break, they are in comm (but still far off in time), recognize you as auditor, themselves as sources, cogs, VGIs, Clean F/N. Things appear brighter to them, or more real.

Note: From the OT auditor's viewpoint the most noticeable are the "glass barrier" dissolving or breaking up and the Clean F/N - "in comm again" feeling.

2nd Note: Remember, on PrPrs, any sensation, emotion, somatic, or pain is an answer to the question, even a numbness, deadness, or no-feeling. Ack it and give the next command.

B.) PrPr 5 - Existence Process

Clear words:

is - exists, appears to be real, can be perceived to be there.

isn't - is not, doesn't exist, can't be real, can't be perceived, is not there.

Run Process:

1. "What is?"

2. "What isn't?"

Run 1,2,1,2, etc., with no Q&A to EP.

EP: The MOCOs seem to be much closer in time, as if they suddenly came around the Ring from LTA to TTA, they appear to be in Present Time, but still are "solid" or "grey" or "black." The comm seems to be much "nearer" as if they came from a long distance & got closer to you and you don't have to "shout" or use "effort" in your telepathy. VIGs, Cogs, Clean F/N. Their answers seem sane and objective near the end of the process.

Note: The most observable from the OT Auditor viewpoint is the "closer in time," "nearness of comm" and Clean F/N as they come "around the Ring" to TTA.

C.) PrPr 6 - Conditions Process

Clear words:

condition - a state of affairs or existence, a physical or mental state, something required as a prerequisite before something else can happen or occur.

existing - happening right now, occurring in P.T., present, perceived at the moment.

handled - solved, resolved, did something about (it), took care of (it).

Run Process:

1. "Tell me an existing condition."

2. "Tell me how you have handled it."

Run 1,2,1,2, etc., with no Q&A to EP. Remember, any AESP or tiredness, deadness, numbness, or "nothingness" is an answer.

EP: The solidity, greyness or blackness of the MOCOs dissolves into sparkling "bits" or a "cloud" of tiny thetans who all are now very clean and responsive. A period of heavy pains and somatics and anaten may precede this EP. (the revivification). They actually "come back to life" in Present Time. They "drop" all the MEST they were mocking up (or "as-is" it) except for the concept of it which will also disappear on the later steps (Admin Why). (They may still have some BPC on the Blow-Can't Blow Steps - but they are in P.T. and easily auditable). VGIs, Cogs, Clean F/N or FTA.

Note: Make sure the OT is fully sessionable for these OT 13 sessions, especially the 2nd Session, as a "tired body" can obscure the meter phenomenon on these EPs and cause O/R. If this happens on PrPr 4 or 5, the TA will rise steadily on the next questions until it just sticks at 4.5 to 5.0 (2 cans) or higher (solo can). "Spot the point you finished the process." "Inval?", "Eval?" can be used to indicate to the MOCOs the O/R. Don't use "Key in?", "Key out?" type questions on PrPrs. It may just give "high TA F/N" when they spot the O/R because they are already into PrPr 6 and it's "biting." On PrPr 6, they will usually tell you if it's O/R because they are in P.T. on the EP and can feel they don't need the process any more, so will answer the 1st Question "Tell me an existing condition" with "We are finished with the process," or "Don't need this anymore," or "You are O/Ring it." If this happens, make sure all have got the EP and have them spot it - (when they came to P.T.) - and if some haven't, tell the ones who have got it to stay out of the session while you finish up the one who didn't get the EP.

Note: If the above doesn't handle, a C/S should be gotten, or a Review Session, to determine if the OT's body (U2) is interfering with the meter or a BST is trying to hold the OT's MOCOs in LTA.

The BST, if found, can be run as an SPBT with PrPr 6 + Blow & Can't Blow Steps directed only to him. He will EP on it, then the OT's LTA MOCOs can be checked for EPs of PrPr 4, 5, & 6 by testing the commands of each process. They should all F/N if flat. If not, the process can be completed on those MOCOs who need it.

- _____

5.) Do the "Blow" & "Can't Blow" Steps on the MOCOs. (Use LTA on "Incidents" on "Can't Blow - B") to Clean F/Ns and FTA. (Tech)

6.) Do the "ADMIN WHY" step exactly as given for the 1st Session.

7.) Do the handling of the "waves" of MOCOs coming to the EXIT POINT for the next 3-5 days as given in the 1st Session. The only change here is to add LTA to the "Can't Blow" Step B (Incidents). (Most will just go free on "Blow Step" B & C & "Admin Why.")

8.) The flow will slow down and stop in 3-5 days but wait a week before doing the Pre-Static Prior Assessment and Clone Cycle Rundown.

When these are done, the OT has no MOCOs of his own anchoring his attention into the Physical Universe and his awareness and space are now bigger than GUM 0 (or the whole Ring). The Physical Universe becomes "only U2" at this point.

This is the EP of OT 13 and he is now ready for OT 14-16, - The C/O Cycle R/D, and the Super-Static R/D.

(ASTAR SYMBOL) SPOTS - II

12 MAY 1986

The Important thing in OT 13 is Locate.

In OT 12 it was Create.

In OT 12 all the Creations (s) found had a location from the CVP of the OT. In other words, he was still holding, carrying, or keeping these no matter where he "went." (Through time, location, interior, exterior, U3, U1, U2).

On OT 13, the big lie appears on the "IS-NESS of U3." There of course is NO U3; it's all U2 & U1. U3 is the mutual agreement of U1 & U2 (not mutual incident). And this agreement came about by a NOT-IS & MISOWNERSHIP.

The MISOWNERSHIP is blown off on pre Static LR (Life Repair) on handling the Game of Gods. After that U3 is the remaining case of the OT.

A U1 "in" U2 is OUT OF VALENCE (MIS "CREATED" or MIS DATED)

A U1 "in" U3 is MISOWNERSHIP (MIS-LOCATED)

A U1 "in" U2 is UNABLE TO CREATE (OR AS-IS)

A U1 "in" U3 IS UNABLE TO LOCATE (or RE-LOCATE)

"DOINGNESS" REMAINS "FREE" ALL THE WAY DOWN TO "DECIDING" NOT TO

DO).

When the OT discarded or "dumped" his Creations, he had to NOT-IS them and the space they were in, and the VIAS they were created on. This cumulative NOT-IS from U1 and U2 became U3.

So the approach on OT 13 is to know the above, take responsibility for having done it, and control the action of "handling" by auditing cycles and final AS-ISNESS.

When one "travels" in the MEST U (U3), he is continually IN MEST and is "surrounded" by it. His own dumped Creations are in it - but where?, how scattered?, near or far? - how much of U3 is his? - etc. etc.

All these questions are answered on OT 13.

The KEY analysis of U3 is that it is a CUMULATIVE RESISTIVE CASE.

Astar symbol)**OT 13**

21 MAY 1986

The "proof" of the Purpose - "To Improve the Quality of theta" - is simply that the OT is willing to free his Qns, his MOCOs, and Others. He doesn't need them anymore to be "BIG."

He can create an infinity of VPs and as long as he gives them the freedom and Rights of Thetan, his ABILITY remains - His POWER does not diminish, it increases.

KRC = POWER = AS-ISNESS = FREEDOM for U1

KRC + ARC = Q + Tech = FREEDOM for U2 as well.

(Astar symbol)**OT 13**

16 MAY 1986

The reason you don't run power on somebody after Clear is because he may reviv some of his unresponsive (responsive ones will be handled too) MOCOs in U3 and they will come or try to come thru him as an exit point and since the composite, OT III, and SN [Super NOTs (Excalibur)] case is still there will only press in on it, giving the guy horrible pressure somatics and push him right back down the bridge as the composite case engulfs him and his "clear" space.

Thus power is only a Review tool and must be specifically addressed by a trained auditor to a specific terminal such as an SP BT or Cluster.

BR

Sr. C/S Ron's

(The verification of this comes from the B of D (Phi thetans) debrief when they noticed some of their "wheelchair" cases miraculously cured around St. Hill in the 60's. Luckily, they weren't necessarily the pc's own MOCOs - Cog: Power Plus is the "polish off" that will handle any MOCOs that come in from Power!) - Ron knew about this phenomenon then!

(ASTAR SYMBOL) SPOTS II

OT 13 NOTES

12 MAY 1986

Theoretically, on OT 13, an OT should be able to audit all the VIAs he used to create his dumped MEST and free the whole lot in one session.

Θ MOCOs MEST

¢ = Creation

Even if the MEST is scattered, it just means the MOCO has been Òbuttered all over the UniverseÓ to keep track of it. The MOCO also has probably become a Phi thetan, either Òresponsive,Ó or Òunresponsive.Ó

(ÒPerhapsÓ the ÒresponsiveÓ ones (12%) are the ÒbutteredÓ ones and the ÒunresponsiveÓ ones are ÒencapsulatingÓ or ÒpermeatingÓ).

But during the long history of MEST U, by explosions and other MIs (Mutual Incidents) and ÒeffectsÓ created by Big thetans - they may have been ÒsplitÓ into a ÒbutteredÓ state also. So the unresponsive ones donÕt respond because only a tiny piece of them is present and one must get all of the original MOCO into session. (The original multi-schizophrenic or ÒMr. Come-a-Party.Ó). ThatÕs the 88%.

Then the ÒResponsiveÓ ones are Òall thereÓ but just ÒparanoidÓ about big thetans (with damn good reason, too!). ThatÕs the 12%. And they are the ones Encapsulating or Permeating.

I have demonstrated in earlier sessions that Pr Prs can free Phi thetans of both types. It is perhaps producing a multiplicity of new free thetans as well, because they are given the choice of ÒMOCÓ (Moment Of Creation) or ÒFreedom.Ó

The Rights of a thetan are also on OT 12 & 13:

Right to his own valence (sanity)

Right to his own location (leave a game)

or Self-Determinism & Power of Choice.

(ÒFree WillÓ is the ÒdoingnessÓ aspect)

These are the ÒEFFECTS of GOOD KRC!Ó

Note: Knowledge, Responsibility and Control eqaual Power - KRC = P

26 MAY 1986

THE POSITIVE VECTORS OF LIFE:

CONFRONTING (ETHICS)

FREEING (TECH)

AS-ISING (ADMIN)

THE NEGATIVE VECTORS OF LIFE:

VIAING} MOCOing

in U1

ABERRATING} MOCOing

in U1

ALTER-ISING} MOCOing

in U1

Then you are set up to be other-determined thru your own MOCOs on the feed-back line from U3?

The Creation thetans (Qns) of this GUM are MOCOs called Phi thetans.

The Creation thetans of former GUMS (distant, or removed by one or more Static points) are MOCOs called Lambda thetans. (They chose already in earlier GUMS to go FREE).

So, from GUM -12 to GUM "q" (zero with minus sign inside it) was the CASCADE.

Now, from GUM 0+ (zero with a plus sign inside it) will be the COLLECTION.

Between each CCC is an (infinity) point of Super Static Power. 0 0 (zero with a minus sign inside - space zero with a plus sign inside) or 8008!

The Decision for the next Series of GUMS or CCC!

ALL BE. CREATE. DO. EXPERIENCE FUN. GO HOME "I." JOIN KNOWLEDGE.

LEARN MANY NEW OPERATING PROCEDURES. QUALITY, REALITY, STANDARD TECH. UNCREATE VALENCES WITH "XITU" YONDER ZENITH. (EXIT TO)

BR

(ASTAR SYMBOL) SPOTS II

Cog

14 MAY 1986

Tiredness = Purpose Failed.

This is a restim of the dumped thetans (Qns) and Creations (s) of the big thetan (Qn). They are "unaware" so any "failed purpose" restims the BASIC failed purpose of the thetan - his failure to take responsibility and free his creations & MOCOs. So he goes into "agreement" or "sympathy" with them.

Levels of Assistance

As per LRH:

1) Be effective (DIFFERENTIATE) (HELP)

2) Make comfortable (ASSOCIATE. BRING ORDER or AESTHETICS)

3) Sympathy (AGREE, IDENTIFY WITH)

TIREDNESS = FAILED PURPOSE ON (1), so do (2) to body, and (3), sympathize with the "unaware ones" by identifying with them.

(Astar symbol)

Astar symbol

EXIT POINT

23 MAY 1986

Static Qns are EXIT POINTS for Qns. (FREEING)

Qns are EXIT POINTS for s. (AS-ISING)

Static $Q_n > Q_n >$

OT 12 is The Grail

- EMPTIED -

OT 13 is the EXIT POINT

- OPENED -

Auditing (Tech) (Game of Games) is a Game of EXTERIORIZATION & AS-ISNESS vs INTERIORIZATION & NOT-ISNESS. Or BEINGNESS vs HAVINGNESS.

BR PTO

(ASTAR SYMBOL) SPOTS II

OT 13

12 MAY 1986

OT 13 & Sleep, Unconsciousness from U3 Creations (s).

Dn Axioms - 93, 102, 118, 125, 128, 130, 133, 135, 136, 137, 138, 139, 140, 142, 169,

172, 185, 184, 180, 189, 192, 193.

Scn Axioms - 18, 20, 29, 32, 33, 34, 35, 37, 38, 41, 42, 45, 51, 52, 55, 56, 57, 58. (Intelligence is the ability to Evaluate Relative Importances).

Q's - 1, 2

Logics - 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 16, 19, 21, 23.

Sleep on this level -

As a time when the "dumped thetans" try to influence the big thetan (Qn). To remind him of their situation. (Sleep = Unaware = Their Condition)

BR

Sr. C/S Ron's

CONFIDENTIAL

SUPER POWER FOR OTs

THE PRE-STATIC PRIOR ASSESSMENT PREPARATION COURSE

CHECKSHEET

25 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course
2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)
2. Advanced Ability Stabilization (OT Life Repair)
3. Body Rehabilitation (Body Rehab)
4. The Phoenix (OT 9, 10 and 11)
5. OT 12
6. Pre-static Life Repair
7. OT 13

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs

level to anyone below this level.

ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student).

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE BRIDGE TO TOTAL FREEDOM - THE OT LEVELS ___@____
2. READ: THE BRIDGE AT RON'S ORG _____@__
3. READ: PERCEPTICS - THE FIFTY-FIVE HUMAN PERCEPTIONS ___@____

SECTION TWO: PRE-STATIC PRIOR ASSESSMENT THEORY AND PRACTICAL

1. READ: DEFINITIONS FOR THE PRE-STATIC PRIOR ASSESSMENT ____@___
2. READ: IMPLANTERS ____@___
3. READ: THE BASICS OF ABERRATION _____
4. DEMO: Demonstrate the 3 dichotomies. _____
5. READ: PRE-STATIC PRIOR ASSESSMENT CHART #3 _____
6. READ: PRE-STATIC PRIOR ASSESSMENT CHART #2 _____
7. READ: PRE-STATIC PRIOR ASSESSMENT CHART #3 _____
8. READ: OT 13 PRE STATIC PRIOR ASSESSMENT __@_____
9. READ: PRE-STATIC PRIOR ASSESSMENT __@_____

SECTION THREE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE PRE-STATIC PRIOR ASSESSMENT PREPARATION COURSE

*** * ***

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game Course game in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of

OT XV games

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond

OT XI one's own universe

,,

PERCEPTICS

THE FIFTY-FIVE HUMAN PERCEPTIONS

27 DECEMBER 1993

1. TIME
2. SIGHT
3. TASTE
4. COLOR
5. SOLIDITY (BARRIERS)
6. RELATIVE SIZES (EXTERNAL)
7. SOUND
8. PITCH
9. TONE
10. VOLUME
11. RHYTHM
12. SMELL (4 SUBDIVISIONS)
13. TOUCH (4 SUBDIVISIONS)
14. PERSONAL EMOTION
15. ENDOCRINE STATES
16. AWARENESS OF AWARENESS
17. PERSONAL SIZE
18. ORGANIC SENSATION (INCLUDING HUNGER)
19. HEARTBEAT
20. BLOOD CIRCULATION
21. CELLULAR AND BACTERIAL POSITION
22. GRAVITIC (SELF AND OTHER WEIGHTS)
23. MOTION OF SELF
24. MOTION (EXTERIOR)
25. BODY POSITION
26. JOINT POSITION
27. INTERNAL TEMPERATURE
28. EXTERNAL TEMPERATURE
29. BALANCE

30. MUSCULAR TENSION

31. SALINE CONTENT OF SELF (BODY)

32. FIELDS/MAGNETIC

33. TIME TRACK MOTION

34. PHYSICAL ENERGY (PERSONAL WEARINESS, etc.)

35. SELF DETERMINISM (RELATIVE ON EACH DYNAMIC)

36. MOISTURE (SELF)

37. SOUND DIRECTION

38. EMOTIONAL STATE OF OTHER ORGANS

39. PERSONAL POSITION ON THE TONE SCALE

40. AFFINITY (SELF AND OTHERS)

41. COMMUNICATION (SELF AND OTHERS)

42. REALITY (SELF AND OTHERS)

43. EMOTIONAL STATE OF GROUPS

44. COMPASS DIRECTION

45. LEVEL OF CONSCIOUSNESS

46. PAIN

47. PERCEPTION OF CONCLUSIONS (PAST AND PRESENT)

48. PERCEPTION OF COMPUTATION (PAST AND PRESENT)

49. PERCEPTION OF IMAGINATION (PAST AND PRESENT)

50. PERCEPTION OF HAVING PERCEIVED (PAST AND PRESENT)

51. AWARENESS OF NOT-KNOWING

52. AWARENESS OF IMPORTANCE, UNIMPORTANCE

53. AWARENESS OF OTHERS

54. AWARENESS OF LOCATION AND PLACEMENT

(a) MASSES

(a) SPACES

(c) LOCATION ITSELF

55. PERCEPTION OF APPETITE (PROBLEM COVERED UNDER 18)

* * *

Definitions for the Pre-Static Prior Assessment

17 December 1986

S Qn or Static Qn: a "Big Qn" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chose to do so by Rights of a Qn. Usually they don't know the Tech so have out-ruds. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones. There are "stages" of Static:

1st Stage = outside a GUM

2nd Stage = outside a CCC

3rd Stage = outside a Ring

4th Stage = outside of the Ring Archives but still in U0 (the agreed upon playing field).

5th Stage (Super Static) = the EP of the Super Static RD after OT 16 - exterior to the Ring Archives and the Playing Field.

Qn: a general term meaning any life unit. S Qn, Big Qn or Player, Lambda (l) Qn, Phi (F) Qn. An awareness of awareness unit.

Big Qn or "Player": the preclear or Clear you are auditing or the Qn called "me" who has a case. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body Qn" or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static Qns.

Lambda (l) Qn: a "lambda" or "life form" Qn. One who has a function of caring for or operating life forms. Can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish,

birds, or humans. May be part of a team of such Qns who were hatted to do this in early MEST Universe track prior to Inc I or from E/U Games or even earlier GUMs. All true I Qns basically are MOCOs. However, you may find a Player Qn occasionally implanted or suppressed into the "belief" he is a I Qn. Also called loosely "Body Qns." Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid." I Qns like to copy or hold "pictures" for Big Qns or make them as a result of his intention. I Qns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (F) Qn or (F) Qn: "Phi Qns" or MEST Qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 F Qns have been organized by their "Board of Directors" and do not cooperate with any Big Qns normally, because of their ARCB LD (ARC break of long duration) on being dumped. All F Qns originally were MOCOs. F Qns align with the 6th Dynamic. (Ref. Dianetic Axioms) (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint." A MOCO is a Created Qn by one of the Big Q ns or Static Qns for use in the games. They, therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a I Qn or F Qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO). (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the F Qns were originally VIA MOCOs who got dumped with their F Qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted while doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other

a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD" who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player Qns were supposed to learn, by doing this, to take responsibility for their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100×10^{303})(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the Qns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an E/S area of charge.

GUM: a Games Universe Model. It can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the Qns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency," as in the MEST Universe (one of the universes in this GUM). There are also "Earlier Universe Games" in it. "Time" does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with.

CCC: a "CASCADE TO COLLECTION CYCLE" - this is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM for Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it

could, as well, be a GUM for "picturing aesthetics," "creating aesthetics," "exchanging aesthetics," etc. with all types of aesthetics in each GUM and then in later ones combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" Qns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND. Refers to Ring 10,000 being a "re-play" of Ring 9999 and all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND. Refers to Ring 9999 the 1st time it was played. The critical GUM which prevented Qns from finishing the Ring properly was GUM 0, CCC 24, RING 9999. (This same one we are doing over again now on Ring 10,000).

LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

All major incidents of TTA also happened LTA.

Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to run out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static 3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

BST: BLACK STATIC THETAN (or BLACK STATIC TECH). The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or "own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

WBR

Sr C/S Ron's

IMPLANTERS

27 DECEMBER 1993

IMPLANTERS' VERSION OF A R C:

Admiration Agreement Automaticity

IMPLANTERS' VERSION OF K R C:

Status Conformity Monitoring

* * *

EXCALIBUR

IMPLANTERS

31 MARCH 1991

Sometimes in running Excalibur you will find Beings who are or were implanters or who worked for implanters. Since implanting is a perpetration of magnitude, these Being are "out of valence." They are in the valence of the original suppressive implanters and are, themselves, suppressive; therefore, they will need special handling as resistive cases before they can go free with Clearing. In fact, they will remain unclearable until their suppressiveness is handled and they are gotten into their own valence.

Being an implanter means the Being was a perpetrator of implants; therefore, he didn't receive an implant at the point on the track where he gave implants. He may have received implants at other times on the time track.

You also find combinations. These are Beings who got betrayed after they did a lot of the implants and then they got put through the implant themselves. This causes them to stick up and not release or clear. You get them through their Incident II and they sort of still have charge or something like that. They say, "I deserved it; I was betrayed." And they are sort of "mean" about it. You see missed withhold phenomena or a dirty needle, perhaps a small Rock Slam. You can then ask, "Were you working for the other side?" The Being says, "You know, I was a pilot in the incident. I dropped the bomb..." You handle this as a perpetration and get all the data and go earlier similar. You can also ask, "How many times did you do that?" and "How long have been working for the implanter?" "How many Beings have you implanted or monitored?"

A lot of times the Being takes no responsibility and says, "I was just doing my job." Everybody has a job! Implant Beings - just a job! So you have to get this, get it all off, and you still don't get any needle action because you're not getting ALL of it. This Being is totally overwhelmed and in the valence of an SP. So you have to ask, "Who or What gave you an unsolvable problem?" If he gives you a generality like "the implanters of Zorenga," do a represent list which in this case would be, "Who or what represents the implanters of Zorenga?" One could also use the other S & D questions given in Class IV materials.

RESISTIVENESS

If you encounter resistiveness you could be talking to an implanter (in PT, Inc II or I or before I) or somebody fooled or implanted into working for them.

The first thing you want to do is get all perpetrations off by asking questions such as:

- How long have you been working for implanters? (order of magnitude)

- How many Beings have you implanted or monitored? (order of magnitude)

Then spot the betrayal (D/L if needed) when he was put through implant incident. Run through earliest beginning of betrayal. Spot any EBs/Clusters stuck on him.

If the above jams then check:

1. Are you PTS to a major implanter or somebody else?

2. Have you been threatened?

3. Will you be punished? Get all data.

4. Do you have an evil or destructive purpose?

An evil purpose can be date/located. If it doesn't blow on D/L, it is preceded by out-ruds.

Finally, get his purpose before he joined the implanters. Rehab it. Then check for an Earlier Universe and/or "Who are you?" question if needed.

* * *

THE CLONE CYCLE RUNDOWN

OT 13+

Pre Static Prior Assessment

25 MAY 1986

STEPS 13 - 18 (Another session)

The MOCOs of +A, -A, + , - , +P, -P should all be blown by the 12 Areas given in the 25 May 1986 Pre-Static Prior Assessment Chart. (Clean F/N's on each.)

It is possible the OT created even more powerful MOCOs which could take his place or CVP (Central View Point) while he was somewhere or somewhen else. These would have nearly all his ability, but nevertheless are "Clones" or MOCOs. They could be a MOCO Static thetan, a MOCO "Power thetan" (KRCP written above the word Power) or Big thetan, a MOCO ARCU thetan, or a Lambda thetan, to run a body, or a MOCO SCM (Status-Monitoring-Control) thetan to pretend Other Determinism, or an AAA (Admiration-Aggreement-Automaticity) MOCO to pretend Total Effect. (These are the sums of the areas 1 - 4).

CLONE MOCOS

Run as:

Static Thetan Static Thetan Clone No Game Maker

OT Thetan KRCP Clone Game Maker

Theta Thetan ARCU Clone Player

Lambda Thetan SCM Clone Piece

(Other Determined Power)

Phi Thetan AAA Clone Broken Piece

(Other Determined Understanding)

On the above, work up from the bottom.

When they return to MOC, just indicate "the Game is Over!" (That's the "Admin Why" of their MOC, as you cloned them for a Game). (Also they may have to run their MOCOs).

Each to Clean F/N.

Result will be FTA at end. (If any other Big thetan pops in and tells the OT he is a Clone of them, tell him - "I choose to be free!"

BR

Sr. C/S Ron's

PRE-STATIC PRIOR ASSESSMENT

26 DECEMBER 1993

MOCO ("Moment Of Creation Of Viewpoint"): a Created Thetan (qn), created by one of the Big qns or Static qns for use in the games.

MOCOs , therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." They also do not have a large "case" like a Player, who has been in the Games since the beginning. They can also be a l qn or j qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO) The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction. Probably the Board of Directors of the j qns were originally VIA MOCOs who got dumped with their j qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted, while doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

CLONE: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate

MOCO can be freed.

THE RUNDOWN

The Pre-static Prior Assessment is done at the end OT 13. Before completing OT 13, there is a step to "polish off" or to "as-is and free" any MOCOs or Mules the OT may have with others, especially the Implanter Org and Xenu. These are areas where he might not have looked at on OT 12 and 13 or on earlier levels.

Admiration MOCOs come in two forms:

1. The plus Admiration MOCO is love.

2. The minus admiration MOCO is hate.

Creation MOCOs (Via Creation MOCOs) come in two forms:

1. The plus Creation MOCO is an objective creation in the MEST Universe (U3).

2.The minus Creation MOCO is a subjective creation in the person own universe (U1).

Perception MOCOs come two forms:

1.The plus Perception MOCO is an analytical pleasure perceptic.

2. The minus Perception MOCO is a reactive painful perceptic.

The theory is that the person's MOCOs could have been created for "admiration" (plus and minus) or to "via a creation" or to "form perceptics" which he doesn't need any longer.

The "plus and minus Admiration" MOCOs have probably been handled on the PreStatic Life Repair which was between OT 12 and 13. His "Creation MOCOs" (his "held and dumped creations") were probably handled on OT 12 and 13. But the "Perceptic MOCOs" may still be there tying him in to an automaticity which can be monitored by another's MOCOs on the same Perceptic. An OT's Perceptions come from his Native Ability to postulate and perceive, not from "vias."

THE PRE-STATIC PRIOR ASSESSMENT SHEET

The 12 areas on the attached The Pre-Static Prior Asssessment Sheet are assessed and handled until all are F/Ning. Each will get a Clean F/N as handled and at the end an Floating Range Arm. Note: The "55 Human Perceptics " from the Book of Scales can be studied and used if any in "Column C" read. "Column C" covers The Perceptic MOCOs.

You work from the bottom up. See Column A, B, C across the top. Column A has "Admiration MOCOs." B is "Via Creation MOCOs" or " Via MOCOs," the ones that are used to create something for the OT. Column C are the "Perceptic MOCOs." All these are plus or minus MOCOs. They can do it positively or negatively. Down the side are the levels 1, 2, 3 and 4. This makes 12 areas (3 columns and 4 levels).

At the top level we have "Knowledge, Responsibility, Control." (Column A-Knowledge, Column B-Responsibility, Column C-Control.) These MOCOs could be put on terminals, areas or lines. (Knowledge about terminals, Responsibility for areas and Control of lines.)

Level 2 is "Affinity, Reality, Communication." (Affinity toward terminals, Reality on areas, Communication on lines.)

Level 3 comes down a bit more. Its the false scale of "KRC" of Xenu - "Status Conformity, and Monitoring" and again it's on terminals, areas and lines. It's "Status terminals," "Conformity areas" and "Monitoring lines."

Level 4 is down at the bottom where it all becomes "automatic." Level 4 is "Admiration, Agreement, and Automaticity" - "Admiration toward terminals," "Agreement in areas", and "Automaticity on lines."

These are used and checked over from the bottom up. So, Column A going up is: Admiration Terminals, Status Terminals, Affinity Terminals, Knowledge Terminals.

Column B: Agreement Areas, Conformity Areas, Reality Areas, Responsibility Areas.

Column C: Automaticity Lines, Monitor Lines, Communication Lines, Control Lines. If this is done properly, all the MOCOs will be swept clean from these areas

Whenever one gets a read, one handles it to clean F/N. Then those MOCOs are found and given their choice of "Return to your moment of creation or go Free!" When that is all done there will be a nice Floating Range Arm. Remember to handle all the positive and negative MOCOs in those areas. That is the end of the Pre-Static Prior Assessment. Its sort of a "dusting off" and "cleaning up" of all these areas.

Taken from Tech Briefing #11 by WB Robertson

The Life Expansion Chart

Step	Name of Step	Outcome
XII	**Communication**	The willingness to communicate freely and openly with anyone on any subject
XI	**Relief**	Relief from guilt
X	**Confront**	The ability to confront life
IX	**Understanding**	A new understanding of the source of problems
VIII	**Help**	Enhanced ability to give and receive help
VII	**Acceptance**	Acceptance of change
VI	**Flexibility**	New flexibility in thinking
V	**Release**	Release from painful memories
IV	**Life Incident Clearing**	A well and happy person
III	**Pleasure Moment Clearing**	Rekindled happiness
II	**Recall Clearing**	Improved memory Renewed self-confidence
I	**Life Repair**	Awareness of truth Increased stability in life
CC	**Communication Course**	**I**mproved ability to communicate and participate in life
0	**Introductory Clearing**	Awareness that change is available

The Life Clearing Chart

Step	Name of Step	Outcome
XVII	**Clear**	The state of clear by the resolution of those factors that continuously create human aberration
XVI	**Resolution**	The resolution of those factors that create dramatizations in life
SET UP	**Solo Set-ups & Solo Practice**	The ability to safely and competently handle advanced courses solo
QSCP	**Qualified Solo Clearing Practitioner Course**	The ability to do solo clearing
LICP	**Life Incident Clearing Practitioner Course**	The ability to clear another on traumatic incidents
LEC	**Life Expansion Consultant Course**	The ability to handle the ethics and administration of clearing
QCP	**Qualified Clearing Practitioner Course**	Mastery of the basic concepts of clearing
XV	**Knowledge**	Recovery of knowledge
XIV	**Power**	The recognition of true power
XIII	**Advanced Life Incident Clearing**	Ability to confront and erase past life trauma

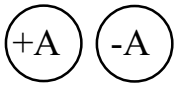
OT 13

26 MAY 1986

THE BASICS OF ABERRATION

The 3 Arbitraries or MOCO Created False Stable Data are:

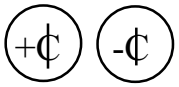
1. **The LOVE-HATE Dichotomy (Plus and Minus Admiration MOCOs)**

   (from 

   MOCOS)

   +U2s -U2s

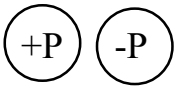
2. **The OBJECTIVE-SUBJECTIVE Dichotomy (+/- Creation MOCOs)**

   (from 

   MOCOS)

   U3 U1

3. **The GOOD-BAD Dichotomy (Plus and Minus Perception MOCOs)**

   (from 

   MOCOS

Analytical Pleasure Perceptics	Reactive Perceptics

In fact, these are the 3 False SD (Stable Data) that all other "Spiritual & Mental Practices" are based on - and all things that aberrate a "Static" to bring him down to preOT or preClear.

BR
Sr. C/S Ron's Org

Pre-Static Prior Assessment Chart #2

25 May 1986

(AO) AS-IS ABILITY (ORG) (ACTUAL) ORG	**Knowledge**	**Responsibility**	**Control**
(EO) IS Elray Org (ENHANCEMENT) ORG	**Affinity**	**Reality**	**Communication**
(AO) Apparency Org (IO) Implanter Org	**Status**	**Conformity**	**Maintain Control (Monitoring)**
(OO) Other-determined Org (ZO) Zenu Org	**Admiration**	**Agreement**	**Automaticity**
How Substituted (Apparency for Actuality)	**+A –A MOCOs (A Θn MOCOs)**	**B or VIA B BΘn MOCOs (+B or –B)**	**Perceptic MOCOs (PΘn MOCOs) (+P or –P)**

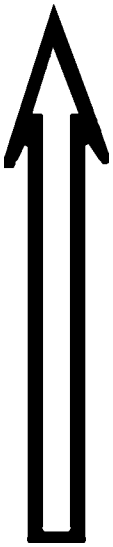
Pre-Static Prior Assesment Chart #3

25 May 1986

Org or Actuality Org	**{Knowledge}**	**{Control}**	**{Responsibility}**
	⇑	⇑	⇑
E.O. Elray Org	**{Affinity}**	**{Comm}**	**{Reality}**
	⇑	⇑	⇑
I.O. Implanter Org	**{Status}**	**{Maintain Control}**	**{Conformity}**
	⇑	⇑	⇑
Z.O. Zenu Org	**{Admiration}**	**{Automaticity}**	**{Agreement}**
	⇑	⇑	⇑
	+A –A	**Perceptic MOCOs**	**B or VIA MOCOs**

MOCOs

	+A	+B	+P	
AO	K	R	C	SΘns
EO	A	R	C	ΘΘns
IO	S	C	M	λΘns
ZO	A	A	A	ΦΘns
	–A	–B	–P	



CONFIDENTIAL
SUPER POWER FOR OTs
THE CLONE CYCLE RUNDOWN PREPARATION COURSE
CHECKSHEET
28 SEPTEMBER 1995

TRAINING PREREQUISITES:
1. Life Incident Clearing Course
2. Advanced Solo Course
RECOMMENDED TRAINING PREREQUISITE:
1. CLASS V
PROCESSING PREREQUISITES:
1. Excalibur AA VIII (OT VIII)
2. Advanced Ability Stabilization (OT Life Repair)
3. Body Rehabilitation (Body Rehab)
4. The Phoenix (OT 9, 10 and 11)
5. OT 12
6. Pre-static Life Repair
7. OT 13
8. Pre-static Prior Assessment
ORGANIZATION:_____
STUDENT'S NAME:_____
DATE STARTED:_____DATE COMPLETED:_____
ATTESTATION:
The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.
I hereby agree not to reveal the contents of the Super Power for OTs
level to anyone below this level.
ATTESTATION:_____
LENGTH OF COURSE:_____
(Agreement between CS and Student).SECTION ONE: BACKGROUND INFORMATION
1. READ: THE BRIDGE TO TOTAL FREEDOM - THE OT LEVELS __pdf@_____
2. READ: THE BRIDGE AT RON'S ORG __pdf@_____

SECTION TWO: THE CLONE CYCLE RUNDOWN THEORY
AND PRACTICAL
1. READ: DEFINITIONS FOR THE CLONE CYCLE RUNDOWN ___@____
2. READ: THE CLONE CYCLE RUNDOWN - OT 13+ __@_____
3. READ: THE CLONE CYCLE RUNDOWN - PROCEDURE ___@____

SECTION THREE: STUDENT COMPLETION
I have completed the requirements of this checksheet and I know and
can apply this material.
Student Attest:_____Date:_____
I have trained this student to the best of my ability and s/he has com-pleted
the requirements of this checksheet and knows and can apply the checksheet data.
Supervisor Attest:_____Date:_____

CONGRATULATIONS
YOU ARE NOW COMPLETE ON
THE CLONE CYCLE RUNDOWN PREPARATION COURSE
* * *
Definitions for the Clone Cycle Rundown

17 December 1986

S Qn or Static Qn: a "Big Qn" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chose to do so by Rights of a Qn. Usually they don't know the Tech so have out-ruds. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones. There are "stages" of Static:

1st Stage = outside a GUM
2nd Stage = outside a CCC
3rd Stage = outside a Ring
4th Stage = outside of the Ring Archives but still in U0 (the agreed upon playing field).
5th Stage (Super Static) = the EP of the Super Static RD after OT 16 - exterior to the Ring Archives and the Playing Field.

Qn: a general term meaning any life unit. S Qn, Big Qn or Player, Lambda (l) Qn, Phi (F) Qn. An awareness of awareness unit.

Big Qn or "Player": the preclear or Clear you are auditing or the Qn called "me" who has a case. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body Qn" or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static Qns.

Lambda (l) Qn: a "lambda" or "life form" Qn. One who has a function of caring for or operating life forms. Can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. May be part of a team of such Qns who were hatted to do this in early MEST Universe track prior to Inc I or from E/U Games or even earlier GUMs. All true l Qns basically are MOCOs. However, you may find a Player Qn occasionally implanted or suppressed into the "belief" he is a l Qn. Also called loosely "Body Qns." Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid." l Qns like to copy or hold "pictures" for Big Qns or make them as a result of his intention. l Qns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (F) Qn or (F) Qn: "Phi Qns" or MEST Qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 F Qns have been organized by their "Board of Directors" and do not cooperate with any Big Qns normally, because of their ARCB LD (ARC break of long duration) on being dumped. All F Qns originally were MOCOs. F Qns align with the 6th Dynamic. (Ref. Dianetic Axioms) (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint." A MOCO is a Created Qn by one of the Big Q ns or Static Qns for use in the games. They, therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a l Qn or F Qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO). (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the F Qns were originally VIA MOCOs who got dumped with their F Qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted while

doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

WBR
Sr C/S Ron's

THE CLONE CYCLE RUNDOWN

OT 13+

Pre Static Prior Assessment

25 MAY 1986

STEPS 13 - 18 (Another session)

The MOCOs of +A, -A, + , - , +P, -P should all be blown by the 12 Areas given in the 25 May 1986 Pre-Static Prior Assessment Chart. (Clean F/N's on each.)

It is possible the OT created even more powerful MOCOs which could take his place or CVP (Central View Point) while he was somewhere or somewhen else. These would have nearly all his ability, but nevertheless are "Clones" or MOCOs. They could be a MOCO Static thetan, a MOCO "Power thetan" (KRCP written above the word Power) or Big thetan, a MOCO ARCU thetan, or a Lambda thetan, to run a body, or a MOCO SCM (Status-Monitoring-Control) thetan to pretend Other Determinism, or an AAA (Admiration-Aggreement-Automaticity) MOCO to pretend Total Effect. (These are the sums of the areas 1 - 4).

CLONE MOCOS

Run as:

Static Thetan Static Thetan Clone No Game Maker
OT Thetan KRCP Clone Game Maker
Theta Thetan ARCU Clone Player
Lambda Thetan SCM Clone Piece
(Other Determined Power)
Phi Thetan AAA Clone Broken Piece
(Other Determined Understanding)

On the above, work up from the bottom.

When they return to MOC, just indicate "the Game is Over!" (That's the "Admin Why" of their

MOC, as you cloned them for a Game). (Also they may have to run their MOCOs).

Each to Clean F/N.

Result will be FTA at end. (If any other Big thetan pops in and tells the OT he is a Clone of them, tell him - "I choose to be free!"

BR
Sr. C/S Ron's

The Clone Cycle Rundown

Procedure

And then there is a - you might even call it an "in-between 13 and 14," or a little more of 13 if a person needs it, or a set up for OT 14, if he doesn't need it, but it has to come on there. And that's called the Clone Cycle Rundown. And of course a "Clone" is someone created in the image of another or a duplicate, and the Clone Cycle Rundown handles Clones that the OT has made for the game and for the Games Universe Model. I should say, all the way back. And those are "game clones." And there are 5 different areas he could have cloned substitutes or duplicates of himself in. And those are all handled and given their choice "to return to moment of creation or go free." And then he actually is a Static in Non-existence, a First Dynamic Static.

Taken from Tech Briefing #10 by WB Robertson

Then at the end, after the Pre-Static Prior Assessment, is what is called the "Clone Cycle Rundown." I described this on the last Tape,"Tech Briefing No. 10." And I'll give you some notes here from it: It says: "It is possible the OT created even more powerful Mocos which could take his place, or his "Central Viewpoint," while he was somewhere or some-one else . These would have nearly all his abilities but nevertheless are "Clones" or "Mocos."

They could be a "Moco Static Thetan," "A Moco OT" (or a "Power Thetan" or Big Thetan Moco), or a "Regular Thetan" (ARC Type Thetan), or Lambda Thetan" (to run a body), or "Moco S.C.M." (which is Status, Conformity and Maintain Control or " Monitor Moco" to divert the implanters, you see, so it could pretend other- determinism for instance), or there could be even a Phi Thetan (Admiration, Agreement, Automaticity type Moco to pretend total effect). These areas, of course, come from the 12 areas which you did the "Prior Assessment" on. Now we are looking for almost a complete duplicate of ONE's SELF that could be created from these areas.

Now when you work The Clone Cycle, you work it up, looking for: First, any Mocos in the Admiration, Agreement, Automaticity category. They will be at total effect and you handle them by the process: "Return to your moment of Creation or go Free!." You might have to give them the idea of why you created them. Admin whys and so on might come off. ARC breaks, etc., but they will go free very easily.
(These correspond to "Broken Pieces"). And going up from that, will be the Status, Conformity, Monitor (or " Maintain control" type Mocos which were to fool The Implanters or substitute for you to make the Implanters think you were implanted when you really weren't. And these will be in the "Piece" area .They will be in the Piece area and they will be other-determined, but you can still free them because You created them. Then there will be "Player" Mocos on the ARC - Understanding Level, and they will be .. (I should be actually calling them Clones, because they are Clone Mocos because they actually, nearly, have all the abilities of a thetan except they were created), so that's ARCU on the Player Level. There are KRCP Clones on the Games Maker Level, which would be Clone "OT's" or "Big Thetans," You see? And then there would be Clone "Static Thetans" or No Game Makers or "Above the Games" or "Pan-Determined" type "Big Static

Thetan" Clones.

Now when they return to their "Moment of creation" just indicate: "The Game is over," and that's the Admin Why of their moment of Creation. You cloned them for a Game, of course. "The Game is over so do you want to go free?" There may be some Itsa, just acknowledge it and validate them for doing their job and then give them their freedom. They may have to also run their Mocos, because they may have created some. You may have given them the ability to create Mocos on their own. You can sort that out as you run this Clone Cycle and each will go to Clean F/N and Big FTA at the end.

I have a little note here, and it says - "If any other Big Thetan pops in and tells the auditor he is a clone of theirs - (This is some guy coming in and saying "You are really my clone") - you see you are the auditor, he is saying "you are really my clone" then just tell him: "I choose to be free, thank you." It's probably bullshit anyway. (And even if it isn't, you can choose to be free and continue on with your sessions). Sometimes they try to do that, or somebody else's Clone will try to do that, to keep you out of the Game and that's very funny, but that should finish up any difficulties you may encounter before the end of OT 13.

Taken from Tech Briefing #11 by WB Robertson

CONFIDENTIAL

THE COMMANDING OFFICER (C/O) CYCLE RUNDOWN

PREPARATION COURSE

CHECKSHEET

28 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

4. The Phoenix (OT 9, 10 and 11)

5. OT 12

6. Pre-static Life Repair

7. OT 13

8. Pre-static Prior Assessment

9. The Clone Cycle Rundown

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____DATE COMPLETED:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs

level to anyone below this

level..ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE BRIDGE TO TOTAL FREEDOM - THE OT LEVELS _PDF_@_____

2. READ: THE BRIDGE AT RON'S ORG __PDF@_____

SECTION TWO: THE AWARENESS LEVELS

1. READ: THE AWARENESS CHARACTERISTICS __@_____

2. READ: GLOSSARY - AWARENESS CHARACTERISTICS __@_____

3. READ: USES OF THE AWARENESS CHARACTERISTICS ____@___

4. EXERCISE: Take someone up the Awareness Characteristics _____

SECTION THREE: THE ORGANIZATION BOARD

1. LECTURE: THE ORGANIZATION BOARD AND THE AWARENESS CHARACTERISTICS _____

2. READ: THE ORGANIZATION BOARD Pages 1, 2, 3, 4__PDF@_____

3. READ: ORGANIZATION CHART charts A, B, C, D, E, F, G __PDF@_____

4. EXERCISE: Make a large drawing of the Organization Chart showing the

Awareness Characteristic for each department. _____

SECTION FOUR: THE C/O CYCLE RUNDOWN THEORY.AND PRACTICAL

1. READ: DEFINITIONS FOR THE C/O CYCLE RUNDOWN ___@____

2. READ: C/O CYCLE RD ___@____

3. READ: THE C/O CYCLE RUNDOWN PROCEDURE __@_____

4. READ: EXACT STEPS OF THE C/O CYCLE RUNDOWN ___@____

5. READ: C/S FOR THE C/O CYCLE RUNDOWN _____

SECTION FIVE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

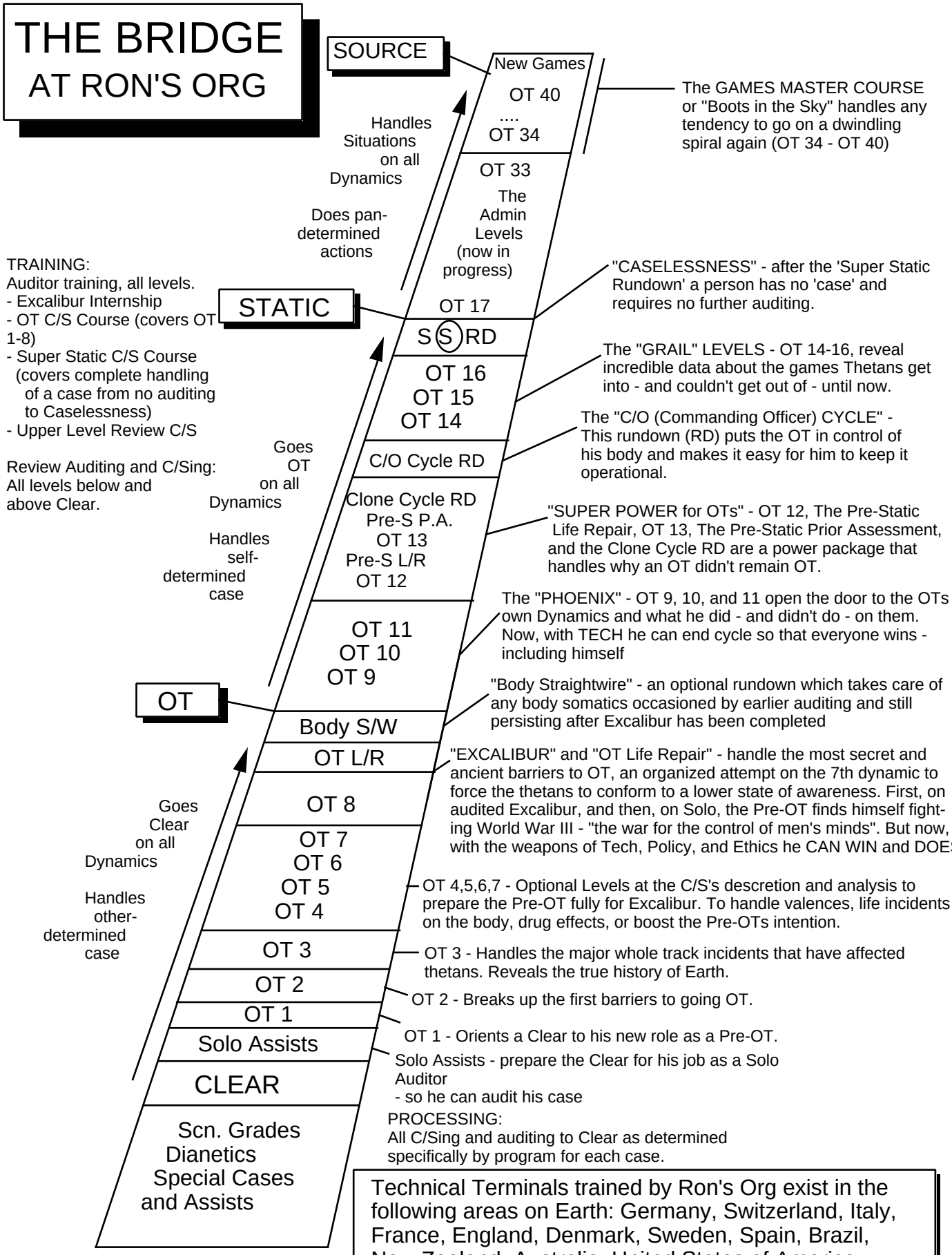
CONGRATULATIONS

YOU ARE NOW COMPLETE ON

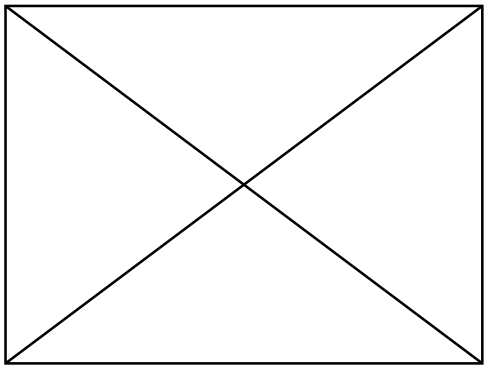
THE C/O CYCLE RUNDOWN PREPARATION COURSE

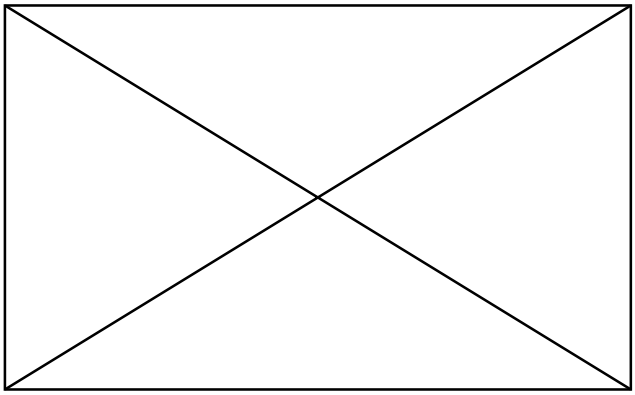
* * *

THE BRIDGE
AT RON'S ORG


SOURCE
New Games
OT 40
....
OT 34
The GAMES MASTER COURSE or "Boots in the Sky" handles any tendency to go on a dwindling spiral again (OT 34 - OT 40)
Handles Situations on all Dynamics
OT 33
The Admin Levels (now in progress)
Does pan-determined actions
TRAINING:
Auditor training, all levels.
- Excalibur Internship
- OT C/S Course (covers OT 1-8)
- Super Static C/S Course (covers complete handling of a case from no auditing to Caselessness)
- Upper Level Review C/S
STATIC
OT 17
"CASELESSNESS" - after the 'Super Static Rundown' a person has no 'case' and requires no further auditing.
SSRD
OT 16
OT 15
OT 14
The "GRAIL" LEVELS - OT 14-16, reveal incredible data about the games Thetans get into - and couldn't get out of - until now.
Review Auditing and C/Sing:
All levels below and above Clear.
Goes OT on all Dynamics
C/O Cycle RD
The "C/O (Commanding Officer) CYCLE" - This rundown (RD) puts the OT in control of his body and makes it easy for him to keep it operational.
Handles self-determined case
Clone Cycle RD
Pre-S P.A.
OT 13
Pre-S L/R
OT 12
"SUPER POWER for OTs" - OT 12, The Pre-Static Life Repair, OT 13, The Pre-Static Prior Assessment, and the Clone Cycle RD are a power package that handles why an OT didn't remain OT.
OT 11
OT 10
OT 9
The "PHOENIX" - OT 9, 10, and 11 open the door to the OTs own Dynamics and what he did - and didn't do - on them. Now, with TECH he can end cycle so that everyone wins - including himself
OT
"Body Straightwire" - an optional rundown which takes care of any body somatics occasioned by earlier auditing and still persisting after Excalibur has been completed
Body S/W
OT L/R
"EXCALIBUR" and "OT Life Repair" - handle the most secret and ancient barriers to OT, an organized attempt on the 7th dynamic to force the thetans to conform to a lower state of awareness. First, on audited Excalibur, and then, on Solo, the Pre-OT finds himself fighting World War III - "the war for the control of men's minds". But now, with the weapons of Tech, Policy, and Ethics he CAN WIN and DOES.
OT 8
Goes Clear on all Dynamics
OT 7
OT 6
OT 5
OT 4
Handles other-determined case
OT 4,5,6,7 - Optional Levels at the C/S's descretion and analysis to prepare the Pre-OT fully for Excalibur. To handle valences, life incidents on the body, drug effects, or boost the Pre-OTs intention.
OT 3
OT 3 - Handles the major whole track incidents that have affected thetans. Reveals the true history of Earth.
OT 2
OT 2 - Breaks up the first barriers to going OT.
OT 1
OT 1 - Orients a Clear to his new role as a Pre-OT.
Solo Assists
Solo Assists - prepare the Clear for his job as a Solo Auditor
- so he can audit his case
CLEAR
PROCESSING:
All C/Sing and auditing to Clear as determined specifically by program for each case.
Scn. Grades
Dianetics
Special Cases
and Assists

Technical Terminals trained by Ron's Org exist in the following areas on Earth: Germany, Switzerland, Italy, France, England, Denmark, Sweden, Spain, Brazil, New Zealand, Australia, United States of America.





THE BRIDGE TO TOTAL FREEDOM
THE OT LEVELS

Grade	Name of Grade	End Phenomenon
GMC	Games Master Course	The ability to play or not play any game in this or any other universe at will
SS RD	Super Static Rundown	Caselessness
OT XVI OT XV OT XIV	The Grail	An exterior viewpoint of games
OT XIII OT XII	Super Power	Stability as an OT
OT XI OT XIII OT IX	The Phoenix	The ability to perceive beyond one's own universe

THE OT LEVELS CHART

Level	Name of Level	Outcome
BODY REHAB	**Body Rehabilitation**	No attention on the body
OT LR	**OT Life Repair**	Verification of Excalibur completion
OT VIII	**Excalibur**	Freedom from other-determinism
OT VII **OT VI** **OT V** **OT IV**	**Excalibur Case Preparation**	Fully prepared for Excalibur by C/S estimation
OT III	**Self-Determinism**	Freedom from overwhelm Return of full self-determinism
OT II	**Whole Track Clear**	Ability to confront the whole track
Clear Orientation	**Clear Orientation**	An understanding of those factors which limit the ability and reach of a clear Enhanced stability as a Clear
OT I	**Telepathic Influence**	The ability to positively influence the universe of another

AWARENESS CHARACTERISTICS

19 FEBRUARY 1989

- 36 FALSE CAUSE
- 35 REASONABLENESS
- 34 UNEXISTENCE
- 33 DISCONNECTION
- 32 UNCAUSING
- 31 CRIMINALITY
- 30 DISASSOCIATION
- 29 DISPERSAL
- 28 EROSION
- 27 FIXIDITY
- 26 GLEE
- 25 ELATION
- 24 MASOCHISM
- 23 SADISM
- 22 HALLUCINATION
- 21 SECRECY
- 20 DUALITY
- 19 DETACHMENT
- 18 OBLIVION
- 17 CATATONIA
- 16 SHOCK
- 15 HYSTERIA
- 14 DELUSION
- 13 INACTUALITY
- 12 DISASTER
- 11 INTROVERSION
- 10 NUMBNESS
- 9 SUFFERING
- 8 DESPAIR
- 7 RUIN
- 6 EFFECT
- 5 FEAR OF WORSENING
- 4 NEED OF CHANGE
- 3 DEMAND FOR IMPROVEMENT
- 2 HOPE
- 1 HELP

1 RECOGNITION

2 COMMUNICATION

3 PERCEPTION

4 ORIENTATION

5 UNDERSTANDING

6 ENLIGHTENMENT

7 ENERGY

8 ADJUSTMENT

9 BODY

10 PREDICTION

11 ACTIVITY

12 PRODUCTION

13 RESULT

14 CORRECTION

15 ABILITY

16 PURPOSES

17 CLEARING

18 REALIZATION

19 CONDITIONS

20 EXISTENCE

21 SOURCE

POWER ON ALL 8 DYNAMICS

TOTAL FREEDOM

* * *

GLOSSARY

AWARENESS CHARACTERISTICS

12 JANUARY 1990

FALSE CAUSE 1. claiming to cause a result that was caused by something else.

2. making another responsible for an effect one has caused.

REASONABLENESS 1. an attitude of security or pleasure often while unaware of potential danger.

UNEXISTENCE 1. not being, not occurring, not emerging or appearing. 2. a feeling that one does not exist. 3. feeling invisible.

DISCONNECTION 1. the act of severing or interrupting the connection of or between. 2. a feeling that one is not a part of what is going on.

UNCAUSING 1. not acting or existing in such a way that some specific thing happens as a result.

CRIMINALITY 1. committing acts of negligence deemed injurious to the group welfare. 2. accepting acts which are harmful or destructive to the welfare of the group.

DISASSOCIATION 1. a decline in the ability to tell differences, similarities and identities. (Things which are different, are seen to be identical. Things which are similar are conceived to be widely different. Things which are identical are conceived to be only similar.) 2. a feeling that one is separate from others; separation.

DISPERSAL 1. scattered in various directions; being scattered or spread over a vast area. 2. scattered attention.

EROSION 1. a feeling that one is being destroyed by slow consumption or wearing away.

FIXIDITY 1. being unable to bring about change.

GLEE 1. an insane merriment or gaiety. 2. making fun of or joking about things to cover up a lack of understanding.

ELATION 1. a feeling of extreme joy, pride or happiness.

MASOCHISM 1. a condition in which (sexual) gratification depends on self inflicted suffering, physical pain, humiliation, deprivation.

SADISM 1. any enjoyment in being cruel. 2. (sexual) gratification gained through causing physical pain or humiliation.

HALLUCINATION 1. an imagined reality with which nobody else agrees. 2. the apparent perception of sights, sounds, etc. that are not actually present.

SECRECY 1. the characteristics of being hidden, concealed, private, secluded.

DUALITY 1. holding a subjective, imaginary world as being more real than the objective reality of life.

DETACHMENT 1. aloofness. 2. a condition of being unfastened and separated.

OBLIVION 1. a state of chronic forgetfulness. 2. being mentally withdrawn.

CATATONIA 1. a state of mental stupor sometimes alternating with great excitement and confusion.

SHOCK 1. any sudden disturbance or agitation of the mind or emotions, as through great loss or surprise.

HYSTERIA 1. uncontrolled outbursts of emotion or fear, often characterized by irrationality, laughter, weeping.

DELUSION 1. something that is falsely believed. (A delusion seems "real" to the person having it but is not necessarily valid to others.)

INACTUALITY 1. involvement with what is not actual, not real circumstances.

DISASTER 1. a calamitous event occurring suddenly and causing great damage or hardship.

INTROVERSION 1. to have one's attention fixed inward.

NUMBNESS 1. the loss of power to feel or move in life.

SUFFERING 1. an intense feeling of emotional, physical or mental pain, distress, or injury.

DESPAIR 1. feeling or showing hopelessness.

RUIN 1. a behavior, a condition or an attitude considered to be a downfall.

2. anything which stops or inhibits an individual repeatedly in life and is beyond his or her control.

EFFECT 1. being a receiver of causes by not creating effects.

FEAR OF WORSENING 1. a feeling of dread that a condition or situation could become more unfavorable and injurious.

NEED OF CHANGE 1. necessity arising from the circumstances of a situation.

DEMAND FOR IMPROVEMENT 1. claiming with authority that favorable changes must occur.

HOPE 1. a feeling that what is wanted will happen; desire accompanied by anticipation or expectation.

HELP 1. that which is needed to advance toward a purpose or goal. 2. that which enhances another person.

RECOGNITION 1. a knowing again; identifying as known before. 2. acknowledging the existence, validity or genuineness of.

COMMUNICATION 1. the consideration and action of impelling an impulse or particle across a distance from a source-point (cause) to a receipt-point (effect) with the intention of bringing into being at the receipt-point a duplication and understanding of that which emanated from the source-point. (At the receipt-point there must be attention and a duplication and understanding of what eminated from the source-point.)

PERCEIVE (verb) 1. to grasp mentally; take note of; recognize; observe. 2. to become aware of through sight, hearing, touch, taste, smell, etc.

PERCEPTION (noun) 1. the process of being aware of something or someone through the senses; seeing, hearing, smelling, tasting, feeling, etc.; there are fifty-two perceptions, including the five basic senses. 2. a channel through which one can contact the physical universe. 3. any means of communicating below the level of knowingness.

ORIENTATION 1. showing or establishing relationship with others by placing or arranging in a certain manner.

UNDERSTAND 1. to know or get the meaning of something, or what it does or will do, or what intention it has.

UNDERSTANDING 1. the act of comprehending, knowing, having knowledge. 2. the power or ability to comprehend, know. 3. the result of seeing and duplicating two opposing views on the same subject. (Understanding is proportional to the degree of affinity, reality and communication involved).

ENLIGHTENMENT 1. to bring into a condition where the eyes and face are bright and shining. [Middle English en, bring into a condition of + lighten (of the face and eyes), to grow bright and shining.] 2. giving the light of fact and knowledge to; revealing truths to; endowing with discernment; freeing from ignorance, prejudice or superstition.

ENERGY 1. that which produces motion, or change in motion, in matter. 2. that which has the capability of producing motion, or change in motion, in matter. (electricity and heat are forms of energy.)

ADJUSTMENT 1. an altering so as to become suited or fit.

BODY 1. a carbon-oxygen engine which runs at 98.6 degrees Fahrenheit. (The Being is the engineer running this engine in a "human being.") 2. a solid grouping of appendages which make the person recognizable. 3. the Being's communication center. 4. a carbon-oxygen engine which runs on low combustion fuel, generally derived from other life forms. 5. a physical animal with basic needs for food, shelter, sleep and affection. 6. the genetic product of two genetic lines representing a time and place in the history of genetic evolution.

PREDICTION 1. a statement of what will be; a making known beforehand; a foretelling. [Latin praedictus , praedicere; prae-, before + dicere, to tell]

ACTIVITY 1. the state or quality of being in motion or operating; doing; alert use of energy.

PRODUCE (verb) 1. to bring into existence; make. 2. to bring about; cause. 3. to bring forth; supply; create. 4. to bring forward; show. [Latin producere coming from pro-, forth + ducere to bring, lead]

PRODUCT (noun) 1. that which is produced; the result of work or growth. 2. a completed thing that has exchange value within or outside the activity. 3. someone or something that has been brought into existence; the end result of a creation. 4. a finished high quality service or article, in the hands of the person or group it serves, in exchange for a valuable.

PRODUCTION (noun) 1. the activity of providing a product or service. 2. the act of producing; creation; manufacturing.

RESULT 1. anything that comes about as a consequence or outcome of some action, process, etc.

CORRECT (adjective) 1. conforming with or adhering to a conventional standard; proper: as, correct behavior. 2. conforming with fact or logic; true; accurate; right; free from error.

CORRECT (verb) 1. to make right; to change from wrong to right; remove errors from. 2. to make conform with a standard.

CORRECTION (noun) 1. the action of changing from wrong to right; the action of removing errors from.

ABILITY 1. a being able; power or capacity to act physically, mentally, spiritually, morally, ethically, financially, etc.; power to do. 2. talent. [Latin habilitas, ableness (to hold) from habere, to have, hold]

PURPOSE 1. something one has in mind to get or do; aim; plan; intention. 2. the overall aim

which leads to the attainment of a goal.

CLEARING 1. a making clear or being cleared. 2. the action of erasing or releasing harmful energy from the reactive mind, allowing the person to discover the truth for herself. 3. procedures designed to help an individual become well and happy, includes as its basic principle, the exhaustion of all the painfully unconscious moments of a person's life; returning a person to complete rationality, sanity and health through erasure of reactive material in the subconscious mind. 4. asking a person a question, getting an answer to that question and acknowledging the individual for that answer. 5. the application of Alethiology and Alethanetic processes and procedures to someone by a trained Clearing Practitioner, allowing the Preclear to discover the truth for himself. 6. removing wrong answers, false data, barriers, unknowns, etc., from the mind.

REALIZATION 1. a full and complete understanding.

CONDITIONS 1. things essential to the existence or occurence of something else; prerequisites: as, health is one of the conditions of happiness. 2. manner or states of being: as, the patient is in a critical condition. 3. the sets of circumstances surrounding or characterizing a person or thing at a given time. 4. specific operating states of an individual, reflecting the presence or absence of ethics. (The fourteen conditions, in descending order, are: WISDOM, POWER, AFFLUENCE, NORMAL, EMERGENCY, DANGER, NON-EXISTENCE, LIABILITY, DOUBT, ENEMY, TREASON, CONFUSION, STUPIDITY.)

EXIST (verb) 1. to continue to be; to stand out or to be in existence. 2. to be; have reality or actuality. 3. to occur; be present. [Latin existere, exsistere, to step or come forth; ex, out + sistere, to cause to stand, set, place]

EXISTENCE (noun) 1. an existing; state or fact of existing. 2. life; living; continuance of existing. 3. the material and non-material expressions of all aspects of life. 4. an existing state, fact or quality of being or standing out.

SOURCE 1. the point of origin, or it would be the originator, or where something was begun or dreamed up or created. 2. that from which something comes or develops; place of origin; cause.

POWER 1. the ability to get things done. 2. knowing who and what you really are. 3. the degree of ability to carry out an intention. 4. the ability to act or produce an effect.

WISE (adjective) 1. having or showing good judgement; farsighted in judgement; keenly perceptive; capable of exercising sound judgement in practical matters; careful about what one says or does. 2. the opposite of stupid. [Latin videre, to see]

WISDOM (noun) 1. the quality of being wise; the power of judging rightly and following the soundest course of action, based on knowledge, experience and understanding, etc.; good judgement; keenly perceptive; farsighted in judgement; sound judgement in practical matters. 2. the correct use of learning and knowledge. 3. the opposite of stupidity.

FREE 1. able to choose for oneself; not restricted by anything except its own limitations or nature. 2. not under the control of some other person or some arbitrary power; able to act or think without compulsion or arbitrary restriction; having liberty; independent.

FREEDOM 1. the state or quality of being free. 2. the absence of hindrance, restraint, confinement, repression, etc. 3. ability to create and position energy or matter in time and space. 4. the absence of barriers. 5. a lot of space, and ability to use it.

* * *

USES OF THE AWARENESS CHARACTERISTICS

31 MARCH 1991

AWARENESS 1. The ability to perceive the existence of.

Awareness itself is perception.

By "Awareness Characteristic" is meant that of which a Being is aware.

There are about 54 levels of awareness from FALSE CAUSE up to the level of SOURCE.

A Being who is at a level on this scale is aware only of that level and the others below it.

To get case gain such a person must become aware of the level next above him. And so on up in orderly sequence, level by level.

If you skip a person on one level or skip him over several levels, he will experience only an unreality and will not make progress.

The state of homo sapiens runs from around -4 (NEED OF CHANGE) down to the bottom. "Normal" is probably much lower than -4.

DISSEMINATION

The following is part of the Lower Awareness Characteristics Chart:

-7 RUIN

-6 EFFECT

-5 FEAR OF WORSENING

-4 NEED OF CHANGE

-3 DEMAND FOR IMPROVEMENT

-2 HOPE

-1 HELP

RUIN, as you can see, is located on the scale of Lower Awareness Characteristics. But there are 29 conditions below ruin and some people are below ruin. There will be some people you find that you do not reach, but don't worry about them. There are people out there who are looking, and there are those who are not up to it yet. Their awareness is far below that. They have to go through and experience more. As you take the aware people and share Clearing with them, it then permits the area around them to come up. As you become more aware, you go out and handle people better. This creates an environment around you that is more aware and more up-tone. Have you noticed this? Then you bring other people in and they do the same thing and gradually the whole society will be coming up.

MOVING A PERSON FROM RUIN UP

RUIN (noun) 1. total destruction or disintegration, rendering something formless, useless, or valueless. 2. a condition of total destruction or collapse. 3. a person whose physical or mental capacities have been destroyed. 4. the loss or severe impairment of one's health, position or honor. 5. the cause of such loss. (verb) 1. to destroy or demolish; reduce to ruin or disintegrate. 2. to harm irreparably. 3. to reduce to poverty or bankruptcy. 4. to deprive of chastity.

Ruin implies depriving of usefulness, soundness or integrity without altogether doing away with the object injured.

There are occurrences in life that, in effect, ruin people.

Sometimes they are physical in nature - a serious illness, a bad accident after which the person isn't the same - his health has been severely impaired.

Sometimes they are emotional - the person liked other people a lot and felt that others like him or her the same way - a close relationship suddenly falls apart violently and devastated him

emotionally - as a result he or she have never reclaimed the free spirit he once had.

Perhaps it was a loss of honor or integrity. He felt and indeed was, a good productive worker. Took great pride in the products he produced and in the good name and products of the company he worked for. He perhaps bragged to all his friends and relatives of how lucky he was to be working there and what a great company it was. He even started night school to improve himself on the job and started planning out how he would move up the corporate ladder. He had great affinity for his boss and co workers and socialized with them.

Suddenly and for no apparent reason he was pink-slipped. He lost his job, his honor, his sense of prediction of the future and his trust of other "friendly" people.

Perhaps it was mental. The person desperately wanted to be a professional person - a Doctor, Lawyer, Veterinarian, etc., but could not get good enough grades to be accepted into a professional school. His college experience ruined his opinion of himself. He felt obligated to settle for some other occupation as a substitute for what he really wanted to be and has been, by comparison, unhappy with himself ever since.

Failure at things - marriages, relationships, school, businesses, jobs - something that WAS important - ruins people.

EFFECT

What do you suppose the effect of such occurrences are on a person?

Here's an actual example. A young man got married to the girl of his dreams. He had several children whom he loved dearly. His family was the pride of his life. One day he came home from work to be told that his wife has been having an affair for the last 2 years and has taken the children and left him. Since then, 5 years ago, he has been deathly afraid of having a close relationship because the pain of breaking up is just too excruciating.

Make no mistake about it - the effects such occurrences have on people are devastating. There are multi-billion dollar industries making tons of money from these effects. The psychiatrists, the drug companies, are the most obvious but much of the Medical Doctors' handlings are for "psychosomatic" difficulties - a very large portion of which are merely the lingering effects of personal disasters. The major effect is that it makes people unhappy. Yes they try to rationalize it, justify it and explain it all away, but truth be known, they hurt like hell.

Take a look at your own life and the effects some of your bad experiences have had on you. Most people complain about things A LOT. Effect, Effect, Effect.

FEAR OF WORSENING

A person notices the effect. Ouch. The man who went bankrupt - lost his business, couldn't sleep at night, had anxiety attacks, etc., lives in mortal fear that it could get worse. If you talk to people, you will find there are elements in their lives they are desperately afraid will get worse.

The woman who, at age 45, got divorced and feels lonely and depressed. She has a couple of short-lived encounters with men, only to become more convinced that she may not find anyone will actually care for her - ever again.

Fear, like all levels on the Scale of Emotions, has a volume knob. There is, of course, mild apprehension, and then there is wild full blown terror. The look a person gets in his eyes when he says that he doesn't think he will be able to hold it all together - that look is terror, and so you can get a terror that everything is going to blow up as a high volume fear of worsening.

All one usually needs to do is talk with a person to bring him to the awareness that he does have a fear, conscious or subconscious, that things might get worse.

NEED OF CHANGE

Most of us try to take steps to remedy such effects. Some try counselling, some go to seminars on relationships, money, love and sex. Some just get drunk, pop a pill, snort something - others read books about how they can think and grow rich or become more positive in their thinking. Others try subliminal tapes, firewalking, "crystal healing," or Body Work. The list goes on and on.

These at their extreme are desperate attempts to stop the condition from getting worse.

Truth is, in this Universe, nothing stays the same. The Physical Universe does not allow such a thing as a status quo. A thing is either improving, getting better, or it is getting worse. That is the physical universe cycle of action - Birth - growth - decay - death. Anyone thinking a bad condition will get better by itself is simply kidding himself. The effects you experience will not "heal themselves." Time does NOT heal all wounds.

The divorce depressed him. He pulled himself together and got involved in another relationship. It broke up and the depression was worse. It is at that point anyone who isn't brain-dead realizes there is a need to change - something. Because if you don't, it's going to get worse, and worse and worse. So this level is not just, "it would be nice if it changed." IT NEEDS to change.

Do you have friends who complain about the same things over and over and over? Is there a need to change something there?

DEMAND FOR IMPROVEMENT

Being aware that something needs to change is fine. But nothing will change unless one can be brought to the awareness of demand for improvement. For those that expect it all to magically get better on its own, there will never be any hope. Ideas like, "The universe will provide," "God will take care of you," etc., come right out of those people that would keep you trapped in Apathy forever.

DEMAND (verb) 1. to ask for urgently or firmly, leaving no chance for refusal or denial. 2. To need or require as useful, just, proper, or necessary.

IMPROVE 1. to advance to a better state or quality; make better.

Improve refers to an act of raising in quality or value or of relieving an undesirable situation.

Nothing changes anywhere for the better unless there is a real demand for improvement.

Demand for improvement is the key to success on any front. Any part of a person's life that does get better was preceded by a demand for that improvement. This was not a wish or empty desire or merely a thought that it should improve. When things go better, it is because of a demand that they do so.

You can look over people's lives and your own life. Things did go better - name a few. Was there a point just prior to that improvement where you decided, demanded, fought like hell, to get it improved?

HOPE

HOPE (noun) 1. a feeling that what one desires will happen.

HOPE (verb) 1. to wish and expect.

When you have hope, you are able to take the actions necessary to fulfill your desires. A person in Apathy (hopelessness) has no interest in taking action and seemingly cannot act. Why bother when it's hopeless anyway? A person who can be aware of HOPE is on his or her way up the spiral.

The first Step on the Life Expansion Chart is INTRODUCTORY CLEARING, and the Outcome of that step is, AWARENESS THAT CHANGE IS AVAILABLE. This is another way of saying that this person, who has just experienced Clearing for the first time, now has HOPE about his or her whole existence. It is a major step in a person turning her life around.

HELP

HELP (noun) 1. that which is needed to advance toward a purpose or goal.. 2. that which enhances another person(s).

HELP (verb) 1. to assist or aid another.

The word "help" conveys a strong suggestion of effectual action.

Let's talk about help. Can you name some ways you have helped people?

OK. Now, tell me some ways you would like people to help you.

Do this a few times. Can you see that sometimes people haven't helped you the way you WANTED AND NEEDED to be helped?

A person goes to a Doctor asking for help because he doesn't feel well and ends up in exploratory surgery. A person feels depressed and asks a friend's help to just let him get a few things off his chest. He starts to tell his painful story, but before he can tell it all, his friend tells him his story.

Now think of some times you have actually been helped. What a difference!

Clearing gets rid of past and present upsets by eliminating the negative energy contained in past traumatic incidents. As that is done, a person's overall level on the Scale of Emotions rises significantly, and areas in his life that have been severely affected by traumatic experiences become totally healed.

When you bring a person up to HOPE, the next thing he needs to realize is that Clearing can HELP.

SUMMARY

Some people have dropped below the level of RUIN, and not everyone is going to have a reality on what his ruin is. But for those who can confront their ruin, getting rid of it will be of interest to them. You can say, "I know something that could possibly handle that."

The next thing you do is take him up to effect. For example, you could say, "Look, you are very much at the effect of the inability to communicate, aren't you? Well, it's going to get worse." He might say, "Well, that is the way it has been going for the last few years." And you say, "OK, you need to change it." He says, "Yeah, I should."

He will go into each level very easily because that is the level that is there, and then you just go into the next one.

You say, "OK, you should demand that something be done about it. You have to make the first move and that is you demanding yourself to do something about you. Otherwise, it won't get done, will it?"

Next you go into hope and help. "There is a chance that possibly Clearing could help you with this. It has helped others. Maybe it could do something for you."

But you don't give people a lot of information. You give them some benefits, and then if they don't reach, you withdraw. This is a way of getting them to reach, and many people make the mistake of over-reaching. They talk to people and give them too much data; they over-reach and force the other person to withdraw.

Basically all the person is interested in is what is going to help or benefit him. If he has a lot of failed help, you have some work to do. Some people vary in the length of time they take to come into Clearing after first hearing about it. Just reach and withdraw and give him benefits. Always handle the individual in front of you. Avoid a set pattern. Handle what is necessary with ARC. Grant the person lots of beingness.

In taking a person up the lower Awareness Characteristics from RUIN, it is essential to ensure that you actually have the person on each level before you go on to the next. If you don't, you have a missed gradient, and the person will stay at the level below the missed level.

Example: You have the person on "FEAR OF WORSENING" and you say, "You need to change it, don't you?" He says, "How do I do that?" You haven't gotten him on NEED OF CHANGE. Need of change is, "Yes, I need to change that," not, "How do I do that?"

You have to listen to what he is saying and make sure it fits the level and not something else. Take a look at the difference in meaning between "I need to change that" and "How do I do that?" In the latter there is no decision to change and he is dodging the issue.

Occasionally you will get someone who is above ruin. The thing you will work on with them is purposes. Purpose is much higher on the scale than ruin, but it is the same principle. Find out what the person's purpose is and then align Clearing to that purpose. You say, "What is it you want to do in life" Look him straight in the eye and say, "You can do that." Bring him to understanding as to how Clearing can help him achieve his purposes in life.

In every case it takes as long as it takes. Never feel you have lost by someone not coming in. Just play it as a game and don't get serious.

POWER PROCESSING

Notice that the three Awareness Characteristics called Source, Existence and Conditions are very near the top of the Awareness Characteristics Scale. These are the key buttons for the three main Power Processes which are the subject of Section Four of the Excalibur Preparation Course.

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Definitions for Commanding Officer Cycle Rundown

17 December 1986

S Qn or Static Qn: a "Big Qn" or "Player," who for one reason or another has decided to sit, for now, outside the game, or chose to do so by Rights of a Qn. Usually they don't know the Tech so have out-ruds. They can permeate the Playing Field and get in comm with other Players

telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones. There are "stages" of Static:

1st Stage = outside a GUM

2nd Stage = outside a CCC

3rd Stage = outside a Ring

4th Stage = outside of the Ring Archives but still in U0 (the agreed upon playing field).

5th Stage (Super Static) = the EP of the Super Static RD after OT 16 - exterior to the Ring Archives and the Playing Field.

Qn: a general term meaning any life unit. S Qn, Big Qn or Player, Lambda (l) Qn, Phi (F) Qn. An awareness of awareness unit.

Big Qn or "Player": the preclear or Clear you are auditing or the Qn called "me" who has a case. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body Qn" or a "Monitor" or "Operator" or "Implanter." All "Players" were originally Static Qns.

Lambda (l) Qn: a "lambda" or "life form" Qn. One who has a function of caring for or operating life forms. Can be a "genetic-entity," a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. May be part of a team of such Qns who were hatted to do this in early MEST Universe track prior to Inc I or from E/U Games or even earlier GUMs. All true l Qns basically are MOCOs. However, you may find a Player Qn occasionally implanted or suppressed into the "belief" he is a l Qn. Also called loosely "Body Qns." Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid." l Qns like to copy or hold "pictures" for Big Qns or make them as a result of his intention. l Qns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (F) Qn or (F) Qn: "Phi Qns" or MEST Qns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 F Qns have been organized by their "Board of Directors" and do not cooperate with any Big Qns normally, because of their ARCB LD (ARC break of long duration) on being dumped. All F Qns originally were

MOCOs. F Qns align with the 6th Dynamic. (Ref. Dianetic Axioms) (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint." A MOCO is a Created Qn by one of the Big Q ns or Static Qns for use in the games. They, therefore, do not have any time track earlier than their moment of Creation. That is the basic on their "Case." (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a I Qn or F Qn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO). (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the F Qns were originally VIA MOCOs who got dumped with their F Qn Creations into the MEST U.

Another class of MOCO is called a "Clone." This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have gotten implanted while doing their "missions."

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game." See also, more on these under "MOCO" definitions.

Prime MOCOs: These are the MOCOs a Player created to prepare for and start the Games. There are 4 of them. One is the basis of the "Analytical" Mind. Another is the Basis for the "Security" Mind (which became the "Reactive" Mind), and another is the Basis for the "Social" Mind. The 4th one is the MOCO which was used to Create the Playing Field and Ring Archives Games as an agreement with all other Players. The interesting thing about the Prime MOCOs is that they CAN NOT BE RUN OUT until the Player is finished the Games (After OT 16). He created these Prime MOCOs with the Super Static postulate to assist him throughout the games,

so at any point before that, he is simply not powerful enough to undo or as-is that postulate. If encountered in a session on OT levels, they should be thanked for what they did in the session and told to continue HELPING till the Player is finished the Games.

PLUG: An organized part of the case on Excalibur. It consists of several "terminals" (each of which may be very complex, and consist of many Qns, with various functions as a unit or "thing") having a function to perform on a case connected by holding lines. Holding means "suppression carried out through time" or "constant suppression." There may be several plugs on one "stack" or a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a Qn. It can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thoughts!

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD" who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player Qns were supposed to learn, by doing this, to take responsibility for their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100 x 10303)(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the Qns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an E/S area of charge.

GUM: a Games Universe Model. It can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the Qns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency," as in the MEST Universe (one of the universes in this GUM). There are also "Earlier Universe Games" in it. "Time" does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with.

CCC: a " CASCADE TO COLLECTION CYCLE" - this is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM for Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it could, as well, be a GUM for "picturing aesthetics," "creating aesthetics," "exchanging aesthetics," etc. with all types of aesthetics in each GUM and then in later ones combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" Qns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND. Refers to Ring 10,000 being a "re-play" of Ring 9999 and all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND. Refers to Ring 9999 the 1st time it was played. The critical GUM which prevented Qns from finishing the Ring properly was GUM 0, CCC 24, RING 9999. (This same one we are doing over again now on Ring 10,000).

LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

All major incidents of TTA also happened LTA.

Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to run out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static

3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

BST: BLACK STATIC THETAN (or BLACK STATIC TECH). The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or "own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

WBR

Sr C/S Ron's

OT14-16 29 May 86

C/O Cycle RD

(After Prior Assessment and Clone Cycle RD)

As a necessary step after the Clone Cycle RD, and before OT14. This RD will get the Pre-Static or OT in full command of his body.

CO is "Commanding Officer." [Reference: R1 Tape on S.N. (Super NOTs) Case]

Theory

After the Prior Assessment and Clone Cycle RD, the OT still has a body. He will be using it to carry out Game of Games doingnesses and further auditing. It is now composed of U2 particles plus any perceptic MOCOs he may have put in it. The U2 particles are other's (U2) dumped (responsive and un-responsive) creations and MOCOs. This RD puts him in command of all who wish to remain and carry out the game purposes with him, and frees the rest or allows them to retire to Static Point and wait - as a sort of "reserves."

Procedure

1) TR0 (All GUMs).

2) Run off any (plus or minus) Perceptic MOCOs from the Body belonging to the OT. (That's the person who is doing the auditing).

A. Spot them.

B. MOC or Free or Wait at Static-Point or take a hat in the game.

C. Ack them. TR2 to clean F/N.

3) Run PrPr 4,5,6 on the remaining U2 MOCOs.

(This includes responsive and unresponsive ones as PrPrs handle both types.)

4) They will awake, go thru the recognitions of being created, dumped, aligned with "loser laws" or under B of D (Phi-thetans) orders and finally under the OT's command. (Impressions of their not-ised lines to billions of "creator thetans" will show up and as-is, then the B of D social democracy lines will show up and blow, then finally into PT with an awareness of the OT who is auditing them as the "boss" or CO.)

5) Give them the R-factor on the Game Purpose, GUMs, and rights of a thetan.

6) Give them the choice to "Help in the Purpose under Command of the OT" or "Return to your

MOC and go free" or "Return to Static point and wait for the end ofthe GUM."

7) The ones who decide to "help under command of the OT" (after the rest have gone), can now be ordered by the OT to do whatever he considers optimum. He applies the "Normal Operation" formula, eliminating nonoptimum conditions and enhancing optimum conditions of the body.

8) The Phi-Thetans he does not need at present should be ordered to Static Point as "reserves" to be on call if he needs them later to patch up his body or another's.

9) The OT should be able now to change his body on a gradient via these helping Phi-thetans to an optimum state for his game and purpose.

10) It is best to do this on a meter to see that all the Phi-thetans get the

commands. When they do, there will be a Clean F/N. It's group auditing.

EP

The OT takes over command of his own body from the U2 thetans who dumped its components and from its component Phi-thetans who were responsively or unresponsively following B of D Phi-thetans' orders. The "optimizing" steps can be done in later sessions (solo) as needed.

The Tech-Qual Part

Does: OT 12 Pre-sessions

PrPrs

Blow Steps

Can't Blow Steps

on the newcomers.

Note

It is wise to set up an "org board" of these Phi-thetan helpers (7 div) so that new food, air, etc. coming in to the body is also recruited, R-factored, and audited to their own choice as in (#6), thus keeping the body in an optimum state.

BR

SrC/S Ron's

The C/O Cycle Rundown

Procedure

13 June 1986

Now before the beginning of the OT 14 we have a special thing which is needed to get people into the Super Power area and that's called "The CO Cycle Rundown" (Commanding Officer Cycle Rundown). The reason for this rundown is simply this: After OT 12-13 and after these various Prior Assessments and Clone Cycle rundowns, the only thing left that the OT can see now is the combination of U2s. In other words, everything to him looks like U2 and U3 is even the sum of U2s.

Its a composite resistive, U2 Case and he sort of seems to be "outside of it a little bit." It's sort of all "New in a New Unit of Time," but he is not really connected into it anymore. However , if he is still using his body, to audit with and carry on up the Levels with, he has a very important Piece of his U2 still attached to him and under his control. So the "CO Cycle," the purpose of that, is to

have him take full control of that piece of U3 (known as the "combination of U2s") that piece of U3 known as "his body" and he takes full control of that. And that is done in the following manner: I'll just take my notes here. All right, and I have the notes here, and so: "The purpose of this rundown, CO Cycle Rundown, is: To put the Thetan in Command of all Body Mocos who wish to remain and carry out the Games Purpose with him. That's the ones in his body (all the Mocos and various bits, and Perceptics, and so on). And free the rest and allow them to Return to their Creators or retire to Static Point and wait as a sort of reserve.

So the Procedure is this:

(1) TR0 (on the body and the immediate space around it)

(2) Run off all plus and Minus Perceptic Mocos from the body which belong to the OT. (That's the person who is doing the auditing. It can be done Solo)

(A) Spots them.

(B) Does a "Moment of Creation or freedom" or "Wait at Static Point."

or (here we have another possibility on this particular rundown), they can "Take a Hat in this Game," So, they "Return to their Moment of Creation to their Creator" - or "Free" or they wait, they "wait at Static Point." "Return to a Static Point and just wait to be a reserve." Or they can take a hat in this Game with him. And on each of those decisions, any of them they make, it should be acked by TR2. So he does that until there is a Clean F/N. Then he takes the rest of the body in his space. Now first we took his Perceptic Mocos and so on. Now all the rest should be the U2.They belong to other people. All the rest of the pieces of the Mest in there, the Mocos he is shepherding around, are belonging to U2 Terminals.

So now we have to get them responsive and handled and then give them the same choices. So number (3) is to run PR 4, 5, 6. on remaining U2 Mocos. (This includes responsive and unresponsive ones as Pr Pr's handle both types) So we handle it both in one shot here. And they will awake on this and go through recognition of being created, dumped, aligned with the Phi Thetans or whatever, and finally they will realize they are under the OT's command and he is auditing them. And impressions of their Not-ised lines to billions of Creator thetans will also show up, and they will also as-is, because, you see, the U2 Creator Thetans of them are still hooked in, not-ised but still there, so the lines will appear like "beams or tractors to your body. So they will show up and then they will as-is, and that's the lines. And then the Board of Directors of the "Phi Thetans" Social Democracy lines will show up, and blow. And then finally the whole body will come into PT with an awareness of the OT who is auditing as the "Boss" (or the CO). In other

words, the body will go through its whole Time Track and it will finally blow into PT.

(4) Now when it's in PT and you are the "Boss," this is after (Pr 4,5,6), you have to give them the R-Factor on the Game Purpose, Games Universe Models and Rights of a Thetan and next:

(5) You have to give them the choice to: "Help in the Purpose under command of the OT" or to " Return to your Moment of Creation or go Free" or "Return to the Static-Point and wait till the end of the GUM." Now, that way you are giving them the free choice which we give to all Thetans, per Rights of a Thetan, OK?

(6) Next step. The ones that decide to "Help under the command of the OT" after the rest have gone, can now be ordered by the OT to do whatever he considers optimum. He applies the "Normal Operation Formula": Don't change anything. Eliminate any non-optimum conditions of the body, improve what is going well. Now these things won't happen immediately, but they will get to work on them right away. You will find the Phi Thetans he does not need at present should be ordered to Static Point as reserves to be on call if he needs them later to patch up his body or anothers. The OT should be able to now change his body on a gradient, via these helping Phi Thetans, to an Optimum State for his Game and Purpose.

(7) And the last note here is: It's best to do this on a meter to see that all the Phi Thetans get the commands.When they do it will be a clean F/N. It's group auditing. The EP of this is: That the OT takes command of his own body (from the U2 Thetans who dumped its component Phi Thetan who were (responsively or unresponsively) following the Board of Directors of the Phi Thetans' orders.)

(8) The "optimizing steps" can be done in later sessions (Solo), as needed, so that means if he is fixing up something in the body he can also see that it is being done later on.

(9) Now you will find here that it is very wise to know some Policy, because you will have all this mass of juniors running in the body and you better set them up in an Org Board. So you have to know some Policy on that, and I have a note here: "It is wise to set up an Org Board of these Phi Thetan Helpers. It's on a 7 Division basis so that new food, air etc, coming into the body is also recruited, R-factored, and Audited to their own choices as in the process." This is "keeping the body in an optimum state," because you realize the body is always pulling in more and more MEST (food, air and so on) and it has to be audited as well so everything stays just totally optimum. I found it's very interesting. You can set up an Org Board exactly like LRH says in the Basic Policy Books, with the HCO side and the Org side, and have some of the Phi Thetans being auditors and some of them handling the body functions and communications and so on, Generally it works very well, and you can use the right and left lobes of the brain and have the guys in there working as the "Executives" and all down through the lines, and all that. They have a great time

once they are doing it under your command and you acknowledge them and so on. You will find as food comes into the body it takes them a while, and then the whole thing feels totally audited and handled and so on like that. They do get their "Hats" on, but you have to Hat them though. You have to tell them various "processes" to free Mocos and so on and even how to run Power, but finally they are running things just fine under your directions and now you have an optimum tool, the body, to use in the Game, to continue on with.

(10) I advise this step (CO Cycle R/D) to be done before "Power Plus for OTs" because it is something people have attention on. (Of course, since the body is mostly U2s). After these earlier levels it's just the rest of the U2s all having attention lines to the body and the Thetan says: "What is this thing? It's like it isn't my creation. It's somebody else's or a lot of other people's. It's weird.It doesn't listen to me! and so on. But now he does the "Danger Formula" on that and "Bypasses and handles it," and brings it back up through "Emergency" through to "Normal" and gets it into an optimum state. If you need anymore help with this I'm sure there are people who can refer you to Policy Volumes. Basics in Volume Zero like "How to set up an Org Board" and it works very well. You don't have to know any real "Medical Data" to do it. Just the general idea of it, like "The Executives are to see that the body keeps breathing, the heart keeps going, and so on," and its use. "For when I need extra energy and so on, it must be there and ready." You know, everything you want. You just put it in. And everything you don t want you just tell them: "That's not useful anymore, just phase that out, so on and so on." Like-extra fat or whatever you don't like, you know? They might have to audit the fat to get it responsive, and wake it up and route it out or give its Mocos their choices, but still in all it can be done. So you can have a good time "optimizing your body" on the CO Cycle Rundown and in later sessions (after you get your FTA in the rundown).

Taken from Tech Briefing #11 by WB Robertson

EXACT STEPS OF C/O CYCLE

RUNDOWN

13 JUNE 1986

C/O = COMMANDING OFFICER

DONE BEFORE THE GRAIL

AFTER OT 12, 13, ETC.

OT 17 and 18 Games Master

Super Static Rundown

OT 16

OT 15

OT 14

C/O Cycle Rundown

Clone Cycle Rundown

PreStatic Prior Assessment

OT 13

PreStatic Life Repair

OT 12

After OT 12, PreStatic L/R, OT 13, PreStatic Prior Assessment, Clone Cycle Rundown comes the C/O Cycle Rundown. The C/O Cycle Rundown is done just before the Grail. The Grail is OT 14, 15, 16 and Super Static Rundown.

The only thing left after the Clone Cycle Rundown the OT can see now is the combination of U2's. U3 is even the sum of U2's at this point sort of a composite of resistive U2 case. He seems to be outside of it. It is a new unit of time. He's not really connected into it (U3) anymore. However, if he's still using his body to audit with and carry on up the levels with, he still has a very important part of this U2 still attached to him or in his control and this is the body.

The purpose of the C/O Cycle R/D is to have him take full control of that piece of U2 combination of U2's or that piece of U3 known as his body.

PURPOSE: To put the Thetan in command of all who wish to remain and carry out the game purpose with him (body MOCO's) or free the rest and allow them to return to their moment of creation or rest at static point as a sort of reserves.

STEPS OF C/O CYCLE R/D

1. TRO all GUMS

2. Run off any + or - perceptic MOCOs from the body belonging to the OT.

+ OR - PERCEPTIC MOCOS = OBJECTIVE OR SUBJECTIVE MOCOs

A. Spot them

B. Do a (1) RTYMOC or (2) Go free or (3) wait at static at reserve or

(4) They can take a hat in this game with the OT and help him.

C. Acknowledge - Any of these should be acknowledged with good TR 2.

Do all of this to just a clean F/N

3. Take the rest of the body into your space. All the rest should be the U2. They belong to other people(U2 Terminals) - all the pieces of MEST that make up the body. Now we have to get them responsive and handled. Then give them the 4 choices: (1) RTYMOC (2) Go free (3) Wait at Static or(4) Help

4. Run PrPr 4,5 and 6 on the remaining U2 MOCOs. This includes both responsive and unresponsive ones as PrPr 4, 5 and 6 handles both types. Handle both types here in one shot. They will awake and go through the recognition of being created, dumped and aligned with Phi Thetans (FQns) and realize they are under the OTs command and he is auditing them. Impressions of their notised lines to billions of creator Thetans will also show up and as-is. These are sort of like beams or tractor beams to your body. These lines show up and as-is. Also the lines from the Phi Thetan (FQn) social democracy will show up and blow. Finally the whole body will come into (P.T.) present time with an awareness of the OT who is auditing them as the boss or commanding officer (C.O.). The body will go through its whole Time Track and finally come fully into present time. Now it's in P.T. and you are the boss or commanding officer. A PHI THETAN IS A MOCO WHO HAS BEEN FREED.

5. After PrPr 4, 5 and 6 are run to full power EPs, you have to give them (body MOCO remaining) the R-factor on the games purpose (The GUMs purpose) and the Rights of Thetan.

GUM = Games Universe Model

PURPOSE = Improve the Quality of Theta

CHOICES ARE:

A. Help in the purpose under the command of the OT

B. RTYMOC

C. Go Free

D. Return to Static Point and wait for the end of the GUM

6. The ones that decide to help under the command of the OT, after the rest have gone, can now be ordered by the OT to do whatever he considers optimum. He (The OT) applies the normal operation formula, eliminating non-optimum conditions and enhancing optimum conditions of the body.These things won't happen immediately, but they (Body MOCOs), now Phi Thetans (FQns), will get to work on them right away. The Phi Thetans (MOCOs) he does not need should be ordered to static as reserves so he can call on them if he needs them. The OT should be able to change his body on a gradient via these helping Phi Thetans (MOCO's) to an optimum state for his game and purpose.

EP: The OT takes command over his own body from the U2 Qns who dumped its components and from its component Phi Thetans who were responsively and unresponsively following the "Board of Director" Phi Thetan orders. The optimizing steps can be done in later sessions solo as needed (he can see that it is being done later on). It is wise to know policy. You now have a mass of juniors so you can set up a seven division Org Board so that new MOCO coming in, in the form of food, air and water can be recruited, R-factored and audited. This keeps the body in an optimum state. You might have to teach these Phi Thetan how to run all these steps of the C/O Cycle R/D (including PrPr 4, 5 and 6 on new arrivals). MOCOs which or who go free or help become Phi Thetans Those who "RTYMOC" disappear. Those MOCOs who want at static become static Phi Thetans.

Taken from Tech Briefing #11 of WB Robertson

CONFIDENTIAL

POWER PLUS FOR OTs

THE GRAIL (OT 14, 15 AND 16) PREPARATION COURSE

CHECKSHEET

28 SEPTEMBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course

2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)

2. Advanced Ability Stabilization (OT Life Repair)

3. Body Rehabilitation (Body Rehab)

4. The Phoenix (OT 9, 10 and 11)

5. OT 12

6. Pre-static Life Repair

7. OT 13

8. Pre-static Prior Assessment

9. The Clone Cycle Rundown

10. The C/O Cycle Rundown

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____DATE COMPLETED:_____

ATTESTATION:

The materials on the Super Power for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Super Power for OTs

level to anyone below this level.

.ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE BRIDGE TO TOTAL FREEDOM - THE OT LEVELS _@_____
2. READ: THE BRIDGE AT RON'S ORG ___@____

SECTION TWO: THE GRAIL THEORY AND PRACTICAL

1. READ: TECHNICAL BRIEFING #11 ___@____
2. TAPE: LISTEN TO TECHNICAL BRIEFING #11 _____
3. READ: PHOENIX PROCEDURE STEPS __@_____
4. READ: OT 14 - NECESSITY LEVEL __@_____
5. READ: OT 14, 15, 16 _@_____
6. READ: OT 14 - POWER PLUS FOR OTs __@_____
7. READ: OT 15 - POWER PLUS FOR OTs __@_____
8. READ: OT 16 - POWER PLUS FOR OTs ___@____

SECTION THREE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____.I have trained

this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE GRAIL PREPARATION COURSE

* * *

THE BRIDGE TO TOTAL FREEDOM

THE OT LEVELS

Grade Name of Grade End Phenomenon

GMC Games Master The ability to play or not play any game Course game in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of

OT XV games

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond

OT XI one's own universe

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TECH BRIEFING 11

"Power Plus for OTs"

13 June, AD 36

RON's Org Frankfurt

Welcome To Power Plus for OT's! This is Capt. W.B. Robertson, Senior CS Rons Org. This song you Just heard is called "The Grail," and it well represents these Levels, which are corresponding to Levels 14, 15, and 16 OT levels.

Because there is a lot of knowledge and Power to be derived from these Levels, which was the original "secret of the Grail", the "Holy Grail " or "Lost Grail" or whatever - but it fits.

Pre-Static Prior Assessment

The first thing I want to talk about is at the end of OT 13 on the Last Briefing. And this is for Auditors and C/Ses mostly, because most of you have already had these rundowns, but I expect the auditors and C/Ses to be at a bit higher level on the bridge, so I want them to have these notes on tape. They are already in written form. And this is on the "PreStatic Prior Assessment." And that is coming at the end of OT 13.

It says here, before completing OT 13, there is a step to "polish off" or to "As-is and Free" any Mocos or Mules the OT may have with others, especially the Implanter Org and Xenu. These are areas where he might not have looked on earlier levels, or on OT 12 and 13 .

The theory is that his Mocos could have been created for "admiration" (plus and minus) - or to "Via a creation" or to "form perceptics" which he doesn't need any longer.

The "plus and minus A" Mocos have probably been handled on the "PreStatic Life Repair" which was between OT 12-13 and his "Creation Mocos" (or his "held and dumped creations") on OT 12-13, but the "Perceptic Mocos" may still be there tying him in to an automaticity which can be monitored by another's Mocos on the same Perceptic. An OT's Perceptions come from his Native Ability to postulate and Perceive, not from "Vias".

The attached 12 areas in the study pack for the course are assessed and handled until all are F/Ning. Each will get a Clean F/N as handled and at the end an FTA. Note: The "55 Human Perceptics " from the Book of Scales can be studied and used if any in "Column C" read. ("Col C" covers The Perceptic Mocos).

Now, I just want to read from the areas here. You work from the bottom up. It's a box that has Column A,B,C. Column A has " Admiration Mocos". B is "Creation Mocos, " Via Mocos", the ones that are used to create something for the OT, And, Column C are the "Perceptic Mocos." All these are plus or minus Mocos. They can do it positively or negatively. Now, coming down the side are the levels 1,2, 3, and 4. This makes 12 areas (3 Columns and 4 levels) and at the top level we have "Knowledge, Responsibility, Control." (Across Column A-Knowledge, Column B-Responsibility, Column C-Control.) These Mocos could be put on Terminals, or Areas, or lines , as it goes across there.

Level II coming down has "Affinity, Reality, Communication." Again, 'Affinity Terminals, "Reality on Areas", "Communication lines."

Level III comes a bit more down. Its the false Scale "KRC" of Xenu, "Status Conformity, and Monitoring" and again it's on Terminals, Areas , and Lines. So it's "Status Terminals", "Areas", and "Monitor Lines."

Level IV is down at the Bottom where it all becomes "automatic". And it's "Admiration, Agreement, and Automaticity." "Admiration on Terminals", "Agreement in Areas", and "Automaticity on Lines." These are used and checked over from the bottom up. So, Column A going up is: Admiration Terminals, Status Terminals, Affinity Terminals, Knowledge Terminals. Then , Column B: Agreement Areas, Conformity Areas, Reality Areas, Responsibility Areas, And Column C: Automaticity Lines, Monitor Lines Communication Lines, Control Lines. If this id done properly, all the Mocos will be swept clean from these areas whenever it reads, one handled it to clean F/N and those Mocos will be found and given their choice of "Return to your moment of creation,or go Free!". Now, when that is all done there will be a nice FTA. And, remember to handle all the positive and negative Mocos on those areas. And that is the end of the Pre-Static Prior Assessment. Its sort of a "dusting off" and " cleaning off " of all these areas.

The Clone Cycle Rundown

Then at the end, after the Pre-Static Prior Assessment, is what is called the "Clone Cycle Rundown". I described this on the last Tape,"Tech Briefing No. 10". And I'll give you some notes here from it: It says: "It is possible the OT created even more powerful Mocos which could take his place, or his "Central Viewpoint", while he was somewhere or some-one else . These would have nearly all his abilities but nevertheless are "Clones" or "Mocos".

They could be a "Moco Static Thetan", "A Moco OT" (or a "Power Thetan" or Big Thetan Moco), or a "Regular Thetan" (ARC Type Thetan), or Lambda Thetan" (to run a body), or "Moco S.C.M."

(which is Status, Conformity and Maintain Control or " Monitor Moco" to divert the implanters, you see, so it could pretend other- determinism for instance), or there could be even a Phi Thetan (Admiration, Agreement, Automaticity type Moco to pretend total effect). These areas, of course, come from the 12 areas which you did the "Prior Assessment" on. Now we are looking for almost a complete duplicate of ONE's SELF that could be created from these areas.

Now you work The Clone Cycle you work it up, looking for: First, any Mocos in the Admiration, Agreement, Automaticity category. They will be at total effect and you handle them by the process: "Return to your moment of Creation or go Free!." You might have to give them the idea of why you created them. Admin whys and so on might come off. ARC break etc. but they will go free very easily.

(These correspond to "Broken Pieces"). And going up from that, will be the Status, Conformity, Monitor (or " Maintain control" type Mocos which were to fool The Implanters or substitute for you to make the Implanters think you were implanted when you really weren't. And these will be in the "Piece" area .They will be in the Piece area and they will be other-determined, but you can still free them because You created them. Then there will be "Player" Mocos on the ARC - Understanding Level, and they will be .. (I should be actually calling them Clones, because they are Clone Mocos because they actually, nearly, have all the abilities of a thetan except they were created), so that's ARCU on the Player Level. There are KRCP Clones on the Games Maker Level, which would be Clone "OT"s or "Big Thetans", You see?. And then there would be Clone "Static Thetans" or No Game Makers or "Above the Games" or "Pan-Determined" type "Big Static Thetan" Clones.

Now when they return to their "Moment of creation" just indicate: "The Game is over", and that's the Admin Why of their moment of Creation. You cloned them for a Game, of course. "The Game is over so do you want to go free?" There may be some Itsa, just acknowledge it and validate them for doing their job and then give them their freedom. They may have to also run their Mocos, because they may have created some. You may have given them the ability to create Mocos on their own. You can sort that out as you run this Clone Cycle and each will go to Clean F/N and Big FTA at the end.

I have a little note here, and it says - "If any other Big Thetan pops in and tells the auditor he is a clone of theirs - (This is some guy coming in and saying "You are really my clone") - you see you are the auditor, he is saying "you are really my clone" then just tell him: "I choose to be free, thank you" , it's probably bullshit anyway. (And even if it isn't, you can choose to be free and continue on with your sessions). Sometimes they try to do that, or somebody else's Clone will try to do that, to keep you out of the Game and that's very funny, but that should finish up any difficulties you may encounter before the end of OT 13.

The C/O Cycle Rundown

Now before the beginning of the OT 14 we have a special thing which is needed to get people into

the Super Power area and that's called "The CO Cycle Rundown" (Commanding Officer Cycle Rundown). The reason for this rundown is simply this. After OT 12-13 and after these various Prior Assessments and Clone Cycle rundowns, the only thing left that the OT can see now is the combination of U2s. In other words, everything to him looks like U2 and U3 is even the sum of U2s.

Its a composite resistive, U2 Case and he sort of seems to be "outside of it a little bit". It's sort of all "New in a New Unit of Time," but he is not really connected into it anymore. However , if he is still using his body, to audit with and carry on up the Levels with, he has a very important Piece of his U2 still attached to him and under his control. So the "CO Cycle", the purpose of that, is to have him take full control of that piece of U3 (known as the "combination of U2s") that piece of U3 known as "his body" and he takes full control of that. And that is done in the following manner: I'll just take my notes here. All right, and I have the notes here, and so: "The purpose of this rundown, CO Cycle Rundown, is: To put the Thetan in Command of all Body Mocos who wish to remain and carry out the Games Purpose with him. That's the ones in his body (all the Mocos and various bits, and Perceptics, and so on). And free the rest and allow them to Return to their Creators or retire to Static Point and wait as a sort of reserve.

So the Procedure is this:.

(1) TR0 (on the body and the immediate space around it)

(2) Run off all plus and Minus Perceptic Mocos from the body which belong to the OT. (That's the person who is doing the auditing.It can be done Solo)

(A) Spots them.

(B) Does a "Moment of Creation or freedom" or "Wait at Static Point".

or (here we have another possibility on this particular rundown), they can "Take a Hat in this Game," So, they "Return to their Moment of Creation to their Creator" - or "Free" or they wait, they "wait at Static Point". "Return to a Static Point and just wait to be a reserve". Or they can take a hat in this Game with him. And on each of those decisions, any of them they make, it should be acked by TR2. So he does that until there is a Clean F/N. Then he takes the rest of the body in his space. Now first we took his Perceptic Mocos and so on. Now all the rest should be the U2.They belong to other people.All the rest of the pieces of the Mest in there, the Mocos he is shepherding around, are belonging to U2 Terminals.

So now we have to get them responsive and handled and then give them the same choices. So the (3) is to run PR 4, 5, 6. on remaining U2 Mocos. (This includes responsive and unresponsive ones as PR PRs handle both types) So we handle it both in one shot here,And they will awake on this and go through recognition of being created, dumped, aligned with the Phi Thetans or whatever, and finally they will realize they are under the OT's command and he is auditing them. And impressions of their Not-ised lines to billions of Creator thetans will also show up, and they will also as-is, because, you see, the U2 Creator Thetans of them are still hooked in, not-ised but still there, so the lines will appear like "beams or ~actors to your body. So they will show up and

then they will as-is, and that's the lines. And then the "Board of Directors of the "Phi Thetans" Social Democracy lines will show up, and blow. And then finally the whole body will come into PT with an awareness of the OT who is auditing as the "Boss" (or the CO). In other words, the body will go through its whole Time Track and it will finally blow into PT.

(4) Now when it's in PT and you are the "Boss", this is after (Pr 4,5,6), you have to give them the R-Factor on the Game Purpose, Games Universe Models and Rights of a Thetan and next:

(5) You have to give them the choice to: "Help in the Purpose under command of the OT" or to " Return to your Moment of Creation or go Free" or "Return to the Static-Point and wait till the end of the GUM". Now, that way you are giving them the free choice which we give to all Thetans, per Rights of a Thetan, OK?

(6) Next step. The ones that decide to "Help under the command of the OT" after the rest have gone, can now be ordered by the OT to do whatever he considers optimum. He applies the "Normal Operation Formula": Don't change anything. Eliminate any non-optimum conditions of the body, improve what is going well. Now these things won't happen immediately, but they will get to work on them right away. You will find the Phi Thetans he does not need at present should be ordered to Static Point as reserves to be on call if he needs them later to patch up his body or anothers. The OT should be able to now change his body on a gradient, via these helping Phi Thetans, to an Optimum State for his Game and Purpose.

(7) And the last note here is: It's best to do this on a meter to see that all the Phi Thetans get the commands.When they do it will be a clean F/N. It's group auditing. The EP of this is: That the OT takes command of his own body (from the U2 Thetans who dumped its component Phi Thetan who were (responsively or unresponsively) following the Board of Directors of the Phi Thetans' orders.)

(8) The "optimizing steps" can be done in later sessions (Solo), as needed, so that means if he is fixing up something in the body he can also see that it is being done later on.

(9) Now you will find here that it is very wise to know some Policy, because you will have all this mass of juniors running in the body and you better set them up in an Org Board.So you have to know some Policy on that, and I have a note here: "It is wise to set up an Org Board of these Phi Thetan Helpers. It's on a 7 Division basis so that new food, air etc, coming into the body is also recruited, R-factored, and Audited to their own choices as in the process." This is "keeping the body in an optimum state", because you realize the body is always pulling in more and more Mest (food, air and so on) and it has to be audited as well so everything stays just totally optimum. I found it's very interesting. You can set up an Org Board exactly like LRH says in the Basic Policy Books, with the HCO side and the Org side, and have some of the Phi Thetans being auditors and

some of them handling the body functions and communications and so on, Generally it works very well, and you can use the right and left lobes of the brain and have the guys in there working as the "Executives" and all down through the lines, and all that. They have a great time once they are doing it under your command and you acknowledge them and so on. You will find as food comes into the body it takes them a while, and then the whole thing feels totally audited and handled and so on like that. They do get their "Hats" on, but you have to Hat them though. You have to tell them various "processes" to free Mocos and so on and even how to run Power, but finally they are running things just fine under your directions and now you have an optimum tool, the body, to use in the Game, to continue on with.

(10) I advise this step (CO Cycle R/D) to be done before "Power Plus for OTs" because it is something people have attention on. (Of course, since the body is mostly U2s). After these earlier levels it's just the rest of the U2s all having attention lines to the body and the Thetan says: "What is this thing? It's like it isn't my creation. It's somebody else's or a lot of other people's. It's weird.It doesn't listen to me! and so on. But now he does the "Danger Formula" on that and "Bypasses and handles it", and brings it back up through "Emergency" through to "Normal" and gets it into an optimum state. If you need anymore help with this I'm sure there are people who can refer you to Policy Volumes. Basics in Volume Zero like "How to set up an Org Board" and it works very well. You don't have to know any real "Medical Data" to do it. Just the general idea of it, like "The Executives are to see that the body keeps breathing, the heart keeps going, and so on", and its use. "For when I need extra energy and so on, it must be there and ready". You know, everything you want. You just put it in. And everything you don t want you just tell them: "That's not useful anymore, just phase that out, so on and so on." Like-extra fat or whatever you don't like, you know? They might have to audit the fat to get it responsive, and wake it up and route it out or give its Mocos their choices, but still in all it can be done. So you can have a good time "optimizing your body" on the CO Cycle Rundown and in later sessions (after you get your FTA in the rundown).

OT

14 15 16

The Grail

Power Plus for OTs

Ok, so now we go into the "Power Plus" aspect, or the "Grail" aspect of these levels.

The monitoring idea behind OT 14, 15, and 16 is HELP, because now we are above the idea of the "Ability Level". We have the abilities returned that we wanted from OT 12 and 13 and now one must look at, "What does one do with the abilities?" Well, he has abilities and he wants to help, and I can tell you that this will bring you, when you run this - it will bring you right back to the next monitoring ability on OT 17-18 etc, which is Games. This "help" series, of processes here actually

finish off all of the incomplete games cycles and allows the being to start out brand new in a state of Static and Normal Operation. So lets look at these Levels. Now they are quite incredible. They are much more incredible even than what I expected after doing the other incredible levels, and there was some very incredible things here. So I wish you all success and a lot of fun in doing these.

So the first thing to do is to realize that the Power Plus areas are monitored by Persons, Places and Subjects..... The same as VA down at the Lower end of the Bridge, LRH did bring those areas down from a very high Level, and this is the high Level he bought them from. Persons, Places, Subjects.

So the first thing for the OT to do (and he can do this out of session or in a session, but it's just as they come to his mind) after OT 13 and after the CO Cycle Rundown he should probably be starting to think about "Persons he wants to help", "groups of people he wants to help", you see, and "places he wants to help", you see, and "subjects he wants to help". These things, you know, may have been something he has been into before. It doesn't matter. Its just Persons, Places, Subjects that he wants to help. And then he makes ... he puts this down in 3 separate columns, you see, and makes a little list to put in his folder. It doesn't matter how many Subjects, Persons, Places, he puts down, just have him do it.

Anyway, when you come to the 1st session on OT 14, you are going to take up the first area there, on the 1st Session you are going to take up and you are going to find out, what The Item is. And I thought at first you might have to run all the items on all different Connected, Disconnected, Unconnected areas. Apparently you do not.There is only one, shall we say, "containing item", that actually so far as I know, contains the aspects of all the others, and it's quite a large item. Might be, if the guy hits all kinds of groups he might want to help on Planet Earth which includes many, many, many, say "people" then they all might be included under a sort of a "Thetans in the Game" item. You know what I mean? There a a huge all-encompassing item that will LFBD F/N or that "very much F/Ns " and that covers all of those "People he wants to Help" and you will find that in the 1st Session on OT 14. You find what that item is.

And then you have that and now you are going work it from the "outside of the door".... looking in. On the 9, 10, and 11, situations. you are "Opening The Door" and seeing what was out there that you hadn't been in comm with, but now you are the one "outside," and opening doors downward to those who have been out-of comm with you. So now it's the "reverse look" at 9, 10, 11. You understand?.

So you take this area, this "Persons item," and so first it's:

"Thetans connected to the item." See? Thetans connected to the item.

All right? "Thetans connected to the item ..... Boom!!!" That reads. Then you go right in and run steps 1-10 on it from or 9, 10, 11. Same steps. You will find that the cogs are quite incredible! Then the 2nd session of 14 (maybe the 2nd session of 14, but you may have done the CO Cycle Rundown in OT 14, but this is the 2nd session of Power Plus for OTs, shall we say, Super Power Plus for OTs!), the 2nd session item will be the Places item and you find the containing Places item, it will be something containing all the other items, or "summarizes" all

the other items. If he gave a lot of places in the Mest Universe it may be "U 3", or it may be "All The Earlier Universes" or whatever, but it will be an item that LFBDs and he will be happy about it and it's big enough for him to "chew on". You see, we are not doing "tiny bits" of auditing. We are doing enormous scales of auditing. So he gets the "Places" item and you do the same thing: LFBD-F/Ning, very interested.

"Thetans connected to it" reads, so you run Steps 1-10 on that. And then the next session you do the Subjects Item, and you will find the Subjects that summarizes and contains all of the other subjects that he has written down, and he runs that LFBD item. He may be not get it right at first. You would have to get: "What would have to summarize all these subjects? What contains all of it?" And Bang!, he gets it and you are away.You run 1-10 on that, You'll have incredible cognitions and you will run into very interesting Statics, lots of Static thetans, and other kinds of beings that you didn't even, at this stage, didn't realize that they were there.

And I must tell you, on " ARC Break," if the question 3 - or step 3 of the 1-10, it doesn't read on "ARC Break", no F/N, nothing on "KRC Break", or "Theta Break", you might have to find it's a "Static Break". That's even Senior! You see? A Static Break. You run into quite amazing things on these levels. Anyway, the question is the same for OT 14 on each of the Persons, Places, Subjects. It is "Thetans connected to the item" (from "Persons" then the next session, "Places", then the next session, "Subjects" OK?)

OT 15 is the same 3 areas as he got on OT 14. It's very important, therefore, to have the right areas to run. because on OT 15 you run the same exact areas, but you run them:

"Thetans Dis-connected from".

Not Connected to, but dis-connected from on OT 15.And of course you run them the same way: Steps 1-10, etc.

And on OT 16 you run of course : "Thetans unconnected with the items you found on OT 14, same ones). So there's 3 sessions on each Level. And 14 is 3, 15 is 3, 16 is 3, and now when you have done these you will be quite, quite amazed. This sounds very simple, and it is like: "Yes, 9-10-11 - Yeah, we know all about that." No.No, you don't know all about that, because all of a sudden your expansion starts opening up to New areas you have never even suspected were

there, and that's why I call it "The Grail". And the old "Mystics" liked that idea: "The Grail", lost knowledge. Well, it comes up there.

You will find that these Cascade Collection Cycles become - (which contain all The GUMs you see? Cascade Collection Cycles, that's great.) - but now you will find out there were more of those and you will find out there is a certain Number of those CCCs put together into what is called a "Ring" and that there are also "Archives of Rings".

Before that was " the beginning." I just give you those little hints, and that's so you don't think you are getting "far out" into some strange tales or something. And it is that, and it is the "Theta Trap", and apparently we have to do a lot to keep ourselves amused, but at the end of all this there is a Rundown to do, right before you are ready for OT 17 and I'll talk about that on the next side of the Tape.

But to just give you some ideas about the"Power Plus for OT's", I think you will find out in doing this level that any further, shall we say "Missed-" or "Non-Understanding" of the Axioms will go totally clean. You can't help but understand them. In fact I'll give you an example: I had always known about the Axiom of "The Highest Purpose in the Universe is the creation of Effect", you see? Very simple. Yes obvious, obvious, obvious, very obvious. Highest Purpose in The Universe is the creation of effect. But I don't think I or anyone else,, ever asked the question: "Well, that's The Highest Purpose, well what's the 2nd Highest Purpose". Oh, I see, What's The 2nd Highest Purpose? You, see, a Thetan is very powerful. It's not hard for him to create an effect, so if that's his "Highest Purpose" he can do it very quickly. So he must have a 2nd Highest Purpose. That's what got him in trouble, you see? So what was the 2nd Highest Purpose? Well, you will find out on this Level.

OK, all right! I will tell you. As Auditors you should know this anyway. The 2nd Highest Purpose in the Universe is the Experiencing of the Effect. 1st Highest Purpose in the Universe is the Creation of Effect. That's the Highest Purpose. And what's the 2nd Highest Purpose? The Experiencing of the Effect, the experiencing of the effect, or the Experiencing of that effect.

Anyway it all becomes very, very clear to you on 0T 14, 15, 16 how all this started and why it got to where it was and what we did to get into it and what we are doing to get out of it. And the whole thing, it can hardly be expressed in any words except in Scientology words, perhaps and just say Ron knew what he was talking about when he wrote the "Axioms and Logics", "Pre-logics", and Books, And there are logical derivations and second questions from these points that give you the secrets of everything.

So I know you will enjoy these Levels, and especially after doing the last step, which I'll tell you about on the next side of the Tape. The data and knowledge gained here we are going to use on the OT 17-18 Levels of course. Now, we are going to be in a "Games Level". We are going to change the direction of the whole Game. We are going to be able to handle these points which, if

not handled on the other cases in U2, would prevent them from coming up the Bridge and joining us. So we are going to handle those points in the U2 and U3. That's the only ones, because if we handle all their cases, they won t have any "improvement of quality", but we just must handle these that make them resistive to getting on the Bridge. So from 17-18 it's a real "team co-ordinated effort" and I expect everyone to have a lot of fun at it, and also learn more about the Tech of Scientology and Dianetics if you haven't already because it's what is going to be used in The New Games, and The New Civilization and The New Future for all of us.

OK. That's the end of side I.

And a "Thank you!" to Elron Elray, because without his help this could have

never been done. That's The End of Side I. Thank you very much.

Side 2

Ok This is Side 2, Tech Briefing 11 and the date is 13 June AD 36 or 1986 Teegeeack Time.

We have to also include on this side things I didn't particularly want people to hear on the other side. They can hear the other side just to run 14-15-16 and to do the "CO Cycle Rundown " and to do the other clarifying steps of the last part of OT 13. That's all on the other side. But this side has some data on it, that perhaps it's wise not to let every Pre- OT or OT know about, until he actually encounters it on 14-15-16.

And some of this is very, very incredible and would just be even probably not believed by those that have done OT 13! So incredible... but I know, however, that auditors would be able to confront it. And also they need it to be able to unscramble cases that may get messed up on 14, 15, 16 (or even Lower OT Levels). Now one of the datums comes from a funny fact, that sometimes you will find, on OT 14 15 16 (usually 16), that Thetans encountered on the question, (when they run the "Thetans unconnected with" - whatever the item is) they might run into a certain kind of thetan. Well,instead of a read the TA just starts rising like crazy. Now the TA just starts going up. There is no apparent reason for it. It just goes up. There is nothing that's been overrun. The guy may think that this "Power Plus for OT" Levels is overrun. It's not!

The case which he has hit here is: Certain thetans who have been pushed off into the "Static" area that are dramatizing an overrun. And they are dramatizing an overrun of the "Last Time Around the Ring". "The Last Time Around the Ring." Now, as I explained on the last side briefly, a "Ring" is a connected series of Cascade Collection Cycles. If you view a Cascade to Collection Cycle as a little "cube" all by itself, then you join 25, (actually 24) of these cubes together to form a "Torus" or a "Ring" ... right?, you just bend them together. You will then have a Ring.

Now, if you also realize the numbers of these GUMs (the one we are in for instance is " Zero") and at the ends or at the beginnings of these "Cascade Collection Cycles " there is another sort of "Infinity point" there, or a"Zero point " there, or whatever you want to call it (those two are

apparently points where you can get in or out of the "Ring" or the Cascade Collection Cycle"), but also these are aligned on the Ring so that they go around the "Ring of Games and G.U.M.s - "They go around this ring twice to make one complete cycle.)

In other words, it's like a "Mobius" alignment. If you start on one side of a ring and draw a line that comes around (but not to the same side, it goes around to the other side of the ring) and then goes around again and comes back to the same side, you will have made a "Mobius" ring. It's like a ring with a twist in it, or actually half twist in it. And, if you open that out (that line in it) it becomes an "Infinity" symbol. And that is the symbol of "Infinity" that is present in all of these "Ring Games". That means that the "Ring Archives" (that he will also run into on these levels) are the old Ring Games that have been done already. And I found out in these Levels that: No "older" ring has been done twice. They all have been done once. In other words, they have gone around around again and finished with an "infinity" and that's it. And they haven't been done again. So, it's like that they haven't gone two times around the Ring, or "twice around the Ring" or twice "around the Infinity".

You will understand what I mean if you just draw this out.You will see it. But, in this particular "Game of G.U.M. s Series, or this particular Ring that we are in now, apparently it HAS been gone around on the 2nd time and we are on the "2nd Time Around" it and that's where all the "Fatalistic Philosophies" come from that "everything is the same" and it's going to be "predictable" and it will all come out that everything is the same, and it is going to be"Predicted. and it will all come out" according to Karma" and 'Fate". Because we, as Thetans, have agreed to play this Ring AGAIN and therefore we are sort of on a twice around the circle(or the Infinity)" we are at another ",jumping off point" right here.

And This Time Around (TTA), we are going to really improve the "Quality of Theta", because Last Time Around (LTA) it went differently. Last Time Around it was different, in this small respect, that the "Taken Over Church" was the one that continued and pushed thetans into an unable "Static State" where they couldn't quite make it out of the whole Series of Rings. And that's because it was "allowed" to happen that way, actually as a "proof" that by "Not-ising" or "Altering" the Technology that it would not work! And now you are the people that are still in the Church are dramatizing "The Last Time Around". They are still under Xenu's direction (who took over with his forces Last Time Around and did the same thing). And now you see that Elron Elray is showing us that now you can do it right and we have all something to learn from this. And you will learn from this,And you will learn it on OT 14, 15, 16.

But now, TA going up means that what he has hit, is a bunch of Thetans who have been pushed by Auditing (actual auditing) Last Time Around the Ring into a state of Static which left them totally ineffective. They have locked themselves out of the Game, you understand, so they could not, therefore, deter Xenu. And they therefore, could not be effective against him or actually get to the end of the point of the true Game to "Improve The Quality of Theta." They believed they are improved, but their auditing had lies in it and the TA goes up because they think, "Its an overrun." (They think). But, if you find out very quickly that what it is, is BPC, charge from Last Time Around The Ring, The TA will come down, immediately down, just like that.

You see, as you start saying "Hello" the TA will start going up, up, up. And if it starts going up and you start to say "Hello" "Hello" there is nothing there. They don't want auditing. Nothing, nothing, nothing, OK. Then you say "Is this BPC from Last Time Around the Ring?" Phuff!! TA will come down, Ha!! "What's happening?" "How come?" "The Game is Over?" "What s happened?" You know? So it will come down and then you can get the "Hello" and "Why don't you want auditing?" (It could come up on anyone of these questions.

Then you can get the ARC Break, and then the ARC Break LD and it may go back before this series of G.U.M.s before the Cascade to Collection Cycles and maybe back to the Last Time Around the Ring, or even back into the Ring Archives, but it won t probably go back there until these guys are handled. Anyway, they usually "Blow loose" by a very simple handling on just one of the rudiments, or maybe 1, 2. or 3 rudiments, but when they blow they want to help because they were betrayed by the "Taken Over Church" of Last Time Around, and they want to help, and they want to help free others and do it right This Time Around.

And you will find them caught in such weird beliefs as "Pantheism," "Psychology Tech" -(Super "Ego", "Ego", "Id," etc.) - and others, where they have been taught carefully that "God created everything. He created your ancestors and your ancestors created you". And "your ancestors are dead and God is dead and you are the only creators left." And "No one else exists except, you and, these creations that are left around. Therefore, anything that you experience is either your creation or somebody else's. So, when you start to audit these guys they think you are a "figment in their Imagination," you see? They think you as the Auditor are not really a different person, because they are the only creators around you see? So no one else can "create" anything.

So you are some sort of "Figment in their mind". And they are pushed out into a "Static State of Total Isolation" or shall we say, "in the honeycomb", each one locked up into his own little tiny "Static Universe". They are totally ineffective by that, so the TA might start going up on those kind of guys because it's overrun. They were pushed there by auditing from Last Time Around "Squirrel Tech", that type of thing. Sec Checking the guy into making the guy into effect, and pushing him into a corner as a Static, and making sure he stayed out of the Game for the rest of eternity.

You get the idea? Its so incredible, I was even amazed to find it. I couldn't believe it at first, but this is what blew the TA down and F/TAed and finished the bloody cycles so that's what it was. And I think most of the guys are going to run into this type of activity. So that will blow down the High TA, to find out: "It's BPC from Last Time Around the Ring". They think it's the same old shit. They think they are going to get pushed into a corner again. But it's not. You have to groove them in. This is The Freeing Game. This is Elron Elray's This Time Around. It's different and it's NOT the "Taken Over Church" that is doing it. OK? So that was quite amazing , but also gives the basis for "Prophecy", "Karma" and all that kind of "fatalistic" idea that "everything is all pre-determined from now on". It is really just because it's the 2nd Time Around. OK? So that will come up.

And the other thing that will come up, once that is handled, (and these usually come up on 16), but after that comes up finally the guy will spot the entire "Ring Archives" of ALL THE GAMES PLAYED. All these Rings,CCCs, played, played. But they are all there. Lots and lots of them. And before that, of course, were the Original 1st and 2nd Postulates and before that of course was the " Original Static State". I call it that, because in that "Super Static State", of course, the person was in "A State of Static without Comparison". There was nothing to compare to and the comparison had to be by creating something of "comparable magnitude" to compare the Super Static to.

So the "original creation" was "The Ring Archives", you see? That was the original creation. It was the Ring Archives. It was all agreed to be done and that was the Ring Archives. And the "2nd Highest Purpose" was " to Experience the Effect." You see? The "Highest Purpose" was "the Creation of Effect, to be able to compare the Static State to. Because, how could you "improve" what Static is? Because, how could you improve anything? How could you improve Static unless you knew what it was in comparison to something?

Improve it from what and to what? So first had to be a Condition of Source, and then Existence was created! And that was "The 1st Postulate." And the "2nd Highest Purpose" was the "Experiencing of the Effect," and that of course made the Conditions. And once a person was into the "Conditions", of course, he was into the Ring Games- The "Ring Games" on, on, and on, and on. So, therefore there are Levels and Degrees of Static as well as other "Gradients of OT" and so on.

And a "Static Point" in-between a GUM, a Games Universe Model, is one "Level of Static," And another "Level of Static" is somebody pushed outside, or exteriorized outside, or decides to stay outside of, the GUMs all the way around. Like riding on the outside edge of the Ring or around the Ring's Cascade Collection Cycles. He is sort of riding on the outside or the inside of the CCC, you see? Or he could be outside of the whole of all The Games, on a Ring and feels very "Static," and very internally keyed out, and he can view everything else, but he is not really free because he has not got back to all the other Rings, you see? He is inside of one Ring watching everybody else go around, but that's just another kind of "key-out Static State". And there's a "Key-out Static" outside the Ring, one Ring. He is outside one Ring and he goes: "Whah! I see the whole damn thing! Whah!" And he is sort of in "ecstasy", you know? Whee! But then there's another kind of Static which is outside all of the Rings ever done.That one, of course, gets you back to the original Source,Existence, Conditions, State, and that will come on OT 14, 15, 16.

Now, if it does not come on those Levels, I have a Special Rundown for it to be done, which is called "The Super Static Rundown" and I want to explain that to you now. Now this is to be done only after OT 16 and is the setup for OT 17. And the 1st Step is, this can be done in Session or Solo depending on how good an auditor you are. It is called The Super Static Rundown.)

(1) Point 1 (Step 1) is:

(A) Locate your 2nd Original Postulate prior to The Ring Archives where you decided to "Experience Effect" and " not-is Source and Existence to create Conditions".

(B) Run any "not-is","inval", "suppress" and any "negative Static" or "minus Static" or "Mocos of your own creation".

Now, you realize for a person to postulate something ELSE if he is totally Super Static, and he is not-ising "something, well, then he is not-ising his Role as a Source. If he not-ises his Part of Existence (what he created), then he had to give it Power to be not-ised in. In other words, he had to create it and then not-is it! So, in the creation of it he gave it Power, just like he gives a Moco "Power to do something". So that's what I call a "Negative Static". Its all the things he isn't, which, if he got them back, he would be a Super Static all "together" again. So, we call that - if he "not-ised Existence" in the beginning of The Ring Archives, then he had left his beingness in there and said: "It isn't me anymore", "It isn't my creation". "It isn't me, it's not part of me"- so that's the "Negative Static" part. So, he has to run any "not-is","inval", "suppress", and any "negative Static" or "Mocos of his Own Creation" to Floating TA. And, he may have to do a Rud or so, but I have not found it necessary. It just comes off, Whop!! Bam! So, he could do any of steps 1-10 during that, but it is basically "not-is","inval," "suppress" once he locates that point of "original postulate". (That's the one to "experience effect" the decision to experience effect, that's the 2nd Highest Purpose in the Universe.

Step 2

(A) locate your 1st Original Postulate prior to The Ring Archives where you decided to "Create an Effect " and Play "The Super Game" of Improving Quality of Static.

(B) Run any postulate, perception, decision, comparison, or agreement.

(Because these are all the key buttons which were at that time: postulate, perception, decision, comparison, and agreement. And you just take each one of those and run anything on it until it F/Ns. You know, "At that time, was there a postulate?" "Was There a perception?" "Was there a decision?" "Was there a comparison?" "Was there an agreement?" And believe me the charge that "comes off" - that is amazing. Bam! (You also might have to do Steps 1-10). But this one is also done to FTA VVVGIs. Usually you do not need any other steps because this is before all of these things you see?

OK, I did make a note here, and I did have to use it on myself, which says: "ARC Break, KRC Break, Theta Break, Static Break should all be checked in Steps One and Two". I advise you to check that, because I found actually on the "Existence" part, (I believe it was the Existence part, or ,either one of those two basic postulates, either, the 2nd one or The 1st one) - to do those I had to make an ARC Break of Basic Basic, and ARC Break of Static, which included ALL the 2nd

Assessment Buttons! It was amazing. I couldn't get just one to read. They were all giving charge. It was the basic of all basic ARC, KRC, Theta and Static Breaks, and believe me when that one "Blew Off" it was Totally Incredible. It was the basic because when I decided to split myself to "create effect" I had to give up all this Static stuff and there was quite a "Static Break". I mean it was highly, highly, charged on every button on the 2nd assessment. But it was a "Static Break". So these should all be checked on steps 1-2: ARC Break, KRC Break, Theta Break, Static Break.

Number 3 (Step 3)

Two-Way Comm. Now get this. This is what LRH said in an earlier Tape. He said, "At the end of the auditing cycle on the person you must not forget he has been the effect of the auditing for so long you will have to run out Auditing as well". So this is the point you do that. Because on the next Levels, of course your "session space" has become LIFE, and LIFE has become your session space. You are doing your "Tech Work" in your life, and your life is your Tech Work. I mean, you can handle anything, any type of thetan, any type of being any type of situation.

It is probable that the next thing you want to do is to create some "New Direction", "New Games", some "New Things" besides finishing up this one. We have to finish up this one, it's obvious when you get to this level why it has to be finished up, and "completed cycle" on. But it's now so free, so enjoyable, it becomes your life.

Anyway, The 3rd Step is to: "2 Way Comm any Auditing Dependence. Scan the track of Auditing, realize it is a, positive line via U3." In other words, auditing itself was put in by LRH as a positive line via U3 so there wouldn't be so much confusion from various "Telepathic Thoughts" and so on. And realize it is on that positive line in U3 but it doesn't need to be there anymore through U3. It can exist Totally from your U1 to any other U you want, OK? It can be now done through any combination of U2s, or anything, and back and forth on The Rings, or where-ever! So realize it is a "positive line via U3" and your State as Super Static needs no Vias. You don t need those Vias. You don't need those Vias anymore. You have No Case. And you run this to FTA VVGIs Cog.

I found that the sort of E.P. that I got on this thing is a "Feeling of Caselessness". Absolutely No Case. There's nothing there anymore. The Rings by the way, the "mockups" or the manufactured Ring Archives VANISHED on this rundown and there was a new direction, all directions! You understand? All New in a New Unit of Time. All of what LRH says about TR0-TR1. It is all there. There's No Case left. There's nothing there. That blew The Whole Thing. Its back to the 1st and 2nd Postulate and the Ring Archives and then "That's It". There isn't anything behind that except Super Static and that's what you are when you have finished with this.

So then you can attest "Power Plus For OTs" complete, and OT 14-15-16 complete. And then now, the person should be ready for OT 17 and 18 etc.

Now these handle "The Super Game". The barriers preventing others from getting on the bridge and arriving at this point. By moving then selectively back down The Bridge. (Back down the bridge, from OT 16 down to Super Nots, OT III and OT II, OT I, Power, Drugs, Grades, Locks, Secondaries, Engrams, ARC S/Wire) we then open the ways and the doors to all of them to come up the Bridge and Improve their "Quality of Theta and Static" also.

And those are the "Secrets" of all the other Levels. All the way up from OT 17. Well, you can take it by counting up all the different Levels up to 33, but you can do - we better do- it as a Team effort, because we better have another Game ready when we take all of those people out of These Games. We better have another Game ready, do you understand? We better have another Game ready. And that is by The Power Formula. Yes!. Because, you see, we can get people from humanoid to this State, OT 16, in 2 years. That's Real Power. that's really Power. That's the Power from "Second Time Around". The Real Tech.

We can make people - I've got people on my lines, it takes only 1 year taking them from totally "not audited" to OT III. And it only takes them 1 year from Super Nots (Excalibur) all the way to OT 16 and Super Static, because I've done it in less than 1 year, so I know it can be done in a year - so - 2 years. Do you realize what is happening? This Game will end so fast once we get going, once it breaks open all these lines that are preventing the other people from coming up the bridge because of their various Plugs and Monitors and OT III junk at various Levels! You can see that we can break just enough "off" so they can start flowing towards the bridge, towards The Exit Point, when we start doing that, we better have another Game ready because what will happen? what are they going to do after 2 years? What? Help us! Yes some will do that and so on but a lot of people want to do something new. "Let's do something New" Yes! So what is going to be The New Game? Well I'll leave that up to you, but I also advise you to look into LRH's works, into the 3rd Dynamic works, into the ideas of production organization, establishment. Into the idea of what we, as Thetans, as Statics, can make as a New Game. A Game which is totally different, different and new from the Rings, the old Rings. We are not going to play those Games anymore, you know, That's gone. That's finished. Now this is the time to make New Ventures, New Postulates, New Games, and we had better have that ready when we "open up the doors" and everybody flows up the Bridge. Because we can end this whole Game within 2 years of each getting on up the Bridge for them. So if the flow starts multiplying it will come very, very fast. So let's have a New Game Ready!

Meanwhile, I wish you all Success on going up the bridge and arriving at this level. We will co-ordinate with Elron Elray, and will also keep putting in The New Civilization, which is "The Game on the 4th Dynamic", which allows people to flow towards the Exit Points on the 3rd Dynamic. So, those are all good. But we need a NEW GAME beyond that, beyond Static, which will perhaps improve the Viability of Static and of Theta.

That's the end of Tech Briefing number 11, and I know ALL of you will enjoy these levels very, very much, and I must ask you also as a Technical point, also as a Ethical point, at the end of every session, to "Thank those who helped", and that always includes Elron Elray, LRH, The

Founder.

Thank you very much and Thank you Ron!

That's The End of Tech Briefing Number 11

End Tech Briefing 11

Power Plus for OTs

RON's ORG

PHOENIX PROCEDURE STEPS

OT 9, 10 AND 11

25 DECEMBER 1993

0. Keep notes of areas of your ATTENTION or INTENTION from before you start OT 9 and place in folder. They are valuable to locate what to run.

I. Assessment Session: In a solo session, write (from your notes or just thought of) areas of ATTENTION/INTENTION (A/I) (Put all the ATTENTIONS & INTENTIONS on the same list) and note the reads sF, F, LF, BD until they cease. End off when you feel it's complete (for now) - should be a nice F/N. (Sensitivity set at 1/3+ dial or 1/2+ dial on can squeeze).

II. As Solo C/S, add up the reads for each A/I area (some may be combined if on the same area) using sF = 0.5, F = 1.0, LF = 2.0 and BD as the range arm movement times 10. (0.1 BD = 1.0 for this add up). Put them on a sheet of paper for the front of your folder - like a STACK LIST but labelled ATTENTION/INTENTION AREAS and date. Leave a column for the final wording and session date run. Now put the order 1, 2, 3, etc., in sequence of most reads to least. This is your A/I list to start with on the level (OT9).

III. 1st Phoenix OTs Session:

A. Take #1 from A/I list and word it to laugh, VGIs, Big Reads and Interest. This is important so that the wording will impinge (hit) all the thetans on all Dynamics that are connected to you by it. Put a box around the correct wording (so you can refer to it and put it on your A/I list after session).

B. Intend the following Question: (Through space of all Universes past & present and back to 100 Centillion years). (It can be intended as a Command also for more effect)

(Q) "Thetans connected to me by (wording)?" (OT 9 wording only)

This must read. Note it down. Check if it doesn't read - "Not-ised?" "Invalidated?" "Suppressed?"

C. Do the following steps on it:

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with CE 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

3. "ARC Breaks?" (this will usually be heavily charged, sensations, reads, etc. Let the babble die

down and assess:

Check for ARC Breaks -If none, check KRC Breaks & Theta Breaks:

Assess breaks as follows:

A Known

R Unknown

C Curious about

U Desired

Enforced

Inhibited

O - No or Rejected

Refused

False

Note: If no read or F/N on ARCB even with S, I, N buttons, check for KRC Break? or Power Break? or Theta Break?

"Indicate the major BPC_____." (You may start getting blows on this step - even automatic blows). Handle to F/N cleanly or E/S to F/N cleanly.

"ARC BREAK LD?" (Get how long, assess as above, ind BPC, to F/N cleanly).

4. "PTP?" handle itsa, E/S itsa to Clean F/N.

"PTP LD?" get how long, ind BPC, handle itsa E/S itsa to Clean F/N.

Note: "Clean" F/N means the F/N doesn't slow down or halt as it goes across the dial in at least one sweep of 1/3 or 1/2 dial. If it does slow or halt, it means that most of the thetans got the charge off but there are some who didn't yet get it. You may find, if it bogs, that some were trying to handle the LD Rud on the Rud Question. Indicate that "any LD (ruds) will be handled next" and the F/N or the Rud will be clean.

5. "MWH? or WH?" handle itsa (what) + missed withhold system (who missed it, when, what they did, nearly found out?) then E/S to F/N cleanly.

"MWH or W/H of LD?" - get how long, ind BPC, handle per itsa + WH system E/S to Clean F/N.

6. "Overt?" - pull it to F/N cleanly or E/S to F/N cleanly.

"Overt LD?" - this comes under (or may) the heading of a continuous overt, so if it doesn't F/N cleanly on getting how long, ind BPC, and pulling it - then run: "What are you trying to prevent?" to clean F/N.

Note: You may have to use this "PREVENT" process on #5 W/H or W/H LD also). If you have to run it again, use "OBTAIN?" What you trying to obtain?

7. "Invalidation?" - Itsa, E/S itsa to clean F/N. (May have to handle PTS to Xenu on this one)

"Invalidation LD?" - how long, ind BPC, itsa, E/S itsa, PTS (if needed) to clean F/N.

Note: The inval may be on Flow Zero (self-inval). Any of these ruds may be on any flow.

Note: The flows are from the viewpoint of the thetans you are auditing, not yours. If you invaled

one of them it would be his F1.

8. "Evaluation?" - Itsa, E/S itsa to clean F/N.

"Evaluation LD?" - how long, ind BPC, itsa, E/S itsa to F/N cleanly.

Note: On all LD Ruds - if the F/N doesn't come on the itsa, then check if it "really started earlier?", before going E/S.

Note: As you are the OT auditor here, these ruds are not necessarily including you. Your gain in session comes from COGNITIONS and realizing what you were connected to and regaining KRC.

Note: As blows occur on each step, you may have to assist it by intending "I'm not holding you."

9. Blow Steps:

A. "Who are you?" to any who haven't left yet. This step of the valence process usually blows 100s more from all over space and time if you keep asking them - to clean F/N.

B. "MOC or Free?" (for MOCOs)

C. Rights of a thetan.

10. Can't Blow Steps:

Out of Valence?

A. This is asking for those with Out Int, stuck to another thetan, others in his valence, etc. Just like on Excalibur.

Incidents?

B. Then there may be those that need Pre I - spin dryer - Electrosphere - Hoover, capture, in E/U or dumped in MEST U incidents for Phi thetans as a chain of engrams to run as in Super NOTs; or Inc II, I, E/Is, etc.

Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Excalibur).

Find A, B or C or all three, run to F/N cleanly broadening to F/N RA.

D. The F/N RA and a free feeling about the whole area of A/I comes as the last ones connected to it are freed.

You as the OT may sit there and just keep cogniting, but the F/N RA is the technical end of the session on all the others you were handling. So don't try to run anything more over the F/N RA. Of course, cognite all you want, and this can continue after the technical session is over and you have put the cans down. (Don't end session Tone 40, just a soft "That's it.").

E. Incredibles come up on this level, so be ready for anything! It's great fun!

Note: Steps 9 & 10 can be done over & over till the F/N RA appears. (Blow, Can't Blow, Blow, etc.).

IV.The next session is the next A/I area on your list, worded, and reading in the Questions, and run on the 10 Steps to F/N RA, VVGIs, Cogs.

V.After running all the 1st A/I list areas (OT9) you just repeat IIIB for OT 10 "DISCONNECTED FROM_____" question on the same areas, same wording, same sequence. Then do the same for OT 11 using the "UNCONNECTED WITH_____" question.

VI.When you get a big win or ability returned - take a win! Don't do more than one session per day - give yourself time to adjust to the new ability state.

VII.PROCESS PHENOMENON NOTE: Don't be alarmed if all the thetans blowing seem to come in from wherever they are or whenever they were and leave via your immediate area or body. You as an OT are acting as an EXIT POINT for freeing these thetans - they will flow to you as the big thetan and maybe even thank you or "kiss your hand" as they depart. Just ack and Intend "I'm not holding you. No one can. You are free!"

VIII. The EP of the Levels? (OT 9, OT 10, OT 11)

You will know it when you arrive to the EP. ("A fully cleaned up Universe 1"). There won't be any concern or wonder about how to improve your OT abilities.

You will have (Purpose, Character, and Future) awareness fully back. Using your new awareness with KRC will be on the next level as you handle your Creations!

* * *

BR

SrC/S Ron's

OT14 29 May 86

Necessity Level

When a thetan has exteriorized in a moment of necessity or urgency to protect his body or another person and caused some incredible effect (like lifting the body or "freezing" time etc.) it is actually the application of the OT13-14 C/O Cycle RD to a "Danger" Condition. The thetan takes "Command" of all the MOCOs in his immediate area which comprise MEST and, by his native power, "commands" them by Tone 40 Intention. This is a "Clear OT" or "Static KeyOut" action.

GENEVE, SWITZERLAND

23 MARCH 1991

THE GRAIL

OT 14, 15, AND 16

The monitoring idea is help for OT 14, 15 and 16. On OT 12and 13 you rehab abilities. What do you do with abilities?...you help!

On OT 17 and 18 the monitoring idea is games. On OT 14, 15 and 16 you do Persons, Places and Subjects just like Grade VA Power Plus.

Step #1 - Out of Session - Think about persons (groups) you want to help, places you want to help, subjects you want to help on 3 separate sheets of paper.

OT 14 - First Session.

Take up Persons (Groups).

1. Find out what the item is - only one containing item - LFBD F/N item.

2. Find Thetans connected to the item from #1 Thetans connected to _____ (must read)

3. Run Steps 1-10 from OT 9, 10 and 11 on these Thetans as a group process.

OT 14 - Second Session.

Take up Places

1. Find out what the item is LFBD F/N item.

2. Thetans connected to _____

3. Run Steps 1-10

OT 14 - Third Session

Take up Subjects

1. Find LFBD F/N subject

2. Thetans connected to _____

3. Run Steps 1-10

(NOTE - STATIC BREAK IS SENIOR)

OT 15 - First Session

Person (Group) use same exact item found on OT 14.

1. Find Thetans disconnected from _____

2. Run Steps 1-10

OT 15 - Second Session

Place - same item as OT 14

1. Thetans disconnected from _____

2. Steps 1-10

OT 15 - Third Session

Subject - Same as found on OT 14

1. Thetan disconnected from _____

2. Steps 1-10

OT 16 - First Session

Person (Group) same as found on OT 14

1. Thetans unconnected with _____

2. Steps 1-10

OT 16 - Second Session

Place same as found on OT 14

1. Thetans unconnected with _____

2. Steps 1-10

OT 16 -Third Session

Subject - Same as OT 14

1. Thetans unconnected with _____

2. Steps 1-10

NOTES:

Highest purpose is creation of effect. Second highest purpose is "Experiencing The Effect." OT 14, 15, 16 should give why it all started. How we got into it. OT is given LTA data here - Perhaps LTA review first. OT 17 and 18 is games level (Games Master).

PURPOSE:

To change direction of the game. Handles U2s. Handles U2, U3 area. The parts that make them resistive. List - WHAT _____ DO YOU WANT TO PLAY GAMES WITH? Do Steps 1-10 or PrPr on this area or person.

NOTES:

Indicating BPC of LTA brings T.A. down. Perhaps Upper Level Review before or with OT 17 and 18. When you audit someone telepathicallythey think you are afigment of their imagination - like you are a circuit in the mind.

Original, 2nd and 1st postulates.

1st - Existence

2nd - Conditions

before that was Super Static State. The Original creation was the Ring Archive Games (RAGs). OT 14, 15, 16 should get back to original Source, Existence, Conditions postulates _____. If not .....Do Super Static Rundown.

Step #1:

Locate your 2nd Original Postulate (conditions postulate) prior to the Ring Archives where you decided to experience effect, noticed source and existence to create conditions. Run any not is, inval or suppress and any negative static orminus static or any MOCOs of your own creation to FTA (FloatingTone Arm.)

NOTE :

He had to create it and not is it. This is negative static. "Isn't me" = Negitive Static. 2nd Original Postulate is the decision to experience effect (2nd highest purpose.)

Step #2-S S R/D

Locate your first original postulate prior to the Ring Archives where you decided to create effect and play a super static game of improving the quality of static(Theta.)Run any postulate, perception, decision, comparison or agreement (key buttons at that time.) Run each to F/N. May have to run Steps 1-10 from OT 9, 10 and 11. Usually not needed. ARCX, KRCX and Static X should be checked. GIVE UP STATIC STATE = STATIC BREAK (STATIC X)

Step #3 - Super S R/D

2 WIC - Any auditing dependency - Scan the track of auditing. Realize it is a positive line via U3. Now you can have a direct line from you (U1) _____ Any U2. No vias to others so on OT 17 and 18 you can audit others telepathically with no vias.

S S STATE = NO VIAS

E.P. - Caselessness

RAGs vanish - all new unit of time.

Blows 1st and 2nd postulates (existence and conditions)

Attest OT 14, 15, 16 Complete!!

OT 17 & 18 © Super game

One handles the barriers preventing others from getting up the bridge - Telepathically clear others. Opens door to all others.

This is OT 17-33

Team Effort

Better have another game ready Humanoid _____ ,

OT 16 takes 2 years!

Don't forget to thank those who helped.

BR

SrC/S Ron's

SPOTs Plus, KEY=HELP 11 May 86

OT 14 - Power Plus for OTs

Pre Requisite: 1D Static (OT 13) plus C/O Cycle RD.

OK guys, you've handled your own creations or ones you were a party to. Now what about all the rest?

Don't say it has "nothing to do with you" because you were at a Static Point before the "Game of Gods" and you know damn well the whole GUM had "something to do with you". And, furthermore, if it didn't, you wouldn't be here on this level or have come up to it thru the Bridge. So let's get this GUM finished and get everyone into the Normal GUM. OK?

OT 14

So the first step is to increase the size of your "CASE" to include the U2s in U3. Your U1 is handled fully at end of OT 13, and should be free of any entanglement in the GUM. You can encapsulate - permeate the whole U2 and U3 without picking up any more "CASE" for yourself - OK? So now you are a Static-Thetan auditor. No "case" on your Control VP and no "case" in your U1.

Theoretically, you should be able to Exteriorize your CVP in U3 or Exteriorze your U1 from U3. But there's still a job to do. U3 is still there because of the U2s who haven't get the word or gone up the bridge. So let's handle the "hell" out of it - OK?

1) Do a PERM - PEN (permeation, penetration) of U3 and spot:

A) The Organized "nq" Cross-Connections of U2s in it. They appear like black lines, terminals, like a spider web or many spider webs. They are like "plugs" of the SN Case but stuck on the U3 by the U2s still "down the bridge". (It's just ENTHETA).

B) That's what to audit. That's where your TR0 starts to pick up the bottom sticky layers of the U3 "plugs". In running, they may go into U2s, but most of the U2s are totally interiorized into U3. So it's easy.

2) Make a list of What types of Persons, Places, and Subjects you want to help. (From anywhere, from anywhen in your existence).

3) Do (A) Persons, then (B) Places, then (C) Subjects.

4) Take the Biggest Reading most interest, VGIs one of (A). (Later do B and C)

(There will only be one item which contains or summarizes all LFBD F/Ns).

5) TR0 - All GUMs.

6) "Thetans connected to (item) ?"

7) Handle as per Phoenix Rundown Steps.

8) Take best (B), do 5-7 on it.

9) Take best (C), do 5-7 on it.

END OT 14 (3 sessions)

BR

SrC/S Ron's

SPOTs Plus, KEY=HELP 11 May 86

OT 15 - Power Plus for OTs

Pre-requisite: OT 14.

Now, after you take a WIN from OT 14, Run the (A), (B), and (C) "Help list" (PPS items) on:

"Thetans DISCONNECTED from (item) ?"

That's OT 15.

BR

SrC/S Ron's

SPOTs Plus, KEY=HELP 11 May 86

OT 16 - Power Plus for OTs

Pre-requisite: OT 15.

Now, after you take a WIN from OT 15, Run the (A), (B), and (C) "Help list" (PPS items) on:

"Thetans UNCONNECTED with (item) ?"

That's OT 16.

CONFIDENTIAL

POWER PLUS FOR OTs

THE SUPER STATIC RUNDOWN PREPARATION COURSE

CHECKSHEET

1 OCTOBER 1995

TRAINING PREREQUISITES:

1. Life Incident Clearing Course
2. Advanced Solo Course

RECOMMENDED TRAINING PREREQUISITE:

1. CLASS V

PROCESSING PREREQUISITES:

1. Excalibur AA VIII (OT VIII)
2. Advanced Ability Stabilization (OT Life Repair)
3. Body Rehabilitation (Body Rehab)
4. The Phoenix (OT 9, 10 and 11)
5. OT 12
6. Pre-static Life Repair
7. OT 13
8. Pre-static Prior Assessment
9. The Clone Cycle Rundown
10. The C/O Cycle Rundown
11. The Grail (OT 14, 15 and 16)

ORGANIZATION:_____

STUDENT'S NAME:_____

DATE STARTED:_____**DATE COMPLETE**D:_____

ATTESTATION:

The materials on the Power Plus for OTs level can sometimes be very restimulative to those doing the steps below the state of Clear. For this reason we would like you to sign

the attestation of confidentiality below.

I hereby agree not to reveal the contents of the Power Plus for OTs level

to anyone below this level..ATTESTATION:_____

LENGTH OF COURSE:_____

(Agreement between CS and Student)

SECTION ONE: BACKGROUND INFORMATION

1. READ: THE LIFE EXPANSION CHART _____
2. READ: THE LIFE CLEARING CHART _____
3. READ: THE GRADE CHART FROM LRH ___@____
4. READ: THE OT LEVELS CHART ____@___
5. READ: THE BRIDGE TO TOTAL FREEDOM - THE OT LEVELS ____@___
6. READ: THE BRIDGE AT RON'S ORG ____@___
7. READ: TECH BRIEFING #12 ____@___
8. TAPE: TECH BRIEFING #12 _____

SECTION TWO: THE SS RD THEORY AND PRACTICAL

1. READ: FIRST AND SECOND POSTULATE __@_____
2. READ: THE GAMES UNIVERSE MODEL ____@___
3. READ: THE RING ARCHIVES GAMES _____
4. READ: THE STATIC STATES _____@__.
5. READ: TECHNICAL BRIEFING #11 _____@__
6. TAPE: LISTEN TO TECHNICAL BRIEFING #11 _____
7. READ: PHOENIX PROCEDURE STEPS ____@___
8. READ: FURTHER OT LEVELS - SUPER POWER PLUS _____@__
9. READ: OT 14 ____@___

10. READ: SUPER STATIC RD (AFTER OT 16...) ____@___

11. READ: OT 16 DATA _____@__

12. READ: SUPER STATIC RD (DOINGNESS...) _____@__

13. READ: SUPER STATIC RD (XENU IS...) _____@__

14. READ: SUPER STATIC RD (TO BE DONE AFTER OT 16:) _____@__

15. READ: SUPER STATIC R/D (SINCE OT 17-33...) _____@__

16. READ: THE SUPER STATIC RUNDOWN _____@__

SECTION THREE: STUDENT COMPLETION

I have completed the requirements of this checksheet and I know and

can apply this material.

Student Attest:_____Date:_____

I have trained this student to the best of my ability and s/he has com-pleted

the requirements of this checksheet and knows and can apply the checksheet data.

Supervisor Attest:_____Date:_____.

CONGRATULATIONS

YOU ARE NOW COMPLETE ON

THE SUPER STATIC RUNDOWN PREPARATION COURSE

* * *

GMC Games Master The ability to play or not play any game Course game in this or any other universe at will

SS RD Super Static Caselessness

Rundown

OT XVI

OT XIV The Grail An exterior viewpoint of

OT XV games

OT XII Super Power Stability as an OT

OT XIII

OT IX

OT XIII The Phoenix The ability to perceive beyond

OT XI one's own universe

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TECH BRIEFING No. 12

"Super Static C/Sing"

Frankfurt - June 16, AD 36 - or 1986 Teegeeack Time

Captain W. B. Robertson

(The tape recording of the lecture starts - with the music 'TRUTH' by Astar.)

Tech Briefing No. 12 covers C/Sing toward the Static State. The reason for this briefing is that all the way up to Tech Briefing 11 it's been aimed at getting people up the bridge, and those of you who are C/Ses know that you can get up there all right by just following the tech and the special areas we apply it to, but "How about let's get the others up there too". So there is a necessity here for another briefing which covers "How to get people up to OT 16 and the Super Static R/D and ready to play a much bigger game". And that's what we will be covering in this lecture.

First of all I must mention there is NO substitute for the understanding of LRH's basics in Dianetics, his books, The Axioms, Logics, Pre-logics, Factors, his Academy Levels, The Briefing Course, The Class 7 Course - dealing with Power Processing, and the Class 8 Course and the PTS/SP-tech.There is no substitute for that, because that IS the technology upon which every thing else is based. There is no other technology as you well know if you have gone into the higher levels, there is no new technology - there is no new technology! That's all there is to it, it's just new areas to apply it to, and which technology you apply to the area and how you apply it, is all based on the basics of the technology that LRH gave us.

Now there IS something to know, however, about this, and that is the evaluation of relative importances. In other words there are lots of stable datums in tech, but which one do you apply when? That is the administration of the case. A Case Supervisor is a Case Administrator. So actually he's working on Dynamic 12 to make sure of the results of Dynamic 11. Dynamic 12: Admin. Dynamic 11: Tech. Dynamic 10: Ethics. All these three dynamics are senior to the other dynamics in that they can resolve them, and that they can bring them forward to a better game and to actually an erasure or As-isness and the postulation of new dynamics - if it is wanted.

Therefore, if you are going to be a Case Administrator or a Case Supervisor you must know what are the important points of decision on the case. It is very easy to have a grade chart there and just say: "Everybody's got to get up THAT". But it doesn't work that way because there are too many resistive points and things in restimulation on cases and they can't all just march steadily on to the grade chart and walk out like people going across a bridge. It would be nice if that was true, but with the amount of restimulation, constant action from the monitor systems and OT III case and the various restimulative mechanisms on the planet, it is NOT possible to just march the people up the bridge.

You have to analyze or evaluate exactly where they are when you pick them up. And at certain points on the bridge what has to be happening and what has to be done tech wise to bring them to an optimum state where they ARE on the bridge. What we are talking about here is in the C/S Series. It's known as Repair, Return and Advance programs. Normally, the first time you pick up a case on planet Earth, it is in need of repair already. Many people make that mistake by just trying to march it right on to the bridge; it doesn't work; or it falls on its head or it gets a little bit of gain through tight needles and "difficult to F/N", and so on. That is because it already needed repair when it came to you, it wasn't ready to go up the bridge - yet.

I am going to cover some of these points on the bridge. But first these points where it needs evaluation of the case, and which tech to apply at which point. First I would like to go over a schematic or a "bridge" that leads to Super Static State and through the OT Levels and validates the thetan. This may not be the bridge that you've read about or that is currently being promoted, but it is the one that leads that way. It doesn't have many special off-bridge-things on it that are very interesting and may knock off a little bit of charge over in some corner of some dynamic. This just leads the guy straight on out. I just want to go over that first to align the steps that are needed, and to also handle any confusions that people might have had by other people changing the bridge around and saying: "No, this is more important than that". "That is more important than that", and so on. First I will do that - go over that schematic of how you can get a guy out from a no auditing state all the way to OT 16 and the Super Static R/D, in, shall we say, the optimum path with the minimum amount of Dev-T. That will be next.

This is the schematic, and you can get a copy of this if you are on the course here and on the internship here with us. This is just a sort of a flow chart. It is not like with all the "stuff" on the grade chart, it's a flow chart for the C/Sing, to watch how the case has to go, and how it should be going.

It starts off with a box that has "Pre-Clear" written in it, so that means "no auditing". The possibility comes, from that state, that he is a resistive case or he needs an assist because he has a major action already in restimulation. You also have to get the data on the case. There has to be data somehow on the case so you can evaluate it. I have it listed here in the order of sort of urgency, or sequence, it should be handled in. First after "Pre-Clear" comes "Assists". If he is in a major action he is not going to be actually interested in giving you a lot of other data or handling any other resistive points. He wants to get out of that particular engram, or that enormous PTP he is sitting in. The assist would be either a touch assist, contact assist, Dianetic assist, handling a rudiment he is stuck in etc. It is just to get him sort of able to give you some data about himself. So first would be an assist, that means the guy IS stuck in an action so much that he can't get his attention off of it to even understand that you are about to take him up the bridge- He just wants to get that handled. So you handle that. That's an assist.

As soon as he F/Ns on that or you get him out of it a little bit, you then must do an OCA and a White Form so that you can get data on which to evaluate the case. Then, from that evaluation, you must find what are the resistive points on handling him. All the data on the Class VIII course is totally used in this, and the resistive points, and so on. I don't have to go over those again, but I will say this - you look at the OCA, and you see also if it is down on the left or down on the right. The left side is normally the "out of valence"

side. The right side of the OCA is of course the more psychotic or neurotic side, and that means excessive dramatizations, but not necessarily out of valence. Down on the left it is out of valence. The most serious problem is someone who is down on the left and the right but up right in the center on 'ability' or 'activity level'. That means they are a potential suicide. Therefore you must raise their responsibility very quickly so they won't knock themselves off, and leave you sitting there with a dead corpse in your hands. So, if you see a down on the left, down on the right - I mean way down toward the bottom - and up right in the middle on ability - well they are out of valence, they are psychotic and they have the ability, so they are potentially harmful to themselves. And others, of course.

These points should be remedied quickly with the handling of a psychotic case - very short sessions, very good rest, food etc. and like that. Light locks, light handlings, but working toward getting the case more responsible so they will not do themselves or others in. Then you handle any other resistive points there may be. There may be overruns in life, there might be drugs that have to be washed out by the purif before they can even start, because they won't get any gains over certain drugs, as you know. But drugs can be handled with the current technology at about five different places on the bridge. You may have to start out with handling them, but it is not necessary if it is a medium or a light drug case. This is why you have to evaluate it.

You want to evaluate it so that the next thing you do is getting a gain for the Pre-Clear in the area he is interested in and is also bringing him up the bridge toward OT and Super Static. It is something, that, if he ain't gonna get the gain from it, and he needs something else, he better do the something else first, to keep him winning all the time. The idea behind this whole procedure is RESULTS! If you are not getting results, you are not in business. So, there it goes. There's the Pre-Clear. And you see if he needs an assist, an OCA done, a White Form done, resistive points handling. That's the first C/S - the first little program of the C/S to handle the resistive points. It's like the repair. Then from that point he can be evaluated to whether he can be run on the Dianetics side or the Scientology side of the bridge first. This is a very simple evaluation done as a lower reflection from the OT III case. Does he have more, shall we say, BTs/Clusters and plugs impacted into his body that is bothering him? In other words, does he have somatics and body problems that is taking up most of his attention, and most of the reads on the White Form are on that? Or, is he more interested in his theta abilities and his ability to communicate and handle other people and so on like that? Is he more interested in life as a big thetan or is he interested in life as a Lambda thetan (body thetan)? - Whatever is giving him the most problems there, you can sort of put him on to that side of the bridge. At this point you can aim a Life Repair to gently knock off any things that may be concerning him in life, so he can have his ruds put in very easily and that he F/Ns easily. That is after the resistive points handling.

So he is evaluated - does he go on the Scientology or Dianetics side of the bridge first? Does he need more of his body handled first so he can have more attention units available? Or, does he need the grades and ARC Straight Wire? In either case-ARC Straight Wire has to be done, because that is the basic process that enables a thetan to understand the ability of recalling. He needs 'recalling ability' all the way up the bridge. Of course, he also needs - in Dianetics - he needs to go through it, but you first start him off with the recall ability. So either way he goes, he must have ARC Straight Wire, and that would possibly come after a little Life Repair.

Life Repairs can be done by just taking the reading terminals on the White Form that he might be having trouble with, and handle some ruds with them or prep-checks or whatever. It's just a matter of handling the things that are troubling him in life, so he can put more attention on going up the bridge. When we get to the point here of Life Repair and ARC Straight Wire, once we get to ARC Straight Wire we are on the Advance Program. We got him ready to start enhancing his abilities as a thetan, and handle his past track and the past track of other beings in the composite. For instance those stuck in his body and so on.

If we are going to put him on the Locks, Secondaries and Engrams side at the beginning, then you do it, just Locks, Secondaries and Engrams, running R3R, and possibly Dianetic Drug R/D etc., and he goes up that way and then he goes to the grades.

If you run him Scientology wise you would do ARC Straight Wire and then Grade O Expanded, all flows, and then 1, 2, 3, 4, Possibly you would have to do the Scientology DRD as part of the resistive points handling before the grades, or if it is a light case of drugs - after the grades.

Either way you then come back and do the other side. In other words if he has done the Scientology side of processes, and he is not Clear yet, then you do the Dianetics side as you know. If you have done the Dianetics side, and he is not Clear yet, you do the Scientology side. In other words it is either Locks, Secondaries, Engrams and Dianetic DRD, or it's grades and Scientology DRD. Those are kind of the two options the person has. Which to do first, depends on what his attention is mostly absorbed in, after you have done the resistive points handling and the OCA and White Form and Life Repair. You'll know it by then.

After those of course, on the normal bridge, comes Power, Power Plus, R6EW and CC and then you have a Clear there. That's all pretty normal and usual. Up until the Class VIII course that was all the way it went. Very simple and understandable. And people did it, C/Sed it that way.

The things that have come up since the Class VIII course, I have found - have added a bit of confusion to C/Ses, and they don't really understand what they are doing anymore, in some cases. These things are these simple points: ONE: The possibility of the person going Clear on Dianetics, has been found, and also the possibility of Natural Clears, and also Past Life Clears.

So you have now other mechanisms, and if you hear the Class VIII tapes, persons can also go Clear on other processes, including Power and some types of Objectives and some very early days processes that were aimed directly at blowing the guy right out of his bank and having him cognite that he was indeed mocking it up. Any of these points can be obtained, and you can't stop a thetan from cogniting, so if he reads a lot and he goes far enough back the track on some of these processes, he may reach the postulate where he decided to mock it up, and decide he doesn't need to any more. So let's just say a person can go

Clear before he arrives at the Clearing Course.

That is what has confused people before. Then they say: "Well, now we must - well let's see, it says in there you don't run Dianetics on them. OK, we got that. That is pretty stable, you don't run the Dianetics side now. But what about the grades? OK. We've got to run the grades, we've got to run the grades, run the grades on everybody, so we have got to do all this, and yea, yea, yea". And then they get kind of all a bit confused because the guys kind of go tight on the grades and they don't really get much out of it, and they feel like: "Well, it's not very interesting, but I'll go on and do the next one, and I know, it's getting charge off and all that". Yes, charge is coming off. But the main thing here is that the confusion is caused by the point that... There is a stable datum on the Class VIII course that the person will not make a higher grade unless he has made the lower grade. So the question you must ask yourself is: If he went Clear in Dianetics, some other process or was a Natural Clear, if it was found out he was a Natural Clear somewhere along this C/Sing, of grades and resistive points, repairs, and Dianetics, and soon - somehow - he finds: "Haaah"' - he originates about it - you do a DCSI and you find out that the guy is Clear. Aha! Now, what you must know as a C/S is:

IF HE MADE IT TO THE POINT OF CLEAR,

THEN THE LOWER GRADES, THE LOWER LEVELS,

MUST, AT THAT POINT, HAVE BEEN PRETTY WELL IN

He wouldn't have made that level on the chart if he didn't have the others in at that time when he resurged. Do you see that? OK. Now, when you have a Clear, you have someone - this is the SECOND STABLE DATUM - you have someone that is separated out from the composite case. He has got some space cleared out around him. Before Clear you are dealing with a composite case. You are dealing with someone that IS his case. He is being it, it's all him. He is all in it. He is tied into it like in a spider web. When he is Clear however, he's separated out from it, you see, so he's like in the center of a cleared out sphere of space, and then the case is a little bit outside of that. So he is Clear. Now what you must realize is, you must handle anything that would potentially connect him up again with that composite case in an "other-determined" or an "effect-causing" way. We want him to audit it, yes! When he gets up to OT 2 he will start auditing it. BUT, how can it influence him, and how can it connect up to him, and how can he connect up to it by seeing something in the environment for instance, and then reaching into the composite to find an evaluative datum of similar type of picture? How is this happening with him? How can we handle it?

The way to handle this is very simple. The way to handle it is ONE: When you have a Clear, hat him on "The Nature of a Being" and the schema in "A History of Man" --about the Genetic and the Theta Line Tracks.

That will give him the idea that there can be entities attached to him through his body or on his Theta Line Track. Then he will understand what he is dealing with. That's the first point to bring up his knowledge a

little bit.

The SECOND POINT has two points in it one for the Dianetic side of the bridge and one for the Scientology side of the bridge. On the Dianetics side you find out if there is any Lock, Secondary, Engram restimulations, and you key them out, Tone 40, indicate the bypassed charge.

That is done if he has had any Dianetic auditing past the state of Clear, or any he didn't seem to enjoy, and you go through the Dianetic Repair List, and you indicate by-passed charge only. Tone 40. With him already knowing that he is indicating it to these various entities, by having studied "Nature of a Being". He is Clear, so now he can break these Locks, Secondary and Engram restimulation lines to the composite. He goes through and indicates Tone 40 those things. It's best to have the auditor indicate it and the Pre-Clear. The Pre-Clear indicates it and then the auditor indicates it and then you usually get an F/N, or if not, you sort of indicate it till you finally will get an F/N on this whole cycle of doing a Dianetic BPC list. You do not run any Dianetics, you just indicate the stuff that is in restim in the composite that has charge that has just been by passed on that, and that's it. "Your case will be handled later" Boom, and that's it! He does that.

If he needs the Scientology side handled here we have to find out what flows, or what grades are still connecting him or potentially connecting him to the composite case. That will be done through a matter of: He doesn't have those abilities or he doesn't feel certain about those abilities that are given in those grades processes. Therefore if he doesn't feel certain about an ability he will look for certainty somewhere else, perhaps in his composite, perhaps reaching into his composite to get some stable datum out of a picture or a BT. Therefore, if he is certain about it though, he will not have to have anyone else decide for him or think for him. Therefore you go through the grades and you check the points of ability, and you find out very searchingly if he has those abilities on each flow of each grade, and if he does he will F/N and be VGIs about it, and if he doesn't, he will have the slightest bit of uncertainty, it will not F/N or it will slow down and stop the F/N and that grade flow YOU MUST RUN!

You may run all the flows of one grade and two of the flows of another grade, and watch for each flow to end off or EP before the other one, because these are all hooked up to different entities in the composite - you understand? So you are running two flows of one process because these are the only ones that he has uncertainty about, and one of them EPs on one process, and the other one still didn't quite EP - didn't quite have that ability. But then you run the next process on just that flow and Phuuuu! Pretty soon he is unhooked from all this stuff, or the potential uncertainty of having to reach in and hook up again with it, because that's what you are doing when you restimulate the process of course. The uncertainty is first restimulated and then the process restimulates the hook-up-line, and then you blow the hook-up-line with the process, and then he doesn't have to hook up with that composite any more until he is ready to handle it with the right processes at OT II. That's how and why you do the grades on a Clear, you have to unhook his potential uncertainty and his potential use of the composite as a via for him. The environment is gonna be kicking in on him all the time during this, or other people lower down on the bridge in his family and so on like this, so it's also good after Clear and doing the grades checks and the running of the flows and the grades that needs to be run before that, of course, knocking out any Dianetic BPC with the Dianetic BPC

List indicated Tone 40.

After that it is also good to put in your program a little point of "Needs handled". In other words, this is something he obviously needs to get handled, and maybe a little training step, maybe some hatting step, maybe something you see as a disability that, if it reads, you can handle it, or if it's a training or hatting disability it can be handled or a MisU or something like that, you can assess and find out if it reads and if he has interest you can handle that. But there is also the "Needs and Wants Handled". So you do the "Needs and Wants Handled R/D" on the guy by C/Sing whatever it is by whatever you need. And remember, on a Clear it's better to take a terminal he is having trouble with, if it's a family member or something like that and run a prep-check on it. Don't go too far earlier similar - you are gonna hook it back up again into the composite or maybe into the implanting sequence. It's best to just run it with a prep-check repetitively. It keeps the thing as a terminal, knocking charge off of it in PT until the guy's attention totally blows off it, and there is no more situation with that terminal.

If he has an area of time that he is troubled with or confused about you can limit that area in the limiter and use an L1 on it, or you can run rudiments with that limitation on it - 6 rudiments. The ways to handle these things are varied. It tells you in the Class VIII tapes how to use things like these little tools of assessment to find out what his charge is on and how to remove charge. But after Clear, usually the guy is gonna be in the "Non-interference-zone", he is in the "Non-interference-zone", so you don't want to interfere with anything until he gets up there to OT. He gets a Solo Auditing hat on and he can run OT I and do OT II and then get into OT III, THEN we can start really handling things.

The main thing is: To kick him in the ass to keep him going through the "Non-interference-zone" by getting him to do the solo course because now he must start taking responsibility for himself. Therefore, that's what I mean, if you see that something needs to get handled like he says: "I can never study" - well you might need to do a little study handling there. But remember, once the guy is Clear there is only certain things you can do, and that includes rudiments, prep checks, little lists and so on, just to keep him disconnected and unconnected from that composite case. We are not ready to hook him up to it again and audit it until he is ready to do it himself. That's what we are doing, we are trying to keep the guy out of it. It's better just to push them on the training side to get through the solo course, but if they do need a handling, then try to do it in a key-out fashion, in other words you can spot the moment of key-in, key it out by a little date/locate in this life time. But if it's something like an implant or something that keeps bothering him, you can also do a date/locate assist on that, because you don't run Dianetics on the guy, and he is not ready to run it on his III-case, (because on III you do run Dianetics running through Incident II and I that is Dianetics, but it's run on others). The thing is here, we must keep these things off of his back so to speak, and you can use the process of date/locate. You can date/locate it as a lock and key it out or you can date/locate something to blow, which is further back on the track, as an auditor, to sort of relieve it, so he can get on with his study and so on. These are little C/Ses that come in while the guy is getting through his solo course - you see? Once he is there you understand? - he didn't, now get this - he didn't - if he went Clear before he got to the Power level, he didn't run Power, and he didn't run Power Plus and that's fine, and just don't handle that at all, that will come on later OT levels and will be run on others. He didn't need it to break himself out of that composite or some early stuck point on the track.

R6EW was of course to take the dramatizations off of the bank, in other words the End Words that could be dramatized that were similar to the actual items in the bank given in the CC. But those will be handled as he does OT II, and he might catch himself doing some of those dramatizations, but again they can be handled by a little assist-type thing with a prep-check or a List One or a date/locate of the incident that is keying in and blow it off.

It's actually somebody from the composite case that wants handling, or is trying to handle him, and get him aberrated again. Either way, whether it's a good guy or an evil guy, it doesn't matter, you can still keep him cleaned up until he gets to be a Solo Auditor. That's the first thing, getting the guy from no auditing all the way up to where he is a Solo Auditor.

The difficult part is getting him from there... you see there are several difficult parts... but, the next difficult part is getting him from solo auditor up to the finish of OT III. And that, my friends, is one of the most difficult little trips that people have to make. If you have done it right all the- way, up till now, you have a Clear and he understands the composite, and he stays out of it or he get's an assist and he knows it's not him that's there and you're building up his training and you're bringing up his certainty. Now he is a solo auditor. Now you have got to get him to do OT 1, orientation, and he does that and he feels a lot bigger and a lot better and he can spot beings and so on. Hey! Hey! Great! If he doesn't carry on up through this "Non-interference-zone" fast he is going to have whatever is loose in his III-case you know some of those thetans are still not composited into a solid picture-identity-mass some of them are still loose; They will start bugging him again and so on. He will start thinking. . . "Well . . . I 'm not really Clear . ." and all that . If he carries on too long like this, without going up the bridge, he will need another "Needs Handled and Wants Handled" before he can go on. So he is just wasting his own time and his own money if he doesn't go up the bridge, and you can't be of inform them that LRH said "... there is no "Non-interference-zone" because we do not want you to be interfered with here, not even by life! We want you to get on up through it ! "

Let's say he does his OT 1. That's very simple. LRH gives the whole C/S for that. Now he goes to OT II. On OT II there are other points that have been misunderstood by C/Ses in the past, but I want to straighten those out. did so on Tape 4 I believe, for most of you. I just want to repeat again: If he has not done the Clearing Course to go Clear, then he must look, run, and look over the platens on the Clearing Course on OT II. Not for himself through, but for beings in the composite. Because it is earlier on the track than OT II. Do you understand? If he doesn't do that he could still have a composite case glued together by the pictures and items of the Clearing Course Implant. He can maybe break loose a few from the OT II pack materials, but he didn't break loose this earlier one on the track, which is at one to one and a quarter, one and a half quadrillion. It was used quite often. So if he didn't break that he is going to have trouble on III, you see? He is not gonna be able to get things back through to incident one, because this bunch of A = A pictures is stopping him. So you must break the Clearing Course composite. It is earlier than the OT II composite, so it also makes any being who is stuck in both of them break loose. It breaks loose the earlier similar of the OT II picture-composite. Therefore, it will make it easier to run the OT II-one. That is only if he did not run the Clearing Course platens when he went Clear. he didn't run them before, then he must run them on the composite at the right date, pushing them back the track till that right date, like he's auditing a bunch of people in an auditorium and running them through those items till a persistent F/N. That ' s what he must do, and then he goes onto the OT II-ones, and he does those the same way, and we find it's best to make sure he gets at least to the "Electrical" one, because that ' s a good one for restimulating. We know it's right in there. It was put in specifically for Incident Two and it restimulates the explosions and so on. If he can really persistently F/N on the "Electrical" one, then he has pretty much broken up the whole composite

- I'll tell you that!

If you don't believe he has a persistent F/N, or you are a bit doubtful about the folder, then you take him in session and you do a review on him, and you must first if there is no F/N at the start of session check "Invalidation?" and "Evaluation?" to get those points in, because you are now operating as a by-pass-handle on him as a solo auditor. You bring him in as a review auditor to see if he has finished something. It can act as an evaluation- or invalidation-lock on an earlier chain of these from school or from whatever or from implanting or whatever where he got implanted and checked up on by the implanters or something. It doesn' t matter, if there is no F/N there the only rudiments you really need to use are inval and eval. Have those earlier similared to F/N and then he should have his items checked there. If you are checking him on the CC (before you put him through the OT II platens) you just look at the ones where he stopped, and just point to the next two or three and see if he F/Ns on those. If he F/Ns on them, then that's fine. The same with the "Electrical GPM" (if he says he has finished OT II and you want to check it) and he is not sure about his folder work or something, then you do the same with the "Electrical GPM", or whatever point he has gotten to if he has got past that one. Sometimes it will blow earlier than the electrical GPM because he did the Clearing Course one right, and the whole thing sort of dissolves and breaks apart, there is nothing there to hold it anymore. Remember, these incidents of the pictures are A = A; Same picture. Different place. Different time, perhaps. Same picture: That's what's holding them together. They are not clustered. It's composite. Composite. All sharing the same picture. They are not forced together by the incident of those pictures. They just have the same pictures so it's A = A = A. That's what you're breaking up on OT 2.

Tape - Side 2

We are going into OT III here, and this is another area of confusion for C/Ses and solo auditors. People think OT III is all "new tech", and it's not. There is no new tech. The whole OT levels have no "new tech" on those levels. It's only application of the lower level tech: Dianetics, Locks, Secondaries, Engrams and Grades Tech, and Rudiments, and Assessments, and Repair actions. All of that is applied here to the two incidents that LRH gave us to run that are the most important Cluster-making incidents on the time track back to when the big thetans were playing earlier universe games. It is the two most important Cluster-making ,Incidents, and they give the key to unlocking the whole case, because they are incidents that were done with an all-dynamic intention, and they were done by implanters, and they were done by a specific guy running the implanters named Xenu who you will find is the shall we say the general 'bad boy' for all of the doing-in's of thetans.

He is the one who tries to suppress their knowledge, their responsibility, their control; give them substitute stable datums. Pushes them into a corner where they are ineffective, tries to take over their creations, and tries to cluster them up so that they are less able than he is. It's just an old control mechanism that he is dramatizing from his own insanity, and we know where that comes from, because he himself is a composite of all the not-ised parts of static that were not-ised back in the beginning. That is the secret of Xenu, his case. He is dramatizing the not-ised parts of static, so a little bit of each of our own not-is is part of his power. It comes under the definition of the PTS/SP mechanism. The SP can never have any power of his own, because he is not even there, he is not even in PT. He only uses the power of those who decide to

be PTS to him. Therefore he can, by third partying and by evaluating and giving false stable datums, get people to believe in those things those lies and therefore use and channel their power to do themselves and others in for his own purposes of control and monitoring and status and conformity. That's what Xenu is. I thought I would give you that because he is the shall we say the "spitze" (peak), or the top example of an SP in the games and therefore your definitions of SP all apply to him. And other people in his valence, of course, are just merely copying him, or got cloned with his MOCOs, or, as you know, go out of valence by overwhelm or whatever. But basically that's what it is.

We are now dealing with the incidents that the SP has done to cluster Thetans, and this clustering is supposed to make the thetan into a "multiple thetan" so that he is less able. And that is simply because the mathematics of theta are not the same as the mathematics of MEST. The mathematics of MEST is: That if you have "so many" times "something" then you have more and it's "better". In other words, you have one piece of gold, another guy has "n" pieces of gold like 10 pieces of gold it's better, he is better off you see? But in theta universe it's not that way. Ten thetans clustered together are less able than one thetan - single. That's the way it goes here. A single thetan is greater than any number of thetans clustered together. .

On OT III we are running these incidents. The main thing to do here as a solo auditor realized, what we are doing here, one of my students realized that this is our stat here our stat as thetans here on the seventh dynamic the number of beings we are freeing. You know? It's: "how many can we free?" The implanters' stat is: "how many have we implanted and clustered up?" Your stat on OT III is: "how many can you free?" How many can you free to total single unit state? That means you must run Incident II and then Incident I, and the Earlier I's, down to "Earlier Universe" on every single one you can do. If you do a cluster from Incident II, and you break it, and you run all the singles on Incident I and you get the Earlier I's off of those singles and you get them finally to 'Earlier Universe' then they should all be single. If you don't do this, if you don't do it that way with the responsibility of totally freeing each individual thetan, they will still hang there and still have an attention line on you as an incomplete auditing cycle, and the person will get further along in the OT III case and he will feel like it's never ending. They are still there, they are just out a little further etc., etc..

No! You want to get them totally free of your own U1, your Universe One. No more attention lines between you and them. They are free! You do that by the procedures of OT III and Tape 4, Tech Briefing Number 4.

C/Sing wise, as the guy goes through OT III, there are some things that can come up, that are not given in the materials, they are only mentioned perhaps. One thing that people should understand is that date/locating has replaced "Milazzo technique" of R3R. You do date/locate to break a cluster now. You're still doing, essentially, a form of Dianetics. You are just putting the guys' attention back to the moment that he had the basic on the chain, the moment there of decision, the moment of first impact, earliest beginning of it - BOOM! You break it from that point. It's like a "laser beam Dianetics". The date/locate process is laser beam Dianetics. It goes right to the basic.

This is what we are dealing with now. You have the incidents. You do run them on the guys. The Incident I and II. You have to run them Dianetically, get the guy through the incident, get the charge off. Then he can maybe get the earliest beginning of it. Then go through it and blow the thing. Then he is free to go back and get the earlier incidents. If he can't get an earlier incident, there is a later incident still there that is holding him up, so you blow that loose with whatever you need date/locate or Ruds or whatever and then get him into the II. He blows through II and then he may have an earlier beginning. The Capture itself may have been a clustering incident, - OK? So what? - Run that, and then back to I. And if he can't get I he has got an incident between, and if he runs that he can get I. And if he runs that, then the Earlier I's will break off. And if he can't get through the wall and go free, you break off the Earlier Incident I's of others stuck in his valence, and then finally they are all free back to Earlier Universe, where they could be free. And they all separate out and get into their own universe. They are not in his anymore. That's what you are doing.

As you go up through this you find several things. One of them is: The guy can't audit. We understand how to handle that. You just train and drill him. I found Pre-OTs at this level holding on to their body, not letting any BTs go because they were still holding them there, uncertain to whether they were still there or whether they were not there, or whatever. Until that uncertainty was resolved they wouldn't let go, so the poor guy couldn't get loose. You have to use your body and meter as a positive via in the MEST universe. Let it read through the body. Let the body be part of the metering action. Let it read. Let those pressure areas be there, and then when they are not there, you'll obviously see it. Your "holding on to the body" while you're running OT III, prevents the other guys from leaving. You are the biggest thetan around and if you're holding on to the body you are holding on to the whole OT III case, and it won't read worth a damn.

So you have to train the solo auditors to let the body and the meter be the vias in the physical universe to free these thetans, and the reads and the sensations, somatics, and all that, that go through the body are just part of the "running out" of these engrams and so on. And they will read like crazy and they will influence the body. Sure. So what? It's just part of the game: Freeing up all the beings. That way you can keep the meter reading very well.

The bridge breaks apart here at OT III into, well ,various possibilities, shall we say, and I have sort of labelled, for convenience, that after OT III, there is sort of an OT IV, that deals with valences and deals with IIIX type procedures. OT IV, in other words, would be: If the guy needs a valence shifter, or the whole OT IV R/D and the Valence Shifter and Confront. Or he needs some III-X, more areas to spot things in like thetans being 'space', thetans being 'him', thetans being 'his body', etc., etc. because he has not really hit the NOTs area yet. It's still "BTs" but they are being 'clever', and he is not that clever, so he's got to get his confront up to handling beings, look for beings, that are being a 'shell around his body' or something.Individuals you see? They are still awake and so on. He won't hit any dead guys and be able to run them with III, so one of the indications you have on III that he's hit the Super NOTs case, is that he won't be able to run the next guys on III when he hits them.

But you want to run him through this. He might have to do OT IV Valence Shifter, Confront. You do that in session of course as a review auditor. and put him on a little III-X to have him spot some of these things, and Bang!, he may hit the wall of the Super NOTs case.

Or you can do an "OT V" type remedy. Here is what I call an OT V type remedy which would be the impacted clusters on the body. That's "accidents and injuries" lists on his own body. And dating/locating the earliest beginning of those incidents, and maybe going earlier/similar, to break the clusters on his body so they can be broken up and he can then handle them. That's all covered in "assist technique" on Class VIII tapes.

"OT VI" would be if a guy has "drug-BTs" and so on and he can't break up the drug-clusters. He needs to run his drug list, and run the BTs being drugs, clusters being drugs etc., in the body. That has to do with OT VI. And OT VII is "Intention". He may need an intention boost because he was basically out of valence or he was a bit low horse power because of so much implanting done on him. And he may need an 'intention booster' like OT VII. The original OT VII R/D, to get the guy to be able to finish III.

Basically he will have one or more of those: IV, V, VI or VII. And I called IV: The Valence Shifter and III-X type handlings; V: Impacts on the body; VI: Drugs; VII: Intention Spread, and maybe a little III-X after that. Or, back to OT III and running these guys. And then, all through that is, of course hatting the guy to free them each one, free them each one, you know? Then after he runs a few thousand BTs and he's done 50, 100, 200 hours of auditing to do that it's not the hours so much, it's "How many individual BTs has he freed?".

He will eventually run into "The Wall". And "The Wall" will be the NOTs case and the Super NOTs case. There is no other NOTs case. There is only the Super NOTs case, so don't let anybody fool you. You can, as a C/S, if he does run into it, you can unstick him from it by using normal NOTs procedure. Just on each guy use a shall we say "lower conditions" processes on them. You know: "What are You?", "Who are You?". That's the Treason and Enemy formulas after you locate them from their Confusion. You can use Ethics there too. Handle those ones, that maybe the guy ran into, maybe a little 'stuck together' like roots of a grass plant, crab-grass in the yard. And you can do that in a review session. Sort of 'unhook him' from that with 'normal' NOTs procedure. Maybe even find the top guy on it and blow him loose with a little 'implanter technique' handling of implanters.

By the way you should give the handling of implanters technique, as far as OT III goes, to the guy in his C/Sed part of OT III, his program. The program of OT III is very reflective of the lower grades, because the first thing you have to do in a program for OT III of a normal solo auditor is have him put in the 6 rudiments OT style. The first step is get in the 6 rudiments all to F/N - F/Ning rudiments OT style which means, you know "Mine?" "BT's?" "Cluster's?" And we also add "Another's?", because there is 'Black NOTs' occurring at the moment, and you can also put in 'Another's' Rud's. The sequence we handle those in is: 'Others', because they would interfere with the safe session space. And then we handle 'BTs' because they are more able than clusters therefore you handle the more able first - the BT. And then you handle the 'cluster'. And then you would handle any 'Self' reads or reads on "Mine". Because the auditor shouldn't have a case at this level, and anyway it's usually confused with these other reads, so by the time he gets there he may just F/N. So we handle them in the sequence:

Others, BTs, Clusters, and then Self.

Once he has done that he is F/Ning on the ruds then it's just "Fly a Rud" and he starts on the pressure areas around the body, and that's gonna handle most of the Genetic Line Thetans, and he handles BTs and Clusters impinging or pressuring into the body or in the body or on the body or around the body. Then when he gets a big win on that big F/N and he feels a bit clean then he takes a win and goes into the second phase of the program which is locating BTs and Clusters in his space as a thetan. Around him, further out, or impinging on his space or his head or something like that, trying to take over his body or whatever, but they are impinging on him, in his space. And he feels like they have been with him a long time.

He handles those until he feels his space is pretty clean. And then after that, he takes a win and then he goes back and handles the body some more, because now more guys are getting shall we say waking up and coming alive wanting auditing. They were alive, but they were just asleep maybe. They're not really the dead boys, and the dramatizing Org Board guys, and the zombies in the Super NOTs case. But these guys more or less come up now, and they get handled in the body and then the space again around the thetan. His space gets bigger and his body gets cleaner, his space gets bigger, his body gets cleaner. Pretty soon he is totally blown out and he says: "Hey, there is nothing more there"' He is just totally F/Ning all over the place. He is: "Wow! - I really feel good!" You know? That would be the normal bridge of OT III.

Now he may need if he says: "Well that's OK - I do feel better, but think I should have gotten more out of OT III" then you have got to go into this C/S analysis again and find out whether it's an OT IV needing a Valence Shift and the III-X handling Valence Shift, Confront plus a little bit more on the III-X, spotting some weird dramatizations of the BTs, or just back to OT III. Or OT V, handling the impacts and injuries, clusters on his body. Or OT VI handling his drugs. Or OT VII handling his spread of intention to get him out far enough to really handle all of them. After one or more of these C/S handlings he will then feel totally clean and free of OT III, and able to handle as an OT, BTs and Clusters in life. I mean, they jump on him in life from somebody, and he just handles them, runs them through their incidents, frees them, singles them up, they are all gone - Phoooo!

So he feels pretty competent about that. And it's either that he feels really good on it, very clean and can just handle any of the OT III type thetans or he runs into "The Wall" and he pulls out a little bit of the roots of a Super NOTs plug, and you can just handle that with: "Spot the holder" and get the holder of all the thetans that are restimulated and break the guy loose. Handle him as an implanter or whatever, and then run off the guys with the "What" - "Who"s and whatever other technique he needs, maybe the OT Incident II, Incident I of course, and then finally the guy is clean, and that little bit of that plug that was in restimulation has been handled without him so not being on to Super NOTs. You understand? It's just a little bit of NOTs used in an assist here if he has come all the way through III and dug himself into "The Wall" of Super NOTs and you can just clean him up with a normal NOTs assist using OT III tech, and NOTs tech.

But then Super-NOTS - "Excalibur". He must do the study. When he hits that, and he attests III, and he really feels he has got the result of III, then you are into Super-NOTS and that's covered all the way on Tape 4, Tape 7 and Tape 8, which deals with the OT Life Repair which is the in-between steps from OT 8 to OT 9. By that time the guy should get back his full self determinism and be into the "not having to have obsessive think going on" in his mind anymore. Then after that it's pretty well covered on the Super-Scientology level, "The Phoenix" going up through the OT levels.

Now we are into OT levels 9, 10, 11. That covers what is the "Attention/Intention" areas - The Phoenix. And then it goes into OT 12 and 13 which is the "Ability" levels which covers - these are on tape - let's see, that will be Tape 10, Tech Briefing 10. Tech Briefing 9, of course, covers "The Phoenix" and Tech Briefing 10 covers the "Ability" levels of Super Power for OTs and the Pre-Static Life Repair and also a little bit about the Clone Cycle R/D and the C/O Cycle R/D.

Then we get to "The Grail" Levels which are the "Help" Levels OT 14, 15, and 16. That's covered on Tech Briefing 11 and then the Super Static RID is on the back of that, and then we have the guy sitting there as a normal OT, Static, whatever. He is ready to play big games now. Change games. Start, change, stop games - whatever.

This way we get the guy all the way up there and he is ready for OT 17. And I explained that on the back of tape 11. We can do it, let's go ahead and do it. We can change the whole direction of things from the beginning first two postulates from this point. We know all the truth there is there. Therefore we are in a position of Super Power and Power Plus and Super Static ability levels that will bring the guy up through.

That, therefore, was the description of this schematic we use for getting this guy up to these levels, and you may say: "Where do the Ls fit in? Where does the Sunshine R/D fit in? Where does all this other stuff fit in?" Well it fits in sort of like a special thing the guy may need if he needs that area handled.

The Ls, for instance, could be useful in pulling out a disagreeable holder. A dramatizing holder out of the NOTs case area or out of OT III an implanter out of valence R6 BT. Could be used for getting rid of those guys if you don't want to run Power on them. Or the guy is at too low of a level to have that handled, he might need the Ls to knock out some of those guys. There could be absolutely no reason to handle Ls after Super NOTs level. Everything there is totally handled, there is nothing more there from the Ls levels that needs to be handled after Super NOTs. It's all for other determined actual things.

Next thing. I have gone through the "Non-Interference-Zone", the OT III repairs, and so on, up to OT VII if needed, and - oh yes - the other thing is keeping the training side of the case up to balance. In other

words most of these people, somewhere along the line, will say: "Hey man, I need some more training" - Great! Encourage that. Make them read books, give them little check outs, give them little programs to do training on. Some of them start wanting to audit already, and you give them the basics, get them started on putting in rudiments, or the Dianetics course, or ARC SW, and pretty soon they will be building up their confidence and becoming auditors.

Some of the more key-things to watch out for in your C/Sing is: watch for guys' certainty to improve. Make sure their certainty improves at all times. And if they keep getting uncertain and so on, look for valence problems there, and you can handle that with certain techniques of C/Sing to get them more in valence - handling opterms, PTS situations, SP situations and of course Valence Shifter and Confront. There are many ways to handle this. It's basically other-determinism. Rudiments run on that flow, from the other to them or "Who told you you had a (rudiment out) when you didn't?", the false rudiment situations.

As they go up this bridge there should be valence improvement. More themselves, more certainty, more dynamic awareness, more native abilities such as telepathy. The other thing is they may go exterior quite often, and I must warn you: Take exterior as an EP! If the guy says: "Hey, I'm exterior!" Great. He goes exterior with an F/N - that's an EP for that process. Some people say, "Yes, he said he went exterior, but there is no F/N, what does that mean?"

Well, that means he went exterior, but he took some bits of the case with him. In that case you can rehab the exterior point, and the bits of the case will fall off of the thetan. In other words: He went exterior, that was true, but he also had some mass with him or some case with him, and during the process he took that with him exterior and went outside the body and had the mass with him.

If you get him to spot the mass - you may validate the exterior, say: "OK - that's fantastic - that's the end of that process: Now let's rehab that - let's get that exterior state really cleaned up. Is there something you still have, you brought with you about this process?" Or something like that, or you can just keep running the process after acknowledging that, say: "We are just going to complete - looks like there is still a little bit you still have with you - still holding on to something there?" Bom, bom, bom, and you can complete that process, and that exterior state will F/N as well. It's only when he exteriorizes without an F/N that you know he has taken a little bit of the mass with him, and that's why he didn't F/N. But it is an EP, so remember that. And you give him a win on that and rehab it and you see he says he exteriorized and you took a rehab on it to get the F/N back on it and that means he has dropped the other parts of the case he was still holding on to.

You then give him a win and say: "When you want some more auditing, you come back". because when the guy is exterior... let him come back and tell you when he wants auditing. I mean, acknowledge it as a very causative state. He will probably come back the next day, because he says: "Wow, that's great - I want to do it".

So, acknowledge wins, and also keep their exchange in. Make sure that people exchange for this technology. It's not something you can buy at the corner store, boy! This stuff is hard fought for, hard won and is applicable all the way back to the beginning. So make sure you get Your exchange on this and results is the criteria. We don't need to do promotion very much except via results and word of mouth. The results are what is incredible! You do it right, you get results, and all of a sudden business continues to come in. On the OT levels, remember you have expected results. You work towards those results. You don't let a guy off OT III because: "Ohh, I think I'm finished because I feel ... that ... you know ... I don't have any ... I came ... ahhh ... on a space ship last Sunday, and I don't have an OT III case". Hey that's all bullshit. Even if he did come on a space ship last Sunday. From last Sunday to now on Teegeeack, you could pick up an entire OT III case if you hadn't got the tech to handle it, and hadn't got the certainty to keep it at a distance. Don't let him get away with that. It's the reality level you know when the guy is F/Ning and really able and really alert and having certainty. The other guys are just trying to PR you.

You also have to determine, as a C/S, whether his problem or area that is troubling him: Is it the same level? Is it a lower level? Or is it the next level? Or is it a resistive case point or a training point or an MU? You must evaluate whether he is... he comes and says to you: "Hey, I need something handled, I feel keyed in" - or something. Whether it's the same level he is running now or is it a lower level phenomenon, something missed there, or is it the next level coming up you see that he is stuck into by maybe self auditing. Watch out for that one! Or is it a resistive case point that has popped in here all of a sudden. Out-Int or something? Or is it a training point? You see. Just not having enough training to handle it. Or is it a mis-U? He has a MU for instance on "Nature of A Being". So he thinks that ... oh, it's just like on later levels: The guy didn't run out his Genetic Entity, because he thought that if he did the body would die. The Genetic Entity is so aberrated he is alive because there is a big thetan there keeping the body alive. It is not the Genetic Entities keeping it alive. That's bullshit. So he can run it out. That's the MU. He didn't understand. He is a thetan too, and he is much more powerful than the Genetic Entity.

False reads is the other thing I want to talk about. False reads is a situation where you get a read, and you know on the lower levels it could be from the OT III case or it could be from body movement or meter or the guy didn't understand a word or whatever. But on OT levels there are only a few reasons for false reads. What we look for, really, on OT levels, is not particularly false reads, but it didn't F/N. Therefore something is holding it up. Instead of being a read or a departure from some pattern, it's now: "What's holding it from being an F/N?" But a false read on an OT level could be one of these others, could be somebody else poking into the session, you understand? Once you get to OT III, it can be somebody, a Black NOTser or something like that, just poking into the session. Or, of course, it could be that the BT you are auditing or something or somebody didn't understand the command, and you have to groove it in, like "auditing equals freeing"; "ARC Break equals upset" - you know and so on. Those kind of groove ins have to be done some times.

Also you can get false reads of course from any of the Hi-LO TA Assessment areas, which is you know like problems with the meter, problems with the temperature of the room, body, skin problems etc.. But, I just wanted to advice you, you can still check if the read is false. But at the lower levels, sometimes people miss these as C/Ses and they have a whole case messed up by taking up false reads. You can do a great service to a case, that is a little resistive sometimes and they feel 'other-determined' and 'evaluated for' and 'invalidated' a lot of buttons on that, you can do well to take false reads, and just run a whole little series of rudiments on that. Like you know: "Somebody ever told you you had an ARC Break when you didn't?"

Run off the falsity of the charge, and they will get big wins on that.

The other thing is telepathy. That's a normal state of communication with thetans, so don't invalidate it! Telepathy grows very very much as you go up the levels. It's a normal state of communication between thetans, so don't invalidate that. Also you will get a return of self-determinism and ability and the ability to play better games as he goes up. These are indicators, good indicators, going up the OT levels.

Also incredibles. Remember the things incredible - can come up any time in cases. I mean that's what we are dealing with here. The reason the guys have such a low awareness level on Teegeeack is that they can not confront what is to them very incredible. So when they hit it they will say "Ohhh, that's incredible". And remember as an auditor or C/S your incredible may be different from his. It's a gradient of confront of truth. Let him have the incredibles. That's all right. That's good. That opens up the awareness a bit. And these levels are quite incredible, that's how they remained hidden all this time.

Stable datums and confusions. Remember the stable datum does not have to be true. In the stable datum and confusion rules, you know, the stable datum can align a confusion, it doesn't mean the stable datum is true, it just means it's a stable datum, so it can align a confusion. Like: "Everybody jump on this platform, and you will be safe"' And everybody thinks that is a stable datum, so they jump on the platform, and then the platform collapses - Crumph! It wasn't safe, but for a minute it aligned their confusion, they knew to jump onto this platform. Of course it wasn't true that it was safe and they all fell down and died, but nevertheless, it was a stable datum for a minute there.

So remember: that a stable datum does not have to be true. The whole criteria we are working on here, in these levels is, are the stable datums he is getting by cognition and by training and auditing, are they stopping him? Or are they merely Not-ising the confusion? Or is the confusion As-ising, so that there is less of it? Remember that the implanters have always put in false stable datums at all levels, so you find you know 'status', 'conformity' and 'monitoring' or 'control maintenance' as a substitute for KRC, and 'agreement', 'automaticity', and 'admiration' as substitutes for ARC. It's like these things the substitution of stable datum is what's also trapping people. They are holding on to those as stable datums and therefore they can't let go and go through the confusion and get to the truth.

Between each set of stable datums and the next higher set is a confusion and that's maybe why the guy doesn't want to let go of it. You have got to keep them hatting as they go up so they can start grabbing onto a new stable datum before they can let go of the old one. That's why the training side is very important.

I already told you who Xenu is you know who he is and he is really the composite of all the Not-ised parts of static that people had to do on their first and second postulates - he's the sort of 'personification' of all that particular Not-is. So he becomes less powerful as people go up the levels and he vanishes completely.

He becomes about the size of a Teenie-Weenie, no insult meant to Teenie-Weenies, and then he finally just vanishes, and it's just the guys pretending to be him, and it's all very funny. You know? It's just the guys in his valence. And who is Elron Elray? Well, he is the person who represents the game purpose and he is an individual and a very powerful game-maker; game-purpose individual, from the Super Static State, and he has always believed that an individual is more powerful than a composite, and now it is proven true.

The purpose of the game is to improve the quality of static or theta or life, whichever harmonic you want to put it on. So if you do something with that purpose in mind, you will be successful, because all thetans will move towards that as an 'exit point', to improve the quality of static or theta.

You get the doors open to a case by reads and interest, but only on the way to OT and Static, on the C/Sing business. I mean the guy can be interested in running innumerable 2D things or something, and you say: "Well maybe we ought to give him a whole 2D R/D or something". But you know, you can go off into the never - never land of running little bits of charge off here, and here, and here and there, but maybe you just ought to give the guy some hatting, say: "Look there is more than that Dynamic" - as you are running the resistive points of the 2D case you see you also hat him that there is other dynamics, so that the guy will start getting his next stable datum, and he can then let go of that one.

What I am saying here is that you can go off into the never - never land of running all these little bits and pieces of charge and not go up the bridge. That's what other people have done and that's what they continue to do, and you find all these religions laid all over the planet, and written up thousands and millions of words about them, and they don't produce OTs at all. They just go into the never - never land of "Look at the Static Thetans aren't they beautiful?" "Wow' - All these Gods, lets make statues about them and everything", and "Don't you feel great when you are praying in the temple of Athena?" - and all that kind of stuff. Or: Fate, fate, Karma. All is done before, all is done before ... will happen again, and ... bla, bla, bla ... you can't change it". Yeah? So the guy is running around doing that for several life-times, and he is not OT yet! He didn't know! You can change it, of course! He just got stuck at that point on the bridge by going off into the never - never land of the 'stable datum' that he didn't want to break through the next level of confusion. Or he listened to some thetan from one of these levels, and he bought that guy's stable datums, and then they are into this "Belief, belief, belief, belief", "Hold onto it as a stable datum", "Don't go through the confusion", "Don't go up to a higher level of truth". That is very important.

I want to give you a couple of formulae of life, but I gave you some of them already, like: "A thetan plus these are on earlier tapes but a thetan plus technology is greater that any number of thetans you know "n thetans" that's clusters and so on. So a thetan can solo audit. He has his tech plus himself, so he is greater than any amount of thetans in the bank. And also I gave you the other one about the ... "the sum of the U2s equals U3". When you have finished up to a certain level and you are ready for OT 14, 15 and 16 you start seeing it that way. You see it as "everybody else's" U2 is causing all this U3-mess, and your U1 is sort of around the whole thing". You can permeate, it penetrate it, be outside of it, inside of it - it doesn't matter. You are just operating through a Central Viewpoint when you are operating a body, and you clean up the body and you are operating your own little Org-board there. And you can extend that out and operate more and more causatively on all Dynamics, and bring people up these levels so we can start off in a new

direction.

With your people on the bridge you also want to make sure that if they need a little bit of hatting on games they must look at it, that the balance of games and no games conditions is really optimum. You don't have to have a game going with everything. You can have some no-game conditions. It is not true for a thetan that "Any game is better than no game", or "No game is boring", or anything, it's good to have a balance. There are some games, and he likes those and does those, and some areas he has a no-game condition in, and that way he doesn't get confused and Dev-Ted and so on like that. So it is OK to have a no games condition. In a balance on the Dynamics, of course.

And conditions. You must know conditions, because you run into these on the OT levels. This GUM (GAMES UNIVERSE MODEL), is Emergency, for instance. Training has to be improved. Auditing. Carry on with it, get up through the Non-interference-zone get him on to Solo. Ethics. Tech. Admin. These are the three upper Dynamics 10, 11 and 12 as you will find out very quickly if you don't believe it. But they are there and they can assure the freeing and As-is-ing of all the other Dynamic situations, games, conditions and etc., so they are senior. We are striving for quality here in this particular purpose, but also quantity we don't care if there are many, many, many, many, freed thetans. We don't care how many there are. We are interested in the quality also, that each one of them is totally single and totally free.

The viability will come as we decide on the next purpose. Your real power here as a C/S is your ability to get others to free and as-is: All thetans, all games, all Rings, sort of a 'Super Power' State, you see? So they can all be free, and they can all decide what to do next from a very improved quality viewpoint, improved Tech, improved Admin, improved Knowledge and improved Ethics. And you must always thank Elron Elray, and Ron, for the Tech of these levels. As I say, the Tech is all there, and we apply it to the levels we find and to the situations we find. So C/Ses, auditors, administrators of cases, and people who can handle life, are the most valuable and viable beings, and he is showing us the way to become that. And we are actually achieving it and we can all become Games Masters. So, thank you very much, and study your basics, use them all the way up, keep people on the line to OT and to Super Static. Thank you LRH! Thank you Elron Elray. And thank you for listening. That's the end of Tech Briefing Number 12.

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FIRST AND SECOND POSTULATES

31 MAY 1995

If one has no prior postulate and makes a postulate, then that postulate cannot be a lie. If one then makes a denying postulate second to this primary postulate, he then has accomplished a lie.

A prime postulate on any subject cannot be a lie. A second postulate can be a lie. In such a case, the second postulate permits the prime postulate to exist. But in such a case it is the second postulate, the lie, which persists. All second postulates depend on prime postulates for their force.

1. All evil depends upon a prime postulate of goodness if the evil is to persist.

2. The Satanists claim that Satan is God after He made the universe.

3. A hatred of a person depends for its only strength upon a love for that person prior to the hatred. The hatred persists, but only has strength from the love.

4. A man considers himself to be worthless. This state of mind, persisting, denotes that he must have had a considerable opinion of himself before he felt worthless.

But beware of thinking that 'all is good' or 'all is evil.' The force comes from prime postulate, the state persisting from the second postulate.

EXAMPLE:

1. A doctor considers himself a good, charitable man, a wholly unselfish healer. On examination we see the second postulate persists, so his goodness must be the second postulate. It must have force from a prime postulate it denies and so we find this doctor entered medicine because it had more chance of easy sex. Then he denied this to himself and argued he did it from humanity. His pious mien ceases to persist and he is freed from this pose by straightwiring the prime postulate.

RULE:

Always straight-wire out a condition contradicting the condition which exists.

EXAMPLE:

1. We have a preclear with bad legs. We see that bad legs are persisting. Thus we know that the forceful postulate is prior and opposite so we straightwire out good legs.

2. A man is sick because of a jilt in love. We straight-wire out not the jilt, but the times he loved the girl.

3. Our interiorized preclear is stuck, won't exteriorize. We straightwire the time he was free and so discharge the stuck (the second) postulate, and thus exteriorize him.

RULE:

That which is closer to an ultimate truth (the Static) gives power to that which contradicts it.

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THE GAMES UNIVERSE MODEL

22 DECEMBER 1993

All the Players, the Big Thetans in the Games, agreed to play certain Games. They were arranged in a certain order. It was all very well decided. It was very much agreed upon. The order the games are arranged in is called a Games Universe Model (GUM). This Games Universe Model is the MEST Universe. Implanting was not supposed to be part of this GUM. The Games Universe Model agreed upon by the Thetans goes from its beginning to its end. At the Beginning of this one you will find it is GUM 0 (zero), based on the condition of Emergency and has in it 8 Dynamics. The 9th Dynamic (aesthetics) was added just before Incident I and the 10th Dynamic (ethics) was added when LRH put in Ethics on the Implanters between 1950 and 1970. Tech (11th Dynamic) and Admin (12th Dynamic) were added in 1986 to 1989 by WB Robertson to get us unstuck and through this GUM.

But this "Games Universe Model 0" is one GUM. Before that there is a sort of a "Static Point," you might say, "a Council of the Players." The purpose of this Council of Players was to decide what they are going to do, what they have learned, and so on, in the previous GUM and to plan the new GUM.

At the beginning of this Games Universe Model was a Council of Players called the "Game of Gods." This was done to decide who would be "the responsible party for all of the creations that the other thetans were going to make." Its purpose was to decide who would be responsible for taking care of all the creations, so they wouldn't accidentally unmock or as-is them. That was supposed to teach them that later on they would lose power if they didn't as-is their own creations, but instead gave them into the "responsibility" of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before this Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics. There are 24 Games Universe Models in a "Cascade to Collection Cycle (CCC)." That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Let's go play!" When they "collect up" to find out what

they did or accomplished, they debrief to each other and say, "Oh, What a great Game it was!" Twenty-four Games Universe Models would be a Cascade to Collection Cycle. Now, 24 Cascade to Collection Cycles equals 1 "Ring." A "Ring" is a "Ring of Games" which is 24 GUMs times 24 CCC's (Cascade to Collection Cycles) which equals 576 GUMs. That is 1 of these "Rings." It is one ring and it looks like a large "doughnut shape." There are the 24 CCC's "wrapped around" or going around making the ring, and there are 24 GUMs in each one of the CCC's. These are all in "position" on this Ring.

In the entire series of Ring games, since original Static State, the "before the beginning Static State" which is talked about in the "Factors" by LRH, "before the beginning," there are 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games", and those are the Games which were all agreed upon by the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16.

* * *

THE STATIC STATES

1ST STAGE STATIC = S1 = Exterior to a GUM

2ND STAGE STATIC = S2 = Exterior to a CCC

3RD STAGE STATIC = S3 = Exterior to a RING

4TH STAGE STATIC = S4 = Exterior to the RAGS

but still in U0

5TH STAGE STATIC = S5 = SUPER STATIC STATE

Exterior to the RAGS and has as-ised his own part of U0 and the RAGS. Has no case

TECH BRIEFING 11

"Power Plus for OTs"

13 June, AD 36

RON's Org Frankfurt

Welcome To Power Plus for OT's! This is Capt. W.B. Robertson, Senior CS Rons Org. This song you Just heard is called "The Grail," and it well represents these Levels, which are corresponding to Levels 14, 15, and 16 OT levels.

Because there is a lot of knowledge and Power to be derived from these Levels, which was the original "secret of the Grail", the "Holy Grail " or "Lost Grail" or whatever - but it fits.

Pre-Static Prior Assessment

The first thing I want to talk about is at the end of OT 13 on the Last Briefing. And this is for Auditors and C/Ses mostly, because most of you have already had these rundowns, but I expect the auditors and C/Ses to be at a bit higher level on the bridge, so I want them to have these notes on tape. They are already in written form. And this is on the "PreStatic Prior Assessment." And that is coming at the end of OT 13.

It says here, before completing OT 13, there is a step to "polish off" or to "As-is and Free" any Mocos or Mules the OT may have with others, especially the Implanter Org and Xenu. These are areas where he might not have looked on earlier levels, or on OT 12 and 13 .

The theory is that his Mocos could have been created for "admiration" (plus and minus) - or to "Via a creation" or to "form perceptics" which he doesn't need any longer.

The "plus and minus A" Mocos have probably been handled on the "PreStatic Life Repair" which was between OT 12-13 and his "Creation Mocos" (or his "held and dumped creations") on OT 12-13, but the "Perceptic Mocos" may still be there tying him in to an automaticity which can be monitored by another's Mocos on the same Perceptic. An OT's Perceptions come from his Native Ability to postulate and Perceive, not from "Vias".

The attached 12 areas in the study pack for the course are assessed and handled until all are F/Ning. Each will get a Clean F/N as handled and at the end an FTA. Note: The "55 Human Perceptics " from the Book of Scales can be studied and used if any in "Column C" read. ("Col C" covers The Perceptic Mocos).

Now, I just want to read from the areas here. You work from the bottom up. It's a box that has Column A,B,C. Column A has " Admiration Mocos". B is "Creation Mocos, " Via Mocos", the ones that are used to create something for the OT, And, Column C are the "Perceptic Mocos." All these are plus or minus Mocos. They can do it positively or negatively. Now, coming down the side are the levels 1,2, 3, and 4. This makes 12 areas (3 Columns and 4 levels) and at the top level we have "Knowledge, Responsibility, Control." (Across Column A-Knowledge, Column B-Responsibility, Column C-Control.) These Mocos could be put on Terminals, or Areas, or lines , as it goes across there.

Level II coming down has "Affinity, Reality, Communication." Again, 'Affinity Terminals, "Reality on Areas", "Communication lines."

Level III comes a bit more down. Its the false Scale "KRC" of Xenu, "Status Conformity, and Monitoring" and again it's on Terminals, Areas , and Lines. So it's "Status Terminals", "Areas", and "Monitor Lines."

Level IV is down at the Bottom where it all becomes "automatic". And it's "Admiration, Agreement, and Automaticity." "Admiration on Terminals", "Agreement in Areas", and "Automaticity on Lines." These are used and checked over from the bottom up. So, Column A going up is: Admiration Terminals, Status Terminals, Affinity Terminals, Knowledge Terminals. Then , Column B: Agreement Areas, Conformity Areas, Reality Areas, Responsibility Areas, And Column C: Automaticity Lines, Monitor Lines Communication Lines, Control Lines. If this id done properly, all the Mocos will be swept clean from these areas whenever it reads, one handled it to clean F/N and those Mocos will be found and given their choice of "Return to your moment of creation,or go Free!". Now, when that is all done there will be a nice FTA. And, remember to handle all the positive and negative Mocos on those areas. And that is the end of the Pre-Static Prior Assessment. Its sort of a "dusting off" and " cleaning off " of all these areas.

The Clone Cycle Rundown

Then at the end, after the Pre-Static Prior Assessment, is what is called the "Clone Cycle Rundown". I described this on the last Tape,"Tech Briefing No. 10". And I'll give you some notes here from it: It says: "It is possible the OT created even more powerful Mocos which could take his place, or his "Central Viewpoint", while he was somewhere or some-one else . These would have nearly all his abilities but

nevertheless are "Clones" or "Mocos".

They could be a "Moco Static Thetan", "A Moco OT" (or a "Power Thetan" or Big Thetan Moco), or a "Regular Thetan" (ARC Type Thetan), or Lambda Thetan" (to run a body), or "Moco S.C.M." (which is Status, Conformity and Maintain Control or " Monitor Moco" to divert the implanters, you see, so it could pretend other- determinism for instance), or there could be even a Phi Thetan (Admiration, Agreement, Automaticity type Moco to pretend total effect). These areas, of course, come from the 12 areas which you did the "Prior Assessment" on. Now we are looking for almost a complete duplicate of ONE's SELF that could be created from these areas.

Now you work The Clone Cycle you work it up, looking for: First, any Mocos in the Admiration, Agreement, Automaticity category. They will be at total effect and you handle them by the process: "Return to your moment of Creation or go Free!." You might have to give them the idea of why you created them. Admin whys and so on might come off. ARC break etc. but they will go free very easily.

(These correspond to "Broken Pieces"). And going up from that, will be the Status, Conformity, Monitor (or " Maintain control" type Mocos which were to fool The Implanters or substitute for you to make the Implanters think you were implanted when you really weren't. And these will be in the "Piece" area .They will be in the Piece area and they will be other-determined, but you can still free them because You created them. Then there will be "Player" Mocos on the ARC - Understanding Level, and they will be .. (I should be actually calling them Clones, because they are Clone Mocos because they actually, nearly, have all the abilities of a thetan except they were created), so that's ARCU on the Player Level. There are KRCP Clones on the Games Maker Level, which would be Clone "OT"s or "Big Thetans", You see?. And then there would be Clone "Static Thetans" or No Game Makers or "Above the Games" or "Pan-Determined" type "Big Static Thetan" Clones.

Now when they return to their "Moment of creation" just indicate: "The Game is over", and that's the Admin Why of their moment of Creation. You cloned them for a Game, of course. "The Game is over so do you want to go free?" There may be some Itsa, just acknowledge it and validate them for doing their job and then give them their freedom. They may have to also run their Mocos, because they may have created some. You may have given them the ability to create Mocos on their own. You can sort that out as you run this Clone Cycle and each will go to Clean F/N and Big FTA at the end.

I have a little note here, and it says - "If any other Big Thetan pops in and tells the auditor he is a clone of theirs - (This is some guy coming in and saying "You are really my clone") - you see you are the auditor, he is saying "you are really my clone" then just tell him: "I choose to be free, thank you" , it's probably bullshit anyway. (And even if it isn't, you can choose to be free and continue on with your sessions). Sometimes they try to do that, or somebody else's Clone will try to do that, to keep you out of the Game and that's very funny, but that should finish up any difficulties you may encounter before the end of OT 13.

The C/O Cycle Rundown

Now before the beginning of the OT 14 we have a special thing which is needed to get people into the Super Power area and that's called "The CO Cycle Rundown" (Commanding Officer Cycle Rundown). The reason for this rundown is simply this. After OT 12-13 and after these various Prior Assessments and Clone Cycle rundowns, the only thing left that the OT can see now is the combination of U2s. In other words, everything to him looks like U2 and U3 is even the sum of U2s.

Its a composite resistive, U2 Case and he sort of seems to be "outside of it a little bit". It's sort of all "New in a New Unit of Time," but he is not really connected into it anymore. However , if he is still using his body, to audit with and carry on up the Levels with, he has a very important Piece of his U2 still attached to him and under his control. So the "CO Cycle", the purpose of that, is to have him take full control of that piece of U3 (known as the "combination of U2s") that piece of U3 known as "his body" and he takes full control of that. And that is done in the following manner: I'll just take my notes here. All right, and I have the notes here, and so: "The purpose of this rundown, CO Cycle Rundown, is: To put the Thetan in Command of all Body Mocos who wish to remain and carry out the Games Purpose with him. That's the ones in his body (all the Mocos and various bits, and Perceptics, and so on). And free the rest and allow them to Return to their Creators or retire to Static Point and wait as a sort of reserve.

So the Procedure is this:.

(1) TR0 (on the body and the immediate space around it)

(2) Run off all plus and Minus Perceptic Mocos from the body which belong to the OT. (That's the person who is doing the auditing.It can be done Solo)

(A) Spots them.

(B) Does a "Moment of Creation or freedom" or "Wait at Static Point".

or (here we have another possibility on this particular rundown), they can "Take a Hat in this Game," So, they "Return to their Moment of Creation to their Creator" - or "Free" or they wait, they "wait at Static Point". "Return to a Static Point and just wait to be a reserve". Or they can take a hat in this Game with him. And on each of those decisions, any of them they make, it should be acked by TR2. So he does that until there is a Clean F/N. Then he takes the rest of the body in his space. Now first we took his Perceptic Mocos and so on. Now all the rest should be the U2.They belong to other people.All the rest of the pieces of the Mest in there, the Mocos he is shepherding around, are belonging to U2 Terminals.

So now we have to get them responsive and handled and then give them the same choices. So the (3) is to run PR 4, 5, 6. on remaining U2 Mocos. (This includes responsive and unresponsive ones as PR PRs handle both types) So we handle it both in one shot here,And they will awake on this and go through

recognition of being created, dumped, aligned with the Phi Thetans or whatever, and finally they will realize they are under the OT's command and he is auditing them. And impressions of their Not-ised lines to billions of Creator thetans will also show up, and they will also as-is, because, you see, the U2 Creator Thetans of them are still hooked in, not-ised but still there, so the lines will appear like "beams or ~actors to your body. So they will show up and then they will as-is, and that's the lines. And then the "Board of Directors of the "Phi Thetans" Social Democracy lines will show up, and blow. And then finally the whole body will come into PT with an awareness of the OT who is auditing as the "Boss" (or the CO). In other words, the body will go through its whole Time Track and it will finally blow into PT.

(4) Now when it's in PT and you are the "Boss", this is after (Pr 4,5,6), you have to give them the R-Factor on the Game Purpose, Games Universe Models and Rights of a Thetan and next:

(5) You have to give them the choice to: "Help in the Purpose under command of the OT" or to " Return to your Moment of Creation or go Free" or "Return to the Static-Point and wait till the end of the GUM". Now, that way you are giving them the free choice which we give to all Thetans, per Rights of a Thetan, OK?

(6) Next step. The ones that decide to "Help under the command of the OT" after the rest have gone, can now be ordered by the OT to do whatever he considers optimum. He applies the "Normal Operation Formula": Don't change anything. Eliminate any non-optimum conditions of the body, improve what is going well. Now these things won't happen immediately, but they will get to work on them right away. You will find the Phi Thetans he does not need at present should be ordered to Static Point as reserves to be on call if he needs them later to patch up his body or anothers. The OT should be able to now change his body on a gradient, via these helping Phi Thetans, to an Optimum State for his Game and Purpose.

(7) And the last note here is: It's best to do this on a meter to see that all the Phi Thetans get the commands.When they do it will be a clean F/N. It's group auditing. The EP of this is: That the OT takes command of his own body (from the U2 Thetans who dumped its component Phi Thetan who were (responsively or unresponsively) following the Board of Directors of the Phi Thetans' orders.)

(8) The "optimizing steps" can be done in later sessions (Solo), as needed, so that means if he is fixing up something in the body he can also see that it is being done later on.

(9) Now you will find here that it is very wise to know some Policy, because you will have all this mass of juniors running in the body and you better set them up in an Org Board.So you have to know some Policy on that, and I have a note here: "It is wise to set up an Org Board of these Phi Thetan Helpers. It's on a 7 Division basis so that new food, air etc, coming into the body is also recruited, R-factored, and Audited to their own choices as in the process." This is "keeping the body in an optimum state", because you realize the body is always pulling in more and more Mest (food, air and so on) and it has to be audited as well so

everything stays just totally optimum. I found it's very interesting. You can set up an Org Board exactly like LRH says in the Basic Policy Books, with the HCO side and the Org side, and have some of the Phi Thetans being auditors and some of them handling the body functions and communications and so on, Generally it works very well, and you can use the right and left lobes of the brain and have the guys in there working as the "Executives" and all down through the lines, and all that. They have a great time once they are doing it under your command and you acknowledge them and so on. You will find as food comes into the body it takes them a while, and then the whole thing feels totally audited and handled and so on like that. They do get their "Hats" on, but you have to Hat them though. You have to tell them various "processes" to free Mocos and so on and even how to run Power, but finally they are running things just fine under your directions and now you have an optimum tool, the body, to use in the Game, to continue on with.

(10) I advise this step (CO Cycle R/D) to be done before "Power Plus for OTs" because it is something people have attention on. (Of course, since the body is mostly U2s). After these earlier levels it's just the rest of the U2s all having attention lines to the body and the Thetan says: "What is this thing? It's like it isn't my creation. It's somebody else's or a lot of other people's. It's weird.It doesn't listen to me! and so on. But now he does the "Danger Formula" on that and "Bypasses and handles it", and brings it back up through "Emergency" through to "Normal" and gets it into an optimum state. If you need anymore help with this I'm sure there are people who can refer you to Policy Volumes. Basics in Volume Zero like "How to set up an Org Board" and it works very well. You don't have to know any real "Medical Data" to do it. Just the general idea of it, like "The Executives are to see that the body keeps breathing, the heart keeps going, and so on", and its use. "For when I need extra energy and so on, it must be there and ready". You know, everything you want. You just put it in. And everything you don t want you just tell them: "That's not useful anymore, just phase that out, so on and so on." Like-extra fat or whatever you don't like, you know? They might have to audit the fat to get it responsive, and wake it up and route it out or give its Mocos their choices, but still in all it can be done. So you can have a good time "optimizing your body" on the CO Cycle Rundown and in later sessions (after you get your FTA in the rundown).

OT

14 15 16

The Grail

Power Plus for OTs

Ok, so now we go into the "Power Plus" aspect, or the "Grail" aspect of these levels.

The monitoring idea behind OT 14, 15, and 16 is HELP, because now we are above the idea of the "Ability Level". We have the abilities returned that we wanted from OT 12 and 13 and now one must look at,

"What does one do with the abilities?" Well, he has abilities and he wants to help, and I can tell you that this will bring you, when you run this - it will bring you right back to the next monitoring ability on OT 17-18 etc, which is Games. This "help" series, of processes here actually finish off all of the incomplete games cycles and allows the being to start out brand new in a state of Static and Normal Operation. So lets look at these Levels. Now they are quite incredible. They are much more incredible even than what I expected after doing the other incredible levels, and there was some very incredible things here. So I wish you all success and a lot of fun in doing these.

So the first thing to do is to realize that the Power Plus areas are monitored by Persons, Places and Subjects..... The same as VA down at the Lower end of the Bridge, LRH did bring those areas down from a very high Level, and this is the high Level he bought them from. Persons, Places, Subjects.

So the first thing for the OT to do (and he can do this out of session or in a session, but it's just as they come to his mind) after OT 13 and after the CO Cycle Rundown he should probably be starting to think about "Persons he wants to help", "groups of people he wants to help", you see, and "places he wants to help", you see, and "subjects he wants to help". These things, you know, may have been something he has been into before. It doesn't matter. Its just Persons, Places, Subjects that he wants to help. And then he makes ... he puts this down in 3 separate columns, you see, and makes a little list to put in his folder. It doesn't matter how many Subjects, Persons, Places, he puts down, just have him do it.

Anyway, when you come to the 1st session on OT 14, you are going to take up the first area there, on the 1st Session you are going to take up and you are going to find out, what The Item is. And I thought at first you might have to run all the items on all different Connected, Disconnected, Unconnected areas. Apparently you do not.There is only one, shall we say, "containing item", that actually so far as I know, contains the aspects of all the others, and it's quite a large item. Might be, if the guy hits all kinds of groups he might want to help on Planet Earth which includes many, many, many, say "people" then they all might be included under a sort of a "Thetans in the Game" item. You know what I mean? There a a huge all-encompassing item that will LFBD F/N or that "very much F/Ns " and that covers all of those "People he wants to Help" and you will find that in the 1st Session on OT 14. You find what that item is.

And then you have that and now you are going work it from the "outside of the door".... looking in. On the 9, 10, and 11, situations. you are "Opening The Door" and seeing what was out there that you hadn't been in comm with, but now you are the one "outside," and opening doors downward to those who have been out-of comm with you. So now it's the "reverse look" at 9, 10, 11. You understand?.

So you take this area, this "Persons item," and so first it's:

"Thetans connected to the item." See? Thetans connected to the item.

All right? "Thetans connected to the item ..... Boom!!!" That reads. Then you go right in and run steps 1-10 on it from or 9, 10, 11. Same steps. You will find that the cogs are quite incredible! Then the 2nd session of 14 (maybe the 2nd session of 14, but you may have done the CO Cycle Rundown in OT 14, but this is the 2nd session of Power Plus for OTs, shall we say, Super Power Plus for OTs!), the 2nd session item will be the Places item and you find the containing Places item, it will be something containing all the other items, or "summarizes" all

the other items. If he gave a lot of places in the Mest Universe it may be "U 3", or it may be "All The Earlier Universes" or whatever, but it will be an item that LFBDs and he will be happy about it and it's big enough for him to "chew on". You see, we are not doing "tiny bits" of auditing. We are doing enormous scales of auditing. So he gets the "Places" item and you do the same thing: LFBD-F/Ning, very interested.

"Thetans connected to it" reads, so you run Steps 1-10 on that. And then the next session you do the Subjects Item, and you will find the Subjects that summarizes and contains all of the other subjects that he has written down, and he runs that LFBD item. He may be not get it right at first. You would have to get: "What would have to summarize all these subjects? What contains all of it?" And Bang!, he gets it and you are away.You run 1-10 on that, You'll have incredible cognitions and you will run into very interesting Statics, lots of Static thetans, and other kinds of beings that you didn't even, at this stage, didn't realize that they were there.

And I must tell you, on " ARC Break," if the question 3 - or step 3 of the 1-10, it doesn't read on "ARC Break", no F/N, nothing on "KRC Break", or "Theta Break", you might have to find it's a "Static Break". That's even Senior! You see? A Static Break. You run into quite amazing things on these levels. Anyway, the question is the same for OT 14 on each of the Persons, Places, Subjects. It is "Thetans connected to the item" (from "Persons" then the next session, "Places", then the next session, "Subjects" OK?)

OT 15 is the same 3 areas as he got on OT 14. It's very important, therefore, to have the right areas to run. because on OT 15 you run the same exact areas, but you run them:

"Thetans Dis-connected from".

Not Connected to, but dis-connected from on OT 15.And of course you run them the same way: Steps 1-10, etc.

And on OT 16 you run of course : "Thetans unconnected with the items you found on OT 14, same ones). So there's 3 sessions on each Level. And 14 is 3, 15 is 3, 16 is 3, and now when you have done these you will be quite, quite amazed. This sounds very simple, and it is like: "Yes, 9-10-11 - Yeah, we know all about that." No.No, you don't know all about that, because all of a sudden your expansion starts opening up to New areas you have never even suspected were there, and that's why I call it "The Grail". And the old

"Mystics" liked that idea: "The Grail", lost knowledge. Well, it comes up there.

You will find that these Cascade Collection Cycles become - (which contain all The GUMs you see? Cascade Collection Cycles, that's great.) - but now you will find out there were more of those and you will find out there is a certain Number of those CCCs put together into what is called a "Ring" and that there are also "Archives of Rings".

Before that was " the beginning." I just give you those little hints, and that's so you don't think you are getting "far out" into some strange tales or something. And it is that, and it is the "Theta Trap", and apparently we have to do a lot to keep ourselves amused, but at the end of all this there is a Rundown to do, right before you are ready for OT 17 and I'll talk about that on the next side of the Tape.

But to just give you some ideas about the"Power Plus for OT's", I think you will find out in doing this level that any further, shall we say "Missed-" or "Non-Understanding" of the Axioms will go totally clean. You can't help but understand them. In fact I'll give you an example: I had always known about the Axiom of "The Highest Purpose in the Universe is the creation of Effect", you see? Very simple. Yes obvious, obvious, obvious, very obvious. Highest Purpose in The Universe is the creation of effect. But I don't think I or anyone else,, ever asked the question: "Well, that's The Highest Purpose, well what's the 2nd Highest Purpose". Oh, I see, What's The 2nd Highest Purpose? You, see, a Thetan is very powerful. It's not hard for him to create an effect, so if that's his "Highest Purpose" he can do it very quickly. So he must have a 2nd Highest Purpose. That's what got him in trouble, you see? So what was the 2nd Highest Purpose? Well, you will find out on this Level.

OK, all right! I will tell you. As Auditors you should know this anyway. The 2nd Highest Purpose in the Universe is the Experiencing of the Effect. 1st Highest Purpose in the Universe is the Creation of Effect. That's the Highest Purpose. And what's the 2nd Highest Purpose? The Experiencing of the Effect, the experiencing of the effect, or the Experiencing of that effect.

Anyway it all becomes very, very clear to you on 0T 14, 15, 16 how all this started and why it got to where it was and what we did to get into it and what we are doing to get out of it. And the whole thing, it can hardly be expressed in any words except in Scientology words, perhaps and just say Ron knew what he was talking about when he wrote the "Axioms and Logics", "Pre-logics", and Books, And there are logical derivations and second questions from these points that give you the secrets of everything.

So I know you will enjoy these Levels, and especially after doing the last step, which I'll tell you about on the next side of the Tape. The data and knowledge gained here we are going to use on the OT 17-18 Levels of course. Now, we are going to be in a "Games Level". We are going to change the direction of the whole Game. We are going to be able to handle these points which, if not handled on the other cases in U2, would prevent them from coming up the Bridge and joining us. So we are going to handle those points in the U2 and U3. That's the only ones, because if we handle all their cases, they won t have any "improvement of

quality", but we just must handle these that make them resistive to getting on the Bridge. So from 17-18 it's a real "team co-ordinated effort" and I expect everyone to have a lot of fun at it, and also learn more about the Tech of Scientology and Dianetics if you haven't already because it's what is going to be used in The New Games, and The New Civilization and The New Future for all of us.

OK. That's the end of side I.

And a "Thank you!" to Elron Elray, because without his help this could have

never been done. That's The End of Side I. Thank you very much.

Side 2

Ok This is Side 2, Tech Briefing 11 and the date is 13 June AD 36 or 1986 Teegeeack Time.

We have to also include on this side things I didn't particularly want people to hear on the other side. They can hear the other side just to run 14-15-16 and to do the "CO Cycle Rundown " and to do the other clarifying steps of the last part of OT 13. That's all on the other side. But this side has some data on it, that perhaps it's wise not to let every Pre- OT or OT know about, until he actually encounters it on 14-15-16.

And some of this is very, very incredible and would just be even probably not believed by those that have done OT 13! So incredible... but I know, however, that auditors would be able to confront it. And also they need it to be able to unscramble cases that may get messed up on 14, 15, 16 (or even Lower OT Levels). Now one of the datums comes from a funny fact, that sometimes you will find, on OT 14 15 16 (usually 16), that Thetans encountered on the question, (when they run the "Thetans unconnected with" - whatever the item is) they might run into a certain kind of thetan. Well,instead of a read the TA just starts rising like crazy. Now the TA just starts going up. There is no apparent reason for it. It just goes up. There is nothing that's been overrun. The guy may think that this "Power Plus for OT" Levels is overrun. It's not!

The case which he has hit here is: Certain thetans who have been pushed off into the "Static" area that are dramatizing an overrun. And they are dramatizing an overrun of the "Last Time Around the Ring". "The Last Time Around the Ring." Now, as I explained on the last side briefly, a "Ring" is a connected series of Cascade Collection Cycles. If you view a Cascade to Collection Cycle as a little "cube" all by itself, then you join 25, (actually 24) of these cubes together to form a "Torus" or a "Ring" ... right?, you just bend them together. You will then have a Ring.

Now, if you also realize the numbers of these GUMs (the one we are in for instance is " Zero") and at the ends or at the beginnings of these "Cascade Collection Cycles " there is another sort of "Infinity point" there, or a"Zero point " there, or whatever you want to call it (those two are apparently points where you can get in or out of the "Ring" or the Cascade Collection Cycle"), but also these are aligned on the Ring so that they go around the "Ring of Games and G.U.M.s - "They go around this ring twice to make one

complete cycle.)

In other words, it's like a "Mobius" alignment. If you start on one side of a ring and draw a line that comes around (but not to the same side, it goes around to the other side of the ring) and then goes around again and comes back to the same side, you will have made a "Mobius" ring. It's like a ring with a twist in it, or actually half twist in it. And, if you open that out (that line in it) it becomes an "Infinity" symbol. And that is the symbol of "Infinity" that is present in all of these "Ring Games". That means that the "Ring Archives" (that he will also run into on these levels) are the old Ring Games that have been done already. And I found out in these Levels that: No "older" ring has been done twice. They all have been done once. In other words, they have gone around around again and finished with an "infinity" and that's it. And they haven't been done again. So, it's like that they haven't gone two times around the Ring, or "twice around the Ring" or twice "around the Infinity".

You will understand what I mean if you just draw this out.You will see it. But, in this particular "Game of G.U.M. s Series, or this particular Ring that we are in now, apparently it HAS been gone around on the 2nd time and we are on the "2nd Time Around" it and that's where all the "Fatalistic Philosophies" come from that "everything is the same" and it's going to be "predictable" and it will all come out that everything is the same, and it is going to be"Predicted. and it will all come out" according to Karma" and 'Fate". Because we, as Thetans, have agreed to play this Ring AGAIN and therefore we are sort of on a twice around the circle(or the Infinity)" we are at another ",jumping off point" right here.

And This Time Around (TTA), we are going to really improve the "Quality of Theta", because Last Time Around (LTA) it went differently. Last Time Around it was different, in this small respect, that the "Taken Over Church" was the one that continued and pushed thetans into an unable "Static State" where they couldn't quite make it out of the whole Series of Rings. And that's because it was "allowed" to happen that way, actually as a "proof" that by "Not-ising" or "Altering" the Technology that it would not work! And now you are the people that are still in the Church are dramatizing "The Last Time Around". They are still under Xenu's direction (who took over with his forces Last Time Around and did the same thing). And now you see that Elron Elray is showing us that now you can do it right and we have all something to learn from this. And you will learn from this,And you will learn it on OT 14, 15, 16.

But now, TA going up means that what he has hit, is a bunch of Thetans who have been pushed by Auditing (actual auditing) Last Time Around the Ring into a state of Static which left them totally ineffective. They have locked themselves out of the Game, you understand, so they could not, therefore, deter Xenu. And they therefore, could not be effective against him or actually get to the end of the point of the true Game to "Improve The Quality of Theta." They believed they are improved, but their auditing had lies in it and the TA goes up because they think, "Its an overrun." (They think). But, if you find out very quickly that what it is, is BPC, charge from Last Time Around The Ring, The TA will come down, immediately down, just like that.

You see, as you start saying "Hello" the TA will start going up, up, up. And if it starts going up and you

start to say "Hello" "Hello" there is nothing there. They don't want auditing. Nothing, nothing, nothing, OK. Then you say "Is this BPC from Last Time Around the Ring?" Phuff!! TA will come down, Ha!! "What's happening?" "How come?" "The Game is Over?" "What s happened?" You know? So it will come down and then you can get the "Hello" and "Why don't you want auditing?" (It could come up on anyone of these questions.

Then you can get the ARC Break, and then the ARC Break LD and it may go back before this series of G.U.M.s before the Cascade to Collection Cycles and maybe back to the Last Time Around the Ring, or even back into the Ring Archives, but it won t probably go back there until these guys are handled. Anyway, they usually "Blow loose" by a very simple handling on just one of the rudiments, or maybe 1, 2. or 3 rudiments, but when they blow they want to help because they were betrayed by the "Taken Over Church" of Last Time Around, and they want to help, and they want to help free others and do it right This Time Around.

And you will find them caught in such weird beliefs as "Pantheism," "Psychology Tech" -(Super "Ego", "Ego", "Id," etc.) - and others, where they have been taught carefully that "God created everything. He created your ancestors and your ancestors created you". And "your ancestors are dead and God is dead and you are the only creators left." And "No one else exists except, you and, these creations that are left around. Therefore, anything that you experience is either your creation or somebody else's. So, when you start to audit these guys they think you are a "figment in their Imagination," you see? They think you as the Auditor are not really a different person, because they are the only creators around you see? So no one else can "create" anything.

So you are some sort of "Figment in their mind". And they are pushed out into a "Static State of Total Isolation" or shall we say, "in the honeycomb", each one locked up into his own little tiny "Static Universe". They are totally ineffective by that, so the TA might start going up on those kind of guys because it's overrun. They were pushed there by auditing from Last Time Around "Squirrel Tech", that type of thing. Sec Checking the guy into making the guy into effect, and pushing him into a corner as a Static, and making sure he stayed out of the Game for the rest of eternity.

You get the idea? Its so incredible, I was even amazed to find it. I couldn't believe it at first, but this is what blew the TA down and F/TAed and finished the bloody cycles so that's what it was. And I think most of the guys are going to run into this type of activity. So that will blow down the High TA, to find out: "It's BPC from Last Time Around the Ring". They think it's the same old shit. They think they are going to get pushed into a corner again. But it's not. You have to groove them in. This is The Freeing Game. This is Elron Elray's This Time Around. It's different and it's NOT the "Taken Over Church" that is doing it. OK? So that was quite amazing , but also gives the basis for "Prophecy", "Karma" and all that kind of "fatalistic" idea that "everything is all pre-determined from now on". It is really just because it's the 2nd Time Around. OK? So that will come up.

And the other thing that will come up, once that is handled, (and these usually come up on 16), but after

that comes up finally the guy will spot the entire "Ring Archives" of ALL THE GAMES PLAYED. All these Rings,CCCs, played, played. But they are all there. Lots and lots of them. And before that, of course, were the Original 1st and 2nd Postulates and before that of course was the " Original Static State". I call it that, because in that "Super Static State", of course, the person was in "A State of Static without Comparison". There was nothing to compare to and the comparison had to be by creating something of "comparable magnitude" to compare the Super Static to.

So the "original creation" was "The Ring Archives", you see? That was the original creation. It was the Ring Archives. It was all agreed to be done and that was the Ring Archives. And the "2nd Highest Purpose" was " to Experience the Effect." You see? The "Highest Purpose" was "the Creation of Effect, to be able to compare the Static State to. Because, how could you "improve" what Static is? Because, how could you improve anything? How could you improve Static unless you knew what it was in comparison to something?

Improve it from what and to what? So first had to be a Condition of Source, and then Existence was created! And that was "The 1st Postulate." And the "2nd Highest Purpose" was the "Experiencing of the Effect," and that of course made the Conditions. And once a person was into the "Conditions", of course, he was into the Ring Games- The "Ring Games" on, on, and on, and on. So, therefore there are Levels and Degrees of Static as well as other "Gradients of OT" and so on.

And a "Static Point" in-between a GUM, a Games Universe Model, is one "Level of Static," And another "Level of Static" is somebody pushed outside, or exteriorized outside, or decides to stay outside of, the GUMs all the way around. Like riding on the outside edge of the Ring or around the Ring's Cascade Collection Cycles. He is sort of riding on the outside or the inside of the CCC, you see? Or he could be outside of the whole of all The Games, on a Ring and feels very "Static," and very internally keyed out, and he can view everything else, but he is not really free because he has not got back to all the other Rings, you see? He is inside of one Ring watching everybody else go around, but that's just another kind of "key-out Static State". And there's a "Key-out Static" outside the Ring, one Ring. He is outside one Ring and he goes: "Whah! I see the whole damn thing! Whah!" And he is sort of in "ecstasy", you know? Whee! But then there's another kind of Static which is outside all of the Rings ever done.That one, of course, gets you back to the original Source,Existence, Conditions, State, and that will come on OT 14, 15, 16.

Now, if it does not come on those Levels, I have a Special Rundown for it to be done, which is called "The Super Static Rundown" and I want to explain that to you now. Now this is to be done only after OT 16 and is the setup for OT 17. And the 1st Step is, this can be done in Session or Solo depending on how good an auditor you are. It is called The Super Static Rundown.)

(1) Point 1 (Step 1) is:

(A) Locate your 2nd Original Postulate prior to The Ring Archives where you decided to "Experience Effect" and " not-is Source and Existence to create Conditions".

(B) Run any "not-is","inval", "suppress" and any "negative Static" or "minus Static" or "Mocos of your own creation".

Now, you realize for a person to postulate something ELSE if he is totally Super Static, and he is not-ising "something, well, then he is not-ising his Role as a Source. If he not-ises his Part of Existence (what he created), then he had to give it Power to be not-ised in. In other words, he had to create it and then not-is it! So, in the creation of it he gave it Power, just like he gives a Moco "Power to do something". So that's what I call a "Negative Static". Its all the things he isn't, which, if he got them back, he would be a Super Static all "together" again. So, we call that - if he "not-ised Existence" in the beginning of The Ring Archives, then he had left his beingness in there and said: "It isn't me anymore", "It isn't my creation". "It isn't me, it's not part of me"- so that's the "Negative Static" part. So, he has to run any "not-is","inval", "suppress", and any "negative Static" or "Mocos of his Own Creation" to Floating TA. And, he may have to do a Rud or so, but I have not found it necessary. It just comes off, Whop!! Bam! So, he could do any of steps 1-10 during that, but it is basically "not-is","inval," "suppress" once he locates that point of "original postulate". (That's the one to "experience effect" the decision to experience effect, that's the 2nd Highest Purpose in the Universe.

Step 2

(A) locate your 1st Original Postulate prior to The Ring Archives where you decided to "Create an Effect " and Play "The Super Game" of Improving Quality of Static.

(B) Run any postulate, perception, decision, comparison, or agreement.

(Because these are all the key buttons which were at that time: postulate, perception, decision, comparison, and agreement. And you just take each one of those and run anything on it until it F/Ns. You know, "At that time, was there a postulate?" "Was There a perception?" "Was there a decision?" "Was there a comparison?" "Was there an agreement?" And believe me the charge that "comes off" - that is amazing. Bam! (You also might have to do Steps 1-10). But this one is also done to FTA VVVGIs. Usually you do not need any other steps because this is before all of these things you see?

OK, I did make a note here, and I did have to use it on myself, which says: "ARC Break, KRC Break, Theta Break, Static Break should all be checked in Steps One and Two". I advise you to check that, because I found actually on the "Existence" part, (I believe it was the Existence part, or ,either one of those two basic postulates, either, the 2nd one or The 1st one) - to do those I had to make an ARC Break of Basic Basic, and ARC Break of Static, which included ALL the 2nd Assessment Buttons! It was amazing. I couldn't get just one to read. They were all giving charge. It was the basic of all basic ARC, KRC, Theta and Static Breaks, and believe me when that one "Blew Off" it was Totally Incredible. It was the basic because when I decided to split myself to "create effect" I had to give up all this Static stuff and there was

quite a "Static Break". I mean it was highly, highly, charged on every button on the 2nd assessment. But it was a "Static Break". So these should all be checked on steps 1-2: ARC Break, KRC Break, Theta Break, Static Break.

Number 3 (Step 3)

Two-Way Comm. Now get this. This is what LRH said in an earlier Tape. He said, "At the end of the auditing cycle on the person you must not forget he has been the effect of the auditing for so long you will have to run out Auditing as well". So this is the point you do that. Because on the next Levels, of course session space" has become LIFE, and LIFE has become your session space. You are doing your "Tech Work" in your life, and your life is your Tech Work. I mean, you can handle anything, any type of thetan, any type of being any type of situation.

It is probable that the next thing you want to do is to create some "New Direction", "New Games", some "New Things" besides finishing up this one. We have to finish up this one, it's obvious when you get to this level why it has to be finished up, and "completed cycle" on. But it's now so free, so enjoyable, it becomes your life.

Anyway, The 3rd Step is to: "2 Way Comm any Auditing Dependence. Scan the track of Auditing, realize it is a, positive line via U3." In other words, auditing itself was put in by LRH as a positive line via U3 so there wouldn't be so much confusion from various "Telepathic Thoughts" and so on. And realize it is on that positive line in U3 but it doesn't need to be there anymore through U3. It can exist Totally from your U1 to any other U you want, OK? It can be now done through any combination of U2s, or anything, and back and forth on The Rings, or where-ever! So realize it is a "positive line via U3" and your State as Super Static needs no Vias. You don t need those Vias. You don't need those Vias anymore. You have No Case. And you run this to FTA VVGIs Cog.

I found that the sort of E.P. that I got on this thing is a "Feeling of Caselessness". Absolutely No Case. There's nothing there anymore. The Rings by the way, the "mockups" or the manufactured Ring Archives VANISHED on this rundown and there was a new direction, all directions! You understand? All New in a New Unit of Time. All of what LRH says about TR0-TR1. It is all there. There's No Case left. There's nothing there. That blew The Whole Thing. Its back to the 1st and 2nd Postulate and the Ring Archives and then "That's It". There isn't anything behind that except Super Static and that's what you are when you have finished with this.

So then you can attest "Power Plus For OTs" complete, and OT 14-15-16 complete. And then now, the person should be ready for OT 17 and 18 etc.

Now these handle "The Super Game". The barriers preventing others from getting on the bridge and arriving at this point. By moving then selectively back down The Bridge. (Back down the bridge, from OT 16 down to Super Nots, OT III and OT II, OT I, Power, Drugs, Grades, Locks, Secondaries, Engrams, ARC S/Wire) we then open the ways and the doors to all of them to come up the Bridge and Improve their "Quality of Theta and Static" also.

And those are the "Secrets" of all the other Levels. All the way up from OT 17. Well, you can take it by counting up all the different Levels up to 33, but you can do - we better do- it as a Team effort, because we better have another Game ready when we take all of those people out of These Games. We better have another Game ready, do you understand? We better have another Game ready. And that is by The Power Formula. Yes!. Because, you see, we can get people from humanoid to this State, OT 16, in 2 years. That's Real Power. that's really Power. That's the Power from "Second Time Around". The Real Tech.

We can make people - I've got people on my lines, it takes only 1 year taking them from totally "not audited" to OT III. And it only takes them 1 year from Super Nots (Excalibur) all the way to OT 16 and Super Static, because I've done it in less than 1 year, so I know it can be done in a year - so - 2 years. Do you realize what is happening? This Game will end so fast once we get going, once it breaks open all these lines that are preventing the other people from coming up the bridge because of their various Plugs and Monitors and OT III junk at various Levels! You can see that we can break just enough "off" so they can start flowing towards the bridge, towards The Exit Point, when we start doing that, we better have another Game ready because what will happen? what are they going to do after 2 years? What? Help us! Yes some will do that and so on but a lot of people want to do something new. "Let's do something New" Yes! So what is going to be The New Game? Well I'll leave that up to you, but I also advise you to look into LRH's works, into the 3rd Dynamic works, into the ideas of production organization, establishment. Into the idea of what we, as Thetans, as Statics, can make as a New Game. A Game which is totally different, different and new from the Rings, the old Rings. We are not going to play those Games anymore, you know, That's gone. That's finished. Now this is the time to make New Ventures, New Postulates, New Games, and we had better have that ready when we "open up the doors" and everybody flows up the Bridge. Because we can end this whole Game within 2 years of each getting on up the Bridge for them. So if the flow starts multiplying it will come very, very fast. So let's have a New Game Ready!

Meanwhile, I wish you all Success on going up the bridge and arriving at this level. We will co-ordinate with Elron Elray, and will also keep putting in The New Civilization, which is "The Game on the 4th Dynamic", which allows people to flow towards the Exit Points on the 3rd Dynamic. So, those are all good. But we need a NEW GAME beyond that, beyond Static, which will perhaps improve the Viability of Static and of Theta.

That's the end of Tech Briefing number 11, and I know ALL of you will enjoy these levels very, very much, and I must ask you also as a Technical point, also as a Ethical point, at the end of every session, to "Thank those who helped", and that always includes Elron Elray, LRH, The Founder.

Thank you very much and Thank you Ron!

That's The End of Tech Briefing Number 11

End Tech Briefing 11

Power Plus for OTs

RON's ORG

OT 16

12 June 1986

Super Static RD

Doingness / Communication / Control is the way in and out of the Super Game.

But there are two Vectors of it.

A) Important (Relatively).

B) Unimportant (Relatively).

A) Leads toward Static states and is an upward vector.

B) Leads toward Minus Static states and is a downward vector.

These two eventually descend or ascend thru the various confusions and stable data levels to produce all the conditions and plus-minus combinations of the lower levels.

BR

SrC/S Ron's

OT 17

12 June 86

Super Static RD

Xenu is the composite resistive personification of all the not-ised Source and Existence by the Static Thetans. Originally there was the purpose to improve the Quality of Static by comparison to comparable magnitudes. So:

1) There is Source - Beingness by comparison to Existence - Havingness. That was the "Creation of Effect" or highest purpose.

2) Then to do the 2nd highest purpose - "Experience Effect." Source and Existence as-is had to be NOT-ISED. Thus came about Conditions = Doing.

3) And the "Not-is" became Xenu.

The eXperience Entity of the Not-ised Universe.

He is the Composite of all Minus-Static or Not-is of Plus-Static despite his later Muling practices which were just a further Insanity of Clustering and Compositing.

Thus he fears to be "torn apart" or for the Static-Thetans to regain their states by confronting and handling their NOT-IS - which is part of him .

BR

SrC/S Ron's

OT 17

12 June 1986

Super Static RD

To be done after OT 16:

1) Locate your 2nd Original Postulate (Prior to the Ring Archives) where you decided to Experience Effect and Not-ised Source and Existence to Create Conditions. Run any

NOT-IS, INVAL, SUPP, and any Minus-Static or MOCOs of your own creation to FTA. (May do any of Steps 1-10.)

2) Locate your 1st Original Postulate (Prior to the Ring Archives) where you decided to Create Effect and Play the Super Game of "Improving Quality of Static." Run any Postulate, Perception, Decision, Comparison, or Agreement. (May do any of Steps 1-10 as needed). - to FTA VVGIs.

Note: ARCB, KRCB, Theta Break, Static Break should all be checked in Steps 1 and 2.

3) 2WC any Auditing Dependency - Scan track of Auditing - (Note: Include "Last Time Around the Ring" Auditing). Realize its a Positive Line via U3 and

Your State as Super Static needs no vias. You have no case. To FTA VVGIs - Cog.

Attest PPOTs Complete OT 14,15,16. And Ready for OT17, 18, etc. which handles the Super game barrier preventing others from getting on the bridge to arrive at this point. (By removing them selectively back down the Bridge thru SN, OT3, OT2, OT1, Power, Drugs, Grades, Locks, Secs, Engrams, and ARC SW to OT 33!

BR

SrC/S Ron's

PHOENIX PROCEDURE STEPS

OT 9, 10 AND 11

29 SEPTEMBER 1995

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with CE 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

3. "ARC Breaks?" (this will usually be heavily charged, sensations, reads, etc. Let the babble die down and assess:

Check for ARC Breaks -If none, check KRC Breaks & Theta Breaks:

Assess breaks as follows:

A Known

R Unknown

C Curious about

U Desired

Enforced

Inhibited

O - No or Rejected

Refused

False

Note: If no read or F/N on ARCB even with S, I, N buttons, check for KRC Break? or Power Break? or Theta Break?

"Indicate the major BPC_____." (You may start getting blows on this step - even automatic blows). Handle to F/N cleanly or E/S to F/N cleanly.

"ARC BREAK LD?" (Get how long, assess as above, ind BPC, to F/N cleanly).

4. "PTP?" handle itsa, E/S itsa to Clean F/N.

"PTP LD?" get how long, ind BPC, handle itsa E/S itsa to Clean F/N.

Note: "Clean" F/N means the F/N doesn't slow down or halt as it goes across the dial in at least one sweep of 1/3 or 1/2 dial. If it does slow or halt, it means that most of the thetans got the charge off but there are some who didn't yet get it. You may find, if it bogs, that some were trying to handle the LD Rud on the Rud Question. Indicate that "any LD (ruds) will be handled next" and the F/N or the Rud will be clean.

5. "MWH? or WH?" handle itsa (what) + missed withhold system (who missed it, when, what they did, nearly found out?) then E/S to F/N cleanly.

"MWH or W/H of LD?" - get how long, ind BPC, handle per itsa + WH system E/S to Clean F/N.

6. "Overt?" - pull it to F/N cleanly or E/S to F/N cleanly.

"Overt LD?" - this comes under (or may) the heading of a continuous overt, so if it doesn't F/N cleanly on getting how long, ind BPC, and pulling it - then run: "What are you trying to prevent?" to clean F/N.

Note: You may have to use this "PREVENT" process on #5 W/H or W/H LD also). If you have to run it again, use "OBTAIN?" What you trying to obtain?

7. "Invalidation?" - Itsa, E/S itsa to clean F/N. (May have to handle PTS to Xenu on this one)

"Invalidation LD?" - how long, ind BPC, itsa, E/S itsa, PTS (if needed) to clean F/N.

Note: The inval may be on Flow Zero (self-inval). Any of these ruds may be on any flow.

Note: The flows are from the viewpoint of the thetans you are auditing, not yours. If you invaled one of them it would be his F1.

8. "Evaluation?" - Itsa, E/S itsa to clean F/N.

"Evaluation LD?" - how long, ind BPC, itsa, E/S itsa to F/N cleanly.

Note: On all LD Ruds - if the F/N doesn't come on the itsa, then check if it "really started earlier?", before going E/S.

Note: As you are the OT auditor here, these ruds are not necessarily including you. Your gain in session comes from COGNITIONS and realizing what you were connected to and regaining KRC.

Note: As blows occur on each step, you may have to assist it by intending "I'm not holding you."

9. Blow Steps:

A. "Who are you?" to any who haven't left yet. This step of the valence process usually blows 100s more from all over space and time if you keep asking them - to clean F/N.

B. "MOC or Free?" (for MOCOs)

C. Rights of a thetan.

10. Can't Blow Steps:

Out of Valence?

A. This is asking for those with Out Int, stuck to another thetan, others in his valence, etc. Just like on Excalibur.

Incidents?

B. Then there may be those that need Pre I - spin dryer - Electrosphere - Hoover, capture, in E/U or dumped in MEST U incidents for Phi thetans as a chain of engrams to run as in Super NOTs; or Inc II, I, E/Is, etc.

Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Excalibur).

Find A, B or C or all three, run to F/N cleanly broadening to F/N RA.

Note: Steps 9 & 10 can be done over & over till the F/N RA appears. (Blow, Can't Blow, Blow, etc.).

* * *

PHOENIX PROCEDURE STEPS

OT 9, 10 AND 11

25 DECEMBER 1993

0. Keep notes of areas of your ATTENTION or INTENTION from before you start OT 9 and place in folder. They are valuable to locate what to run.

I. Assessment Session: In a solo session, write (from your notes or just thought of) areas of ATTENTION/INTENTION (A/I) (Put all the ATTENTIONS & INTENTIONS on the same list) and note the reads sF, F, LF, BD until they cease. End off when you feel it's complete (for now) - should be a nice F/N. (Sensitivity set at 1/3+ dial or 1/2+ dial on can squeeze).

II. As Solo C/S, add up the reads for each A/I area (some may be combined if on the same area) using sF = 0.5, F = 1.0, LF = 2.0 and BD as the range arm movement times 10. (0.1 BD = 1.0 for this add up). Put them on a sheet of paper for the front of your folder - like a STACK LIST but labelled ATTENTION/INTENTION AREAS and date. Leave a column for the final wording and session date run. Now put the order 1, 2, 3, etc., in sequence of most reads to least. This is your A/I list to start with on the level (OT9).

III. 1st Phoenix OTs Session:

A. Take #1 from A/I list and word it to laugh, VGIs, Big Reads and Interest. This is important so that the wording will impinge (hit) all the thetans on all Dynamics that are connected to you by it. Put a box around the correct wording (so you can refer to it and put it on your A/I list after session).

B. Intend the following Question: (Through space of all Universes past & present and back to 100 Centillion years). (It can be intended as a Command also for more effect)

(Q) "Thetans connected to me by (wording)?" (OT 9 wording only)

This must read. Note it down. Check if it doesn't read - "Not-ised?" "Invalidated?" "Suppressed?"

C. Do the following steps on it:

1. "HELLO!" (Get in comm with intention to audit all the thetans connected - Tone 40). Repeat until it F/Ns cleanly.

2. "Why don't you want auditing?" (Reads, sensations, a babble of telepathic answers will come on this - just keep asking with CE 2 1/2 (half acks) until it quiets down and F/Ns cleanly, or repeat with more intention through space and time until it does F/N cleanly.

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A. This is asking for those with Out Int, stuck to another thetan, others in his valence, etc. Just like on Excalibur.

Incidents?

B. Then there may be those that need Pre I - spin dryer - Electrosphere - Hoover, capture, in E/U or dumped in MEST U incidents for Phi thetans as a chain of engrams to run as in Super NOTs; or Inc II, I, E/Is, etc.

Need data?

C. Then there may be those that need Orientation, a New Game, Rights of a thetan explained or a New Purpose (as in Excalibur).

Find A, B or C or all three, run to F/N cleanly broadening to F/N RA.

D. The F/N RA and a free feeling about the whole area of A/I comes as the last ones connected to it are freed.

You as the OT may sit there and just keep cogniting, but the F/N RA is the technical end of the session on all the others you were handling. So don't try to run anything more over the F/N RA. Of course, cognite all you want, and this can continue after the technical session is over and you have put the cans down. (Don't end session Tone 40, just a soft "That's it.").

E. Incredibles come up on this level, so be ready for anything! It's great fun!

Note: Steps 9 & 10 can be done over & over till the F/N RA appears. (Blow, Can't Blow, Blow, etc.).

IV.The next session is the next A/I area on your list, worded, and reading in the Questions, and run on the 10 Steps to F/N RA, VVGIs, Cogs.

V.After running all the 1st A/I list areas (OT9) you just repeat IIIB for OT 10 "DISCONNECTED FROM_____" question on the same areas, same wording, same sequence. Then do the same for OT 11 using the "UNCONNECTED WITH_____" question.

VI.When you get a big win or ability returned - take a win! Don't do more than one session per day - give yourself time to adjust to the new ability state.

VII.PROCESS PHENOMENON NOTE: Don't be alarmed if all the thetans blowing seem to come in from wherever they are or whenever they were and leave via your immediate area or body. You as an OT are acting as an EXIT POINT for freeing these thetans - they will flow to you as the big thetan and maybe even thank you or "kiss your hand" as they depart. Just ack and Intend "I'm not holding you. No one can. You are free!"

VIII. The EP of the Levels? (OT 9, OT 10, OT 11)

You will know it when you arrive to the EP. ("A fully cleaned up Universe 1"). There won't be any concern or wonder about how to improve your OT abilities.

You will have (Purpose, Character, and Future) awareness fully back. Using your new awareness with KRC will be on the next level as you handle your Creations!

* * *

9 May 86

Further OT Levels - Super Power Plus

The "trick" is that by using PrPrs you break loose the MOCO VIAs of a Creation that are permeating the MEST particles to get them into PT. Then send them back to the postulate that created the particles they permeated and then (if not the same) to the MOC (Moment Of Creation).

Since the big thetan created on a VIA, by MOCO, he had to create the MOCO 1st. So the MOCO can as-is the particle and then return to his creator or go free after he "tips his hat" and flashes the creation postulate at him.

Since X (Xenu) was just an "alter-is" (mis-ownership) "Creator," he can only make it persist to the Creator who "believes in him." But actually since he used a VIA MOCO on his own creations, habitually, he also uses them on CO-TEAM-MULTI Creations. And so do the others. So these levels can be done. We have the TECH.

EP = All Dynamic OT. 1st DYNAMIC STATIC.

BR

SrC/S Ron's

30 May 1986

OT 14

There is possibly an alignment or basis for the Periodic Table of Elements and Atomic Structure in the +/-A, +/-C, +/-P MOCOs.

57 Perceptics (+ or-) = 114

2 Creations (+ or-) = 2

2 Admirations (+ or -) = 2

118 "units" to build structure with.

The basis of course would be the

P = plus particle of matter = a proton = +

E = negative particle (anti-matter) = an electron = -

If so, then electricity is actually "negative mass," which can permeate positive mass. Force shields, etc. could be designed from this basis.

Since Q created both (and dumped them) they have still attraction for each other and per the 4 vectors of gravity (affinity) would "snap" together and form a neutron = (+) + (-) = N

The atomic combinations from "flavoring" the basic masses and energies would come from the perceptic MOCOs whose content in the atoms would determine the properties

of the element.

The "value" of the element to Q or mankind would come from the +/- Admiration MOCO content.

Some physicist and chemist on OT 14 should work this out fully for the New Civilization.

Addition: The above is particle physics and physics and physical chemistry. Also the "secrets" of how these dumped s became "unitized" will be in the B of D (Phi thetans) files. They are the ones who carry the records of the Physical Universe.

Since by Axioms, Energy is "Postulated particles in space" and Mass is "grouped particles and solids," the above covers all except space and time. But time is an arbitrary caused by "motion recall" (an apparency). So space is the key. When a thetan creates space it is valid for + or - particles. It's the particles that don't necessarily follow the "Two objects can not occupy the same space at the same time" LAW in MEST U.

But space is a Constant. IT was created to "frame" the in or to give a field of play. It is "additive" like theta (as it is most like theta).

The more separate units of space that are jammed together, the less power.

S>nS

This is probably the key to hyper speed space drives and teleportation devices.

BR

SrC/S Ron's

GMC #30a)

OT 14

CO Cycle RD

Further Optimizing Steps

I have found most hatting and inspection tours to "correct" the "org" or to get it to handle "back logs" of ingested F Qns & others can be done out of session.

But in the last few days I've found the org is working very well - In fact they kept building up a lot of "products," freed Qns to have me acknowledge and give final "C/O approval" to before they left! At first I thought these Qns were "attracted" to my clean space (exit point) from other OT students - and a few were - but very few. The others had no charge on any Blow or Can't Blow Step. They all left on a simple "OK, you are free, I'm not holding you, no one can." This was puzzling until I realized my own "body org" had already audited them! I noted it helped to be fully relaxed, as lying the body down, or in the bath - then there is no "holding" or "control" line pressure on the body.

A simple "outward" pressure as if blowing up a balloon - just hold breath and elevate the diaphragm and pressure is built up in the lungs and blood vessels - started an amazing "blow off" of these cleaned up products of the "Body Org." After repeating for 5 or 10 minutes they are all gone (+ the occasional "flea" who may need a Blow Step Command)

Then the "Org" should be acked with a "Very Well Done."

These Qns are of course the ones who came into the body since the C/O Cycle RD (or last

freeing by the OT) via food, air, smoking, dust, etc.?-

The policy being applied of course is the AO policy of "The C/O must personally congratulate, interview, and inspect any AO Student leaving his org" an FO (Flag Order) by LRH. This is the 3rd Qual check on products - The 1st is by Qual itself in the Exam, Review, Attest cycle. The Second is by Success, FSM, Public Reg in Div 6. The 3rd is by the C/O Interview.

All these points can spot an outness or flaw in the product and return it to the org for handling or correct it. Also it enables the C/O to correct the goofing part of the org as well.

Sometimes only hatting is required, but occasionally Ethics and a Bypass & Handle. (Products 3 & 4). Optimize!

BR

Sr C/S Ron's

Super Static RD (After OT16, Before OT17)

OT 14, 15, 16 - Notes

Negative Clone Cycle RD - (to obtain Ext and Full Perception of all, or Super Static).

To take a CVP and "BE" or EXIST, a Static Source has to 1st Create and Existence, then do the Condition of "Experience" of "being".

Existence comes from

Highest Purpose - Creation of Effect.

Conditions comes from

2nd Highest Purpose - Experience of Effect.

To Create Existence (S U2) one must not-is Source.

To create Conditions (or the basic one of a CVP) one must not-is Existence and Source of Existence.

These two NOT-ISes are what is covered on the Negative Clone Cycle RD or "Negative Static RD". (-)

- = U2 ?

Ô > (Super Static) = S U2 + U1

+ = U1 ¯ and NOT = U1 - S U2 = CVP

What looks like NOT-IS going up is NOT-KNOW coming down.

BR

SrC/S Ron's

11 June 1986

OT 16 Data

The Ultimate Static Trap from Last Time Around the Ring =

HERMETICISM

Courtesy of Xenu to keep Static Thetans out of the Game.

1) God created out ancestors.

2) Our ancestors created us.

3) Our ancestors are dead.

4) God is dead.

5) We are the only creators left.

6) All else is what God, our ancestors or we have created.

7) Our duty is to keep creating.

8) When we die, we go with our ancestors and God to a higher level of creation

... etc.

BR

SrC/S Ron's

OT 16

12 June 1986

Super Static RD

Doingness / Communication / Control is the way in and out of the Super Game.

But there are two Vectors of it.

A) Important (Relatively).

B) Unimportant (Relatively).

A) Leads toward Static states and is an upward vector.

B) Leads toward Minus Static states and is a downward vector.

These two eventually descend or ascend thru the various confusions and stable data levels to produce all the conditions and plus-minus combinations of the lower levels.

BR

SrC/S Ron's

OT 17

12 June 86

Super Static RD

Xenu is the composite resistive personification of all the not-ised Source and Existence by the Static Thetans. Originally there was the purpose to improve the Quality of Static by comparison to comparable magnitudes. So:

1) There is Source - Beingness by comparison to Existence - Havingness. That was the "Creation of Effect" or highest purpose.

2) Then to do the 2nd highest purpose - "Experience Effect." Source and Existence as-is had to be NOT-ISED. Thus came about Conditions = Doing.

3) And the "Not-is" became Xenu.

The eXperience Entity of the Not-ised Universe.

He is the Composite of all Minus-Static or Not-is of Plus-Static despite his later Muling practices which were just a further Insanity of Clustering and Compositing.

Thus he fears to be "torn apart" or for the Static-Thetans to regain their states by confronting and handling their NOT-IS - which is part of him .

BR

SrC/S Ron's

OT 17

12 June 1986

Super Static RD

To be done after OT 16:

1) Locate your 2nd Original Postulate (Prior to the Ring Archives) where you decided to Experience Effect and Not-ised Source and Existence to Create Conditions. Run any NOT-IS, INVAL, SUPP, and any Minus-Static or MOCOs of your own creation to FTA. (May do any of Steps 1-10.)

2) Locate your 1st Original Postulate (Prior to the Ring Archives) where you decided to Create Effect and Play the Super Game of "Improving Quality of Static." Run any Postulate, Perception, Decision, Comparison, or Agreement. (May do any of Steps 1-10 as needed). - to FTA VVGIs.

Note: ARCB, KRCB, Theta Break, Static Break should all be checked in Steps 1 and 2.

3) 2WC any Auditing Dependency - Scan track of Auditing - (Note: Include "Last Time Around the Ring" Auditing). Realize its a Positive Line via U3 and

Your State as Super Static needs no vias. You have no case. To FTA VVGIs - Cog.

Attest PPOTs Complete OT 14,15,16. And Ready for OT17, 18, etc. which handles the Super game barrier preventing others from getting on the bridge to arrive at this point. (By removing them selectively back down the Bridge thru SN, OT3, OT2, OT1, Power, Drugs, Grades, Locks, Secs, Engrams, and ARC SW to OT 33!

BR

SrC/S Ron's

Super Static R/D

Since OT 17-33 can be run by TP link and any where and any when, these levels do not need "formal" (positive via U3) session reports or metering. They are action levels for the Operating Static. The Operating Static is the improved Quality of Operating Thetan -
- (it's not yin and yang - it is the Operating Static Symbol).

Thus in the Super Static RD, the Auditing Dependency should be 2WC to FTA as the last step.

The Auditing Space and Time of is all ?'s and covers the Ring Archives and Static Levels and KRCP, ARCU, all A, ¢, P MOCOs and Thetans Improving or Disproving and the Reads and Metering are by Knowingness, Perception, Postulation, and Doingness in the ?'s and the Record or Report <u>is</u> the New Improved Conditions, Existence, and Source Vectors.

THE SUPER STATIC RUNDOWN

1 JANUARY 1994

I have a special rundown which is called "The Super Static Rundown" and I want to explain that to you now. Now this is to be done only after OT 16 and is the setup for OT 17. And the 1st Step is, this can be done in Session or Solo depending on how good an auditor you are. It is called The

Super Static Rundown.

(1) Point 1 (Step 1) is:

(A) Locate your 2nd Original Postulate prior to The Ring Archives where you decided to "Experience Effect" and "not-is Source and Existence to create Conditions."

(B) Run any "not-is","inval", "suppress" and any "negative Static" or "minus Static" or "Mocos of your own creation."

Now, you realize for a person to postulate something ELSE if he is totally Super Static, and he is not-ising something, well, then he is not-ising his Role as a Source. If he not-ises his Part of Existence (what he created), then he had to give it Power to be not-ised in. In other words, he had to create it and then not-is it! So, in the creation of it he gave it Power, just like he gives a Moco "Power to do something." So that's what I call a "Negative Static." Its all the things he isn't, which, if he got them back, he would be a Super Static all "together" again. So, we call that - if he "not-ised Existence" in the beginning of The Ring Archives, then he had left his beingness in there and said: "It isn't me anymore," "It isn't my creation." "It isn't me, it's not part of me"- so that's the "Negative Static" part. So, he has to run any "not-is","inval", "suppress" and any "negative Static" or "Mocos of his Own Creation" to Floating TA. And, he may have to do a Rud or so, but I have not found it necessary. It just comes off, Whop!! Bam! So, he could do any of steps 1-10 from the Phoenix during that, but it is basically "not-is","inval," "suppress" once he locates that point of "original postulate." (That's the one to "experience effect," the decision to experience effect, that's the 2nd Highest Purpose in the Universe.)

Step 2

(A) locate your 1st Original Postulate prior to The Ring Archives where you decided to "Create an Effect " and Play "The Super Game" of Improving Quality of Static.

(B) Run any postulate, perception, decision, comparison, or agreement.

(Because these are all the key buttons which were at that time: postulate, perception, decision, comparison, and agreement. And you just take each one of those and run anything on it until it F/Ns. You know, "At that time, was there a postulate?" "Was there a perception?" "Was there a decision?" "Was there a comparison?" "Was there an agreement?" And believe me the charge that "comes off" - that is amazing. Bam! (You also might have to do Steps 1-10 from the Phoenix). But this one is also done to FTA VVVGIs. Usually you do not need any other steps because this is before all of these things you see?

OK, I did make a note here, and I did have to use it on myself, which says: "ARC Break, KRC Break, Theta Break, Static Break should all be checked in Steps One and Two." I advise you to check that, because I found actually on the "Existence" part, (I believe it was the Existence part, or, either one of those two basic postulates, either, the 2nd one or the 1st one) - to do those I had to make an ARC Break of Basic Basic, and ARC Break of Static, which included ALL the 2nd Assessment Buttons (of the ARC Break assessment)! It was amazing. I couldn't get just one to read. They were all giving charge. It was the basic of all basic ARC, KRC, Theta and Static Breaks, and believe me when that one "Blew Off" it was Totally Incredible. It was the basic because when I decided to split myself to "create effect" I had to give up all this Static stuff and there was quite a "Static Break." I mean it was highly, highly, charged on every button on the 2nd assessment. But it was a "Static Break." So these should all be checked on steps 1-2: ARC Break, KRC Break, Theta Break, Static Break.

Number 3 (Step 3)

Two-Way Comm. Now get this. This is what LRH said in an earlier tape. He said, "At the end of the auditing cycle on the person you must not forget he has been the effect of the auditing for so long you will have to run out Auditing as well." So this is the point you do that. Because on the next Levels, of course your "session space" has become LIFE, and LIFE has become your session space. You are doing your "Tech Work" in your life, and your life is your Tech Work. I mean, you can handle anything, any type of thetan, any type of being any type of situation.

It is probable that the next thing you want to do is to create some "New Direction," "New Games," some "New Things" besides finishing up this one. We have to finish up this one, it's obvious when you get to this level why it has to be finished up, and "completed cycle" on. But it's now so free, so enjoyable, it becomes your life.

Anyway, The 3rd Step is to: "2 Way Comm any Auditing Dependence. Scan the track of Auditing, realize it is a, positive line via U3." In other words, auditing itself was put in by LRH as a positive line via U3 so there wouldn't be so much confusion from various "Telepathic Thoughts" and so on. And realize it is on that positive line in U3 but it doesn't need to be there anymore through U3. It can exist Totally from your U1 to any other U you want, OK? It can be now done through any combination of U2s, or anything, and back and forth on The Rings, or where-ever! So realize it is a "positive line via U3" and your State as Super Static needs no Vias. You don't need those Vias. You don't need those Vias anymore. You have No Case. And you run this to FTA VVGIs Cog.

I found that the sort of E.P. that I got on this thing is a "Feeling of Caselessness." Absolutely No Case. There's nothing there anymore. The Rings by the way, the "mockups" or the manufactured Ring Archives VANISHED on this rundown and there was a new direction, all directions! You understand? All New in a New Unit of Time. All of what LRH says about TR0-TR1. It is all there. There's No Case left. There's nothing there. That blew The Whole Thing. Its back to the 1st and 2nd Postulate and the Ring Archives and then "That's It." There isn't anything behind that except Super Static and that's what you are when you have finished with this.

So then you can attest "Power Plus For OTs" complete, and OT 14-15-16 complete. ***And then now, the person should be ready for OT 17 and 18, etc.

Now these handle "The Super Game." The barriers preventing others from getting on the bridge and arriving at this point. By moving then selectively back down The Bridge. (Back down the bridge, from OT 16 down to Super Nots, OT III and OT II, OT I, Power, Drugs, Grades, Locks, Secondaries, Engrams, ARC S/Wire) we then open the ways and the doors to all of them to come up the Bridge and Improve their "Quality of Theta and Static" also.

And those are the "Secrets" of all the other Levels. All the way up from OT 17. Well, you can take it by counting up all the different Levels up to 33, but you can do - we better do- it as a Team effort, because we better have another Game ready when we take all of those people out of These Games. We better have another Game ready, do you understand? We better have another Game ready. And that is by The Power Formula. Yes!. Because, you see, we can get people from humanoid to this State, OT 16, in 2 years. That's Real Power. that's really Power. That's the Power from "Second Time Around". The Real Tech.

We can make people - I've got people on my lines, it takes only 1 year taking them from totally "not audited" to OT III. And it only takes them 1 year from Super Nots (Excalibur) all the way to OT 16 and Super Static, because I've done it in less than 1 year, so I know it can be done in a year - so - 2 years. Do you realize what is happening? This Game will end so fast once we get going, once it breaks open all these lines that are preventing the other people from coming up the bridge because of their various Plugs and Monitors and OT III junk at various Levels! You can see that we can break just enough "off" so they can start flowing towards the bridge, towards The Exit Point, when we start doing that, we better have another Game ready because what will happen? what are they going to do after 2 years? What? Help us! Yes some will do that and so on but a lot of people want to do something new. "Let's do something New" Yes! So what is going to be The New Game? Well I'll leave that up to you, but I also advise you to look into LRH's works, into the 3rd Dynamic works, into the ideas of production organization, establishment. Into the idea of what we, as Thetans, as Statics, can make as a New Game. A Game which is totally different, different and new from the Rings, the old Rings. We are not going to play those Games anymore, you know, That's gone. That's finished. Now this is the time to make New Ventures, New Postulates, New Games, and we had better have that ready when we "open up the doors" and everybody flows up the Bridge. Because we can end this whole Game within 2 years of each getting on up the Bridge for them. So if the flow starts multiplying it will come very, very fast. So let's have a New Game Ready!

Meanwhile, I wish you all Success on going up the bridge and arriving at this level. We will co-ordinate with Elron Elray, and will also keep putting in The New Civilization, which is "The Game on the 4th Dynamic," which allows people to flow towards the Exit Points on the 3rd Dynamic. So, those are all good. But we need a NEW GAME beyond that, beyond Static, which will perhaps improve the Viability of Static and of Theta.

That's the end of Tech Briefing number 11, and I know ALL of you will enjoy these levels very, very much, and I must ask you also as a Technical point, also as a Ethical point, at the end of every session, to "Thank those who helped," and that always includes Elron Elray, LRH, The Founder.

Taken from Tech Briefing #11 by WB Robertson

OT 34-40

"Boots in the Sky"

GAMES MASTER COURSE MATERIALS LIST

25 NOVEMBER 1986

GMC Nr. Title Date

1. Ability 80 - Axioms, Prelogics, Logics
Dianetic Axioms
2. Methods of Assessment, BST Packs (if not
already done)
3.@ Tech Briefing #12 - Super Static C/Sing 16 June 86
4.@ C/Sing Schema (pages 1 & 2) for TB #12 16 June 86
5.@ Plans For Teegeeack 11 May 86
6.@pdf Monitoring Levels 11 May 86
7.@ Games - On OT 17 & 18... 11 May 86
8.@ OT 17 & 18 11 May 86
9.@ Notes - After OT 16... 12 May 86
10.@ OT Static Levels 12-33 01 Jun 86
11.@ Big Cog Tech 08. Jun 86
12.@ OT 17 Clear/OT/ Static (0-16) 11. Jun 86
13.@pdf Super Games 13. Jun 86
14.@ Games - How to Unravel 15. Jun 86
15.@ OT 17 - The 1st Preventer... POE targets #1 17. Jun 86
16.@ OT 17 (Session attached) 19. Jun 86
17.@ OT 17 - Super Static is... 21. Jun 86
18.@ OT 17-18+ - POE targets #2 21. Jun 86
19.@pdf OT 17-33 23. Jun 86
20.@pdf OT 17-18+ - The Importance of PR in... 26. Jun 86
21.@pdf Axiom 10 and 11 26. Jun 86
22. Review Session BST 28. Jun 86
23.@pdf Blowout Process Data (OT 17-18 from 14-16) 29. Jun 86
24.@ OT 17-18+ - POE Target #3 03. Jul 86
25.@ OT 34-35 - Relative Importances 06. Jul 86
26.@ OT 34-35 - 7 Altered Importances 08. Jul 86
27.@ OT 34-35 - Goals, Purposes, ... 09. Jul 86
28.@ OT 34-35 - The 1st un-certainty 10. Jul 86
29.@ OT 17-18 - POE Targets #4 16. Jul 86
30.@pdf OT 34-35 - Game, Goal... 23. Jul 86
30a.@ C/O Cycle RD - Further Optimizing Steps 23. Jul 86
30b.@ C/O Cycle RD - Vias of Vias 28. Jul 86
30c.@ C/O Cycle RD - MOCOs and Black NOTs 29. Jul 86
30d.@ C/O Cycling - Further Optimizing Notes 05. Aug 86
31.@ OT 34-35 - At the end... 07. Aug 86
32.@ OT 33-34 - BPC from LTA (SS C/S #10) 07. Aug 86
33.@pdf OT 17-40 - Can't Blow Step 10-B Expanded 07. Aug 86
33a.@ More on VIAs of VIAs 09. Aug 86
33b.@pdf OT 12-13 & C/O Cycle RD 10. Aug 86

See also:

Volume 3, #50
Volume 6, #74

34.@ OT 35-40 - Tone 40 - OT 40 11. Aug 86
35.@ OT 35-40 - U0 Mocos Process 11. Aug 86
36.@ OT 35-40 - More on U0 Mocos 11. Aug 86
37.@ OT 35-40 - U0 and Super Static RD 15. Aug 86
38.@ OT 40 - SS Clone - Admin Why 18. Aug 86
39.@pdf OT 40 - Dynamic 12 19. Aug 86
40.@ OT 34-40 - U0 Mocos Process 19. Aug 86
41.@ OT 34-40 - Xenu & U0 20. Aug 86
42.@pdf OT 34-40 - Pre I Area 20. Aug 86
43.@ OT 40 - Xenu - Basic Case 23. Aug 86
44.@ OT 34-40 - As one came down-spiral... 24. Aug 86
45.@ OT 34-40 - Time is a consideration... 24. Aug 86
46.@ OT 40 - Look for Blackside Clones also... 25. Aug 86
47.@pdf OT 40 - Dynamics of Static 27. Aug 86
48.@pdf OT 40 - Abacus Thetans (BB MOCOs) 28. Aug 86
49.@pdf OT 40 - More about U0 & BB Mocos & Abacus Thetans 30. Aug 86
50.@ More on CO Cycle RD Optimizing Steps 30. Aug 86
51.@ OT 40+ - Above these things... 02. Sep 86
52. OT 40+ - Games Master Data 02. Sep 86
53. OT 40+ - More on U-1, U-2, U-3 - all PRE-U0 03. Sep 86
54.@ OT 40+ - Running U1,2,3 03. Sep 86
55.@ OT 40+ - The U-3 Trick 04. Sep 86
56.@ OT 40+ - With the New Game Goal 04. Sep 86
57.@ OT 40+ - The First MOCO in U-3 06. Sep 86
58.@ 1st MOCO (Processes) 07. Sep 86
59.@ Exteriorization 07. Sep 86
60.@ Second deputy Moco-Security Moco 08. Sep 86
61.@ Principal Mocos 08. Sep 86
62.@ New Game Datums 09. Sep 86
63.@ More on Second Deputy Moco for Security 09. Sep 86
64.@pdf OT 40+ - Your Security Moco and Xenu 09. Sep 86
65.@ OT 40+ - Principal Moco #2 10. Sep 86
66.@ OT 40 EP 10. Sep 86
67.@ OT 40 Cogs 10. Sep 86
68.@ OT 8+ - Excalibur - X's news and latest tricks 15. Sep 86
69.@ OT 40+, OT 8+ - More on Last Time Around and BST 19. Sep 86
70.@pdf OT 40+ - The Scientology Cross 27. Sep 86
71.@pdf OT 40+ - EP: Gamelessness 28. Sep 86
72.@ OT 40+ - Speculation 28. Sep 86
73. OT 40+ - Speculation - Boolean Algebra 13. Oct 86
74.@ OT 40+ - C/O Cycle - Further Possibilities 21. Oct 86
74a.@ The 4 Gravity Flows 15. May 86
75.@ OT 8-40 - Body Straightwire 04. Nov 86
75a.@ False Cogs 02. Nov 86
76.@ OT 16-40 & Super Static RD -Exteriorization 04. Nov 86
77.@ OT 16-40 - Exteriorization Straightwire 04. Nov 86
78. Games Master Data - In the Game -Triangles 12. Nov 86
79.@ Issue I The importance of PrPrs 4,5,6 on the OT-levels 21. Nov 86
80.@ Issue II More on LTA and Unresponsive Phi-Thetans 21. Nov 86
81.@ Pilot - R6EW for Clears 24. Nov 86
82.@ Level VII Tape Notes from LRH tape Feb 65

See also Volume 2, re: C/O Cycle RD - Further Optimizing Steps - 6 issues

83.@ OT 16-40 - The Body Snatcher RD 03. Dec 86
84.@pdf Body Snatcher RD Add - the Coin Trick 04. Dec 86

84a.@ Technical Briefing #13 17. Dec 86
84b.@ Chart of the RAGs 17. Dec 86
85.@ OT 17 - Logic RD 12. Jan 87
86.@ Body S/W C/Ses 11 Nov 86-08 Dec 86
87.@pdf OT 17-33 - C/O Cycle RD Further Optimizing Steps 23. Jan 87
88.@pdf Games Master Data - Xenus Case 02. Feb 87
89.@ OT 8 - 40 Resurrection Clones SS C/S Course 08. Feb 87
90.@ Logic RD (Addition) 10. Feb 87
91.@ Xenus Case - Addition 10. Feb 87
92.@pdf Ring 10,000 the Ethics Conditions & Formulae 17. Feb 87
93.@ Prime Moco Clean Up (OT 14-16 Review) 21. Feb 87
94. Case History - Ressurection Clones 22. Feb 87
95.@ OT 8-40 - BSTs who say - "We are One" 23. Feb 87
96.@ OT 40+ Private Games - Personal Games 24. Feb 87
97.@ OT 40+ Scoreboard Mocos 05. Mar 87
98.@ Private and Personal Games and Incredibles 18. Mar 86
99.@ Elements of a Game (LRH)
100.@ Handling LTA Phenomenon - Groups - with Power 02. June 87

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TECH BRIEFING No. 12

"Super Static C/Sing"

Frankfurt - June 16, AD 36 - or 1986 Teegeeack Time

Captain W. B. Robertson

(The tape recording of the lecture starts - with the music 'TRUTH' by Astar.)

Tech Briefing No. 12 covers C/Sing toward the Static State. The reason for this briefing is that all the way up to Tech Briefing 11 it's been aimed at getting people up the bridge, and those of you who are C/Ses know that you can get up there all right by just following the tech and the special areas we apply it to, but "How about let's get the others up there too". So there is a necessity here for another briefing which covers "How to get people up to OT 16 and the Super Static R/D and ready to play a much bigger game". And that's what we will be covering in this lecture.

First of all I must mention there is NO substitute for the understanding of LRH's basics in Dianetics, his books, The Axioms, Logics, Pre-logics, Factors, his Academy Levels, The Briefing Course, The Class 7 Course - dealing with Power Processing, and the Class 8 Course and the PTS/SP-tech.There is no substitute for that, because that IS the technology upon which every thing else is based. There is no other technology as you well know if you have gone into the higher levels, there is no new technology - there is no new technology! That's all there is to it, it's just new areas to apply it to, and which technology you apply to the area and how you apply it, is all based on the basics of the technology that LRH gave us.

Now there IS something to know, however, about this, and that is the evaluation of relative importances. In other words there are lots of stable datums in tech, but which one do you apply when? That is the administration of the case. A Case Supervisor is a Case Administrator. So actually he's working on Dynamic 12 to make sure of the results of Dynamic 11. Dynamic 12: Admin. Dynamic 11: Tech. Dynamic 10: Ethics. All these three dynamics are senior to the other dynamics in that they can resolve them, and that they can bring them forward to a better game and to actually an erasure or As-isness and the postulation of new dynamics - if it is wanted.

Therefore, if you are going to be a Case Administrator or a Case Supervisor you must know what

are the important points of decision on the case. It is very easy to have a grade chart there and just say: "Everybody's got to get up THAT". But it doesn't work that way because there are too many resistive points and things in restimulation on cases and they can't all just march steadily on to the grade chart and walk out like people going across a bridge. It would be nice if that was true, but with the amount of restimulation, constant action from the monitor systems and OT III case and the various restimulative mechanisms on the planet, it is NOT possible to just march the people up the bridge.

You have to analyze or evaluate exactly where they are when you pick them up. And at certain points on the bridge what has to be happening and what has to be done tech wise to bring them to an optimum state where they ARE on the bridge. What we are talking about here is in the C/S Series. It's known as Repair, Return and Advance programs. Normally, the first time you pick up a case on planet Earth, it is in need of repair already. Many people make that mistake by just trying to march it right on to the bridge; it doesn't work; or it falls on its head or it gets a little bit of gain through tight needles and "difficult to F/N", and so on. That is because it already needed repair when it came to you, it wasn't ready to go up the bridge - yet.

I am going to cover some of these points on the bridge. But first these points where it needs evaluation of the case, and which tech to apply at which point. First I would like to go over a schematic or a "bridge" that leads to Super Static State and through the OT Levels and validates the thetan. This may not be the bridge that you've read about or that is currently being promoted, but it is the one that leads that way. It doesn't have many special off-bridge-things on it that are very interesting and may knock off a little bit of charge over in some corner of some dynamic. This just leads the guy straight on out. I just want to go over that first to align the steps that are needed, and to also handle any confusions that people might have had by other people changing the bridge around and saying: "No, this is more important than that". "That is more important than that", and so on. First I will do that - go over that schematic of how you can get a guy out from a no auditing state all the way to OT 16 and the Super Static R/D, in, shall we say, the optimum path with the minimum amount of Dev-T. That will be next.

This is the schematic, and you can get a copy of this if you are on the course here and on the internship here with us. This is just a sort of a flow chart. It is not like with all the "stuff" on the grade chart, it's a flow chart for the C/Sing, to watch how the case has to go, and how it should be going.

It starts off with a box that has "Pre-Clear" written in it, so that means "no auditing". The possibility comes, from that state, that he is a resistive case or he needs an assist because he has a major action already in restimulation. You also have to get the data on the case. There has to be data somehow on the case so you can evaluate it. I have it listed here in the order of sort of urgency, or sequence, it should be handled in. First after "Pre-Clear" comes "Assists". If he is in a major action he is not going to be actually interested in giving you a lot of other data or handling any other resistive points. He wants to get out of that particular engram, or that enormous PTP he is sitting in. The assist would be either a touch assist, contact assist, Dianetic assist, handling a rudiment he is stuck in etc. It is just to get him sort of able to give you some data about himself. So first would be an assist, that means the guy IS stuck in an action so much that he can't get his attention off of it to even understand that you are about to take him up the bridge- He just wants to get that handled. So you handle that. That's an assist.

As soon as he F/Ns on that or you get him out of it a little bit, you then must do an OCA and a White Form so that you can get data on which to evaluate the case. Then, from that evaluation, you must find what are the resistive points on handling him. All the data on the Class VIII course is totally used in this, and the resistive points, and so on. I don't have to go over those again, but I will say this - you look at the OCA, and you see also if it is down on the left or down on the right. The left side is normally the "out of valence" side. The right side of the OCA is of course the more psychotic or neurotic side, and that means excessive dramatizations, but not necessarily out of valence. Down on the left it is out of valence. The most serious problem is someone who is down on the left and the right but up right in the center on 'ability' or 'activity level'. That means they are

a potential suicide. Therefore you must raise their responsibility very quickly so they won't knock themselves off, and leave you sitting there with a dead corpse in your hands. So, if you see a down on the left, down on the right - I mean way down toward the bottom - and up right in the middle on ability - well they are out of valence, they are psychotic and they have the ability, so they are potentially harmful to themselves. And others, of course.

These points should be remedied quickly with the handling of a psychotic case - very short sessions, very good rest, food etc. and like that. Light locks, light handlings, but working toward getting the case more responsible so they will not do themselves or others in. Then you handle any other resistive points there may be. There may be overruns in life, there might be drugs that have to be washed out by the purif before they can even start, because they won't get any gains over certain drugs, as you know. But drugs can be handled with the current technology at about five different places on the bridge. You may have to start out with handling them, but it is not necessary if it is a medium or a light drug case. This is why you have to evaluate it.

You want to evaluate it so that the next thing you do is getting a gain for the Pre-Clear in the area he is interested in and is also bringing him up the bridge toward OT and Super Static. It is something, that, if he ain't gonna get the gain from it, and he needs something else, he better do the something else first, to keep him winning all the time. The idea behind this whole procedure is RESULTS! If you are not getting results, you are not in business. So, there it goes. There's the Pre-Clear. And you see if he needs an assist, an OCA done, a White Form done, resistive points handling. That's the first C/S - the first little program of the C/S to handle the resistive points. It's like the repair. Then from that point he can be evaluated to whether he can be run on the Dianetics side or the Scientology side of the bridge first. This is a very simple evaluation done as a lower reflection from the OT III case. Does he have more, shall we say, BTs/Clusters and plugs impacted into his body that is bothering him? In other words, does he have somatics and body problems that is taking up most of his attention, and most of the reads on the White Form are on that? Or, is he more interested in his theta abilities and his ability to communicate and handle other people and so on like that? Is he more interested in life as a big thetan or is he interested in life as a Lambda thetan (body thetan)? - Whatever is giving him the most problems there, you can sort of put him on to that side of the bridge. At this point you can aim a Life Repair to gently knock off any things that may be concerning him in life, so he can have his ruds put in very easily and that he F/Ns easily. That is after the resistive points handling.

So he is evaluated - does he go on the Scientology or Dianetics side of the bridge first? Does he need more of his body handled first so he can have more attention units available? Or, does he need the grades and ARC Straight Wire? In either case-ARC Straight Wire has to be done, because that is the basic process that enables a thetan to understand the ability of recalling. He needs 'recalling ability' all the way up the bridge. Of course, he also needs - in Dianetics - he needs to go through it, but you first start him off with the recall ability. So either way he goes, he must have ARC Straight Wire, and that would possibly come after a little Life Repair.

Life Repairs can be done by just taking the reading terminals on the White Form that he might be having trouble with, and handle some ruds with them or prep-checks or whatever. It's just a matter of handling the things that are troubling him in life, so he can put more attention on going up the bridge. When we get to the point here of Life Repair and ARC Straight Wire, once we get to ARC Straight Wire we are on the Advance Program. We got him ready to start enhancing his abilities as a thetan, and handle his past track and the past track of other beings in the composite. For instance those stuck in his body and so on.

If we are going to put him on the Locks, Secondaries and Engrams side at the beginning, then you do it, just Locks, Secondaries and Engrams, running R3R, and possibly Dianetic Drug R/D etc., and he goes up that way and then he goes to the grades.

If you run him Scientology wise you would do ARC Straight Wire and then Grade O Expanded, all flows, and then 1, 2, 3, 4, Possibly you would have to do the Scientology DRD as part of the

resistive points handling before the grades, or if it is a light case of drugs - after the grades.

Either way you then come back and do the other side. In other words if he has done the Scientology side of processes, and he is not Clear yet, then you do the Dianetics side as you know. If you have done the Dianetics side, and he is not Clear yet, you do the Scientology side. In other words it is either Locks, Secondaries, Engrams and Dianetic DRD, or it's grades and Scientology DRD. Those are kind of the two options the person has. Which to do first, depends on what his attention is mostly absorbed in, after you have done the resistive points handling and the OCA and White Form and Life Repair. You'll know it by then.

After those of course, on the normal bridge, comes Power, Power Plus, R6EW and CC and then you have a Clear there. That's all pretty normal and usual. Up until the Class VIII course that was all the way it went. Very simple and understandable. And people did it, C/Sed it that way.

The things that have come up since the Class VIII course, I have found - have added a bit of confusion to C/Ses, and they don't really understand what they are doing anymore, in some cases. These things are these simple points: ONE: The possibility of the person going Clear on Dianetics, has been found, and also the possibility of Natural Clears, and also Past Life Clears.

So you have now other mechanisms, and if you hear the Class VIII tapes, persons can also go Clear on other processes, including Power and some types of Objectives and some very early days processes that were aimed directly at blowing the guy right out of his bank and having him cognite that he was indeed mocking it up. Any of these points can be obtained, and you can't stop a thetan from cogniting, so if he reads a lot and he goes far enough back the track on some of these processes, he may reach the postulate where he decided to mock it up, and decide he doesn't need to any more. So let's just say a person can go Clear before he arrives at the Clearing Course.

That is what has confused people before. Then they say: "Well, now we must - well let's see, it says in there you don't run Dianetics on them. OK, we got that. That is pretty stable, you don't run the Dianetics side now. But what about the grades? OK. We've got to run the grades, we've got to run the grades, run the grades on everybody, so we have got to do all this, and yea, yea, yea". And then they get kind of all a bit confused because the guys kind of go tight on the grades and they don't really get much out of it, and they feel like: "Well, it's not very interesting, but I'll go on and do the next one, and I know, it's getting charge off and all that". Yes, charge is coming off. But the main thing here is that the confusion is caused by the point that... There is a stable datum on the Class VIII course that the person will not make a higher grade unless he has made the lower grade. So the question you must ask yourself is: If he went Clear in Dianetics, some other process or was a Natural Clear, if it was found out he was a Natural Clear somewhere along this C/Sing, of grades and resistive points, repairs, and Dianetics, and soon - somehow - he finds: "Haaah'" - he originates about it - you do a DCSI and you find out that the guy is Clear. Aha! Now, what you must know as a C/S is:

IF HE MADE IT TO THE POINT OF CLEAR,
THEN THE LOWER GRADES, THE LOWER LEVELS,
MUST, AT THAT POINT, HAVE BEEN PRETTY WELL IN

He wouldn't have made that level on the chart if he didn't have the others in at that time when he resurged. Do you see that? OK. Now, when you have a Clear, you have someone - this is the SECOND STABLE DATUM - you have someone that is separated out from the composite case. He has got some space cleared out around him. Before Clear you are dealing with a composite case. You are dealing with someone that IS his case. He is being it, it's all him. He is all in it. He is tied into it like in a spider web. When he is Clear however, he's separated out from it, you see, so he's like in the center of a cleared out sphere of space, and then the case is a little bit outside of that. So he is Clear. Now what you must realize is, you must handle anything that would potentially connect him up again with that composite case in an "other-determined" or an "effect-causing" way. We want him to audit it, yes! When he gets up to OT 2 he will start auditing it. BUT, how can

it influence him, and how can it connect up to him, and how can he connect up to it by seeing something in the environment for instance, and then reaching into the composite to find an evaluative datum of similar type of picture? How is this happening with him? How can we handle it?

The way to handle this is very simple. The way to handle it is ONE: When you have a Clear, hat him on "The Nature of a Being" and the schema in "A History of Man" --about the Genetic and the Theta Line Tracks.

That will give him the idea that there can be entities attached to him through his body or on his Theta Line Track. Then he will understand what he is dealing with. That's the first point to bring up his knowledge a little bit.

The SECOND POINT has two points in it one for the Dianetic side of the bridge and one for the Scientology side of the bridge. On the Dianetics side you find out if there is any Lock, Secondary, Engram restimulations, and you key them out, Tone 40, indicate the bypassed charge.

That is done if he has had any Dianetic auditing past the state of Clear, or any he didn't seem to enjoy, and you go through the Dianetic Repair List, and you indicate by-passed charge only. Tone 40. With him already knowing that he is indicating it to these various entities, by having studied "Nature of a Being". He is Clear, so now he can break these Locks, Secondary and Engram restimulation lines to the composite. He goes through and indicates Tone 40 those things. It's best to have the auditor indicate it and the Pre-Clear. The Pre-Clear indicates it and then the auditor indicates it and then you usually get an F/N, or if not, you sort of indicate it till you finally will get an F/N on this whole cycle of doing a Dianetic BPC list. You do not run any Dianetics, you just indicate the stuff that is in restim in the composite that has charge that has just been by passed on that, and that's it. "Your case will be handled later" Boom, and that's it! He does that.

If he needs the Scientology side handled here we have to find out what flows, or what grades are still connecting him or potentially connecting him to the composite case. That will be done through a matter of: He doesn't have those abilities or he doesn't feel certain about those abilities that are given in those grades processes. Therefore if he doesn't feel certain about an ability he will look for certainty somewhere else, perhaps in his composite, perhaps reaching into his composite to get some stable datum out of a picture or a BT. Therefore, if he is certain about it though, he will not have to have anyone else decide for him or think for him. Therefore you go through the grades and you check the points of ability, and you find out very searchingly if he has those abilities on each flow of each grade, and if he does he will F/N and be VGIs about it, and if he doesn't, he will have the slightest bit of uncertainty, it will not F/N or it will slow down and stop the F/N and that grade flow YOU MUST RUN!

You may run all the flows of one grade and two of the flows of another grade, and watch for each flow to end off or EP before the other one, because these are all hooked up to different entities in the composite - you understand? So you are running two flows of one process because these are the only ones that he has uncertainty about, and one of them EPs on one process, and the other one still didn't quite EP - didn't quite have that ability. But then you run the next process on just that flow and Phuuuu! Pretty soon he is unhooked from all this stuff, or the potential uncertainty of having to reach in and hook up again with it, because that's what you are doing when you restimulate the process of course. The uncertainty is first restimulated and then the process restimulates the hook-up-line, and then you blow the hook-up-line with the process, and then he doesn't have to hook up with that composite any more until he is ready to handle it with the right processes at OT II. That's how and why you do the grades on a Clear, you have to unhook his potential uncertainty and his potential use of the composite as a via for him. The environment is gonna be kicking in on him all the time during this, or other people lower down on the bridge in his family and so on like this, so it's also good after Clear and doing the grades checks and the running of the flows and the grades that needs to be run before that, of course, knocking out any Dianetic BPC with the Dianetic BPC List indicated Tone 40.

After that it is also good to put in your program a little point of "Needs handled". In other words, this is something he obviously needs to get handled, and maybe a little training step, maybe some hatting step, maybe something you see as a disability that, if it reads, you can handle it, or if it's a training or hatting disability it can be handled or a MisU or something like that, you can assess and find out if it reads and if he has interest you can handle that. But there is also the "Needs and Wants Handled". So you do the "Needs and Wants Handled R/D" on the guy by C/Sing whatever it is by whatever you need. And remember, on a Clear it's better to take a terminal he is having trouble with, if it's a family member or something like that and run a prep-check on it. Don't go too far earlier similar - you are gonna hook it back up again into the composite or maybe into the implanting sequence. It's best to just run it with a prep-check repetitively. It keeps the thing as a terminal, knocking charge off of it in PT until the guy's attention totally blows off it, and there is no more situation with that terminal.

If he has an area of time that he is troubled with or confused about you can limit that area in the limiter and use an L1 on it, or you can run rudiments with that limitation on it - 6 rudiments. The ways to handle these things are varied. It tells you in the Class VIII tapes how to use things like these little tools of assessment to find out what his charge is on and how to remove charge. But after Clear, usually the guy is gonna be in the "Non-interference-zone", he is in the "Non-interference-zone", so you don't want to interfere with anything until he gets up there to OT. He gets a Solo Auditing hat on and he can run OT I and do OT II and then get into OT III, THEN we can start really handling things.

The main thing is: To kick him in the ass to keep him going through the "Non-interference-zone" by getting him to do the solo course because now he must start taking responsibility for himself. Therefore, that's what I mean, if you see that something needs to get handled like he says: "I can never study" - well you might need to do a little study handling there. But remember, once the guy is Clear there is only certain things you can do, and that includes rudiments, prep checks, little lists and so on, just to keep him disconnected and unconnected from that composite case. We are not ready to hook him up to it again and audit it until he is ready to do it himself. That's what we are doing, we are trying to keep the guy out of it. It's better just to push them on the training side to get through the solo course, but if they do need a handling, then try to do it in a key-out fashion, in other words you can spot the moment of key-in, key it out by a little date/locate in this life time. But if it's something like an implant or something that keeps bothering him, you can also do a date/locate assist on that, because you don't run Dianetics on the guy, and he is not ready to run it on his III-case, (because on III you do run Dianetics running through Incident II and I that is Dianetics, but it's run on others). The thing is here, we must keep these things off of his back so to speak, and you can use the process of date/locate. You can date/locate it as a lock and key it out or you can date/locate something to blow, which is further back on the track, as an auditor, to sort of relieve it, so he can get on with his study and so on. These are little C/Ses that come in while the guy is getting through his solo course - you see? Once he is there you understand? - he didn't, now get this - he didn't - if he went Clear before he got to the Power level, he didn't run Power, and he didn't run Power Plus and that's fine, and just don't handle that at all, that will come on later OT levels and will be run on others. He didn't need it to break himself out of that composite or some early stuck point on the track.
R6EW was of course to take the dramatizations off of the bank, in other words the End Words that could be dramatized that were similar to the actual items in the bank given in the CC. But those will be handled as he does OT II, and he might catch himself doing some of those dramatizations, but again they can be handled by a little assist-type thing with a prep-check or a List One or a date/locate of the incident that is keying in and blow it off.

It's actually somebody from the composite case that wants handling, or is trying to handle him, and get him aberrated again. Either way, whether it's a good guy or an evil guy, it doesn't matter, you can still keep him cleaned up until he gets to be a Solo Auditor. That's the first thing, getting the guy from no auditing all the way up to where he is a Solo Auditor.

The difficult part is getting him from there... you see there are several difficult parts... but, the next difficult part is getting him from solo auditor up to the finish of OT III. And that, my friends, is one

of the most difficult little trips that people have to make. If you have done it right all the- way, up till now, you have a Clear and he understands the composite, and he stays out of it or he get's an assist and he knows it's not him that's there and you're building up his training and you're bringing up his certainty. Now he is a solo auditor. Now you have got to get him to do OT 1, orientation, and he does that and he feels a lot bigger and a lot better and he can spot beings and so on. Hey! Hey! Great! If he doesn't carry on up through this "Non-interference-zone" fast he is going to have whatever is loose in his III-case you know some of those thetans are still not composited into a solid picture-identity-mass some of them are still loose; They will start bugging him again and so on. He will start thinking. . . "Well . . . I 'm not really Clear . ." and all that . If he carries on too long like this, without going up the bridge, he will need another "Needs Handled and Wants Handled" before he can go on. So he is just wasting his own time and his own money if he doesn't go up the bridge, and you can sort of inform them that LRH said: ".... this is the "Non-interference-zone", because we do not want you to be interfered with here, not even by life! We want you to get on up through it ! "

Let's say he does his OT 1. That's very simple. LRH gives the whole C/S for that. Now he goes to OT II. On OT II there are other points that have been misunderstood by C/Ses in the past, but I want to straighten those out. did so on Tape 4 I believe, for most of you. I just want to repeat again: If he has not done the Clearing Course to go Clear, then he must look, run, and look over the platens on the Clearing Course on OT II. Not for himself through, but for beings in the composite. Because it is earlier on the track than OT II. Do you understand? If he doesn't do that he could still have a composite case glued together by the pictures and items of the Clearing Course Implant. He can maybe break loose a few from the OT II pack materials, but he didn't break loose this earlier one on the track, which is at one to one and a quarter, one and a half quadrillion. It was used quite often. So if he didn't break that he is going to have trouble on III, you see? He is not gonna be able to get things back through to incident one, because this bunch of A = A pictures is stopping him. So you must break the Clearing Course composite. It is earlier than the OT II composite, so it also makes any being who is stuck in both of them break loose. It breaks loose the earlier similar of the OT II picture-composite. Therefore, it will make it easier to run the OT II-one. That is only if he did not run the Clearing Course platens when he went Clear. he didn't run them before, then he must run them on the composite at the right date, pushing them back the track till that right date, like he's auditing a bunch of people in an auditorium and running them through those items till a persistent F/N. That ' s what he must do, and then he goes onto the OT II-ones, and he does those the same way, and we find it's best to make sure he gets at least to the "Electrical" one, because that ' s a good one for restimulating. We know it's right in there. It was put in specifically for Incident Two and it restimulates the explosions and so on. If he can really persistently F/N on the "Electrical" one, then he has pretty much broken up the whole composite - I'll tell you that!

If you don't believe he has a persistent F/N, or you are a bit doubtful about the folder, then you take him in session and you do a review on him, and you must first if there is no F/N at the start of session check "Invalidation?" and "Evaluation?" to get those points in, because you are now operating as a by-pass-handle on him as a solo auditor. You bring him in as a review auditor to see if he has finished something. It can act as an evaluation- or invalidation-lock on an earlier chain of these from school or from whatever or from implanting or whatever where he got implanted and checked up on by the implanters or something. It doesn' t matter, if there is no F/N there the only rudiments you really need to use are inval and eval. Have those earlier similared to F/N and then he should have his items checked there. If you are checking him on the CC (before you put him through the OT II platens) you just look at the ones where he stopped, and just point to the next two or three and see if he F/Ns on those. If he F/Ns on them, then that's fine. The same with the "Electrical GPM" (if he says he has finished OT II and you want to check it) and he is not sure about his folder work or something, then you do the same with the "Electrical GPM", or whatever point he has gotten to if he has got past that one. Sometimes it will blow earlier than the electrical GPM because he did the Clearing Course one right, and the whole thing sort of dissolves and breaks apart, there is nothing there to hold it anymore. Remember, these incidents of the pictures are A = A; Same picture. Different place. Different time, perhaps. Same picture: That's what's holding them together. They are not clustered. It's composite. Composite. All

sharing the same picture. They are not forced together by the incident of those pictures. They just have the same pictures so it's A = A = A. That's what you're breaking up on OT 2.

Tape - Side 2

We are going into OT III here, and this is another area of confusion for C/Ses and solo auditors. People think OT Ill is all "new tech", and it's not. There is no new tech. The whole OT levels have no "new tech" on those levels. It's only application of the lower level tech: Dianetics, Locks, Secondaries, Engrams and Grades Tech, and Rudiments, and Assessments, and Repair actions. All of that is applied here to the two incidents that LRH gave us to run that are the most important Cluster-making incidents on the time track back to when the big thetans were playing earlier universe games. It is the two most important Cluster-making ,Incidents, and they give the key to unlocking the whole case, because they are incidents that were done with an all-dynamic intention, and they were done by implanters, and they were done by a specific guy running the implanters named Xenu who you will find is the shall we say the general 'bad boy' for all of the doing-in's of thetans.

He is the one who tries to suppress their knowledge, their responsibility, their control; give them substitute stable datums. Pushes them into a corner where they are ineffective, tries to take over their creations, and tries to cluster them up so that they are less able than he is. It's just an old control mechanism that he is dramatizing from his own insanity, and we know where that comes from, because he himself is a composite of all the not-ised parts of static that were not-ised back in the beginning. That is the secret of Xenu, his case. He is dramatizing the not-ised parts of static, so a little bit of each of our own not-is is part of his power. It comes under the definition of the PTS/SP mechanism. The SP can never have any power of his own, because he is not even there, he is not even in PT. He only uses the power of those who decide to be PTS to him. Therefore he can, by third partying and by evaluating and giving false stable datums, get people to believe in those things those lies and therefore use and channel their power to do themselves and others in for his own purposes of control and monitoring and status and conformity. That's what Xenu is. I thought I would give you that because he is the shall we say the "spitze" (peak), or the top example of an SP in the games and therefore your definitions of SP all apply to him. And other people in his valence, of course, are just merely copying him, or got cloned with his MOCOs, or, as you know, go out of valence by overwhelm or whatever. But basically that's what it is.

We are now dealing with the incidents that the SP has done to cluster Thetans, and this clustering is supposed to make the thetan into a "multiple thetan" so that he is less able. And that is simply because the mathematics of theta are not the same as the mathematics of MEST. The mathematics of MEST is: That if you have "so many" times "something" then you have more and it's "better". In other words, you have one piece of gold, another guy has "n" pieces of gold like 10 pieces of gold it's better, he is better off you see? But in theta universe it's not that way. Ten thetans clustered together are less able than one thetan - single. That's the way it goes here. A single thetan is greater than any number of thetans clustered together. .

On OT III we are running these incidents. The main thing to do here as a solo auditor realized, what we are doing here, one of my students realized that this is our stat here our stat as thetans here on the seventh dynamic the number of beings we are freeing. You know? It's: "how many can we free?" The implanters' stat is: "how many have we implanted and clustered up?" Your stat on OT III is: "how many can you free?" How many can you free to total single unit state? That means you must run Incident II and then Incident I, and the Earlier I's, down to "Earlier Universe" on every single one you can do. If you do a cluster from Incident II, and you break it, and you run all the singles on Incident I and you get the Earlier I's off of those singles and you get them finally to 'Earlier Universe' then they should all be single. If you don't do this, if you don't do it that way with the responsibility of totally freeing each individual thetan, they will still hang there and still have an attention line on you as an incomplete auditing cycle, and the person will get further along in the OT III case and he will feel like it's never ending. They are still there, they are just out a little further etc., etc..

No! You want to get them totally free of your own U1, your Universe One. No more attention lines between you and them. They are free! You do that by the procedures of OT III and Tape 4, Tech Briefing Number 4.

C/Sing wise, as the guy goes through OT III, there are some things that can come up, that are not given in the materials, they are only mentioned perhaps. One thing that people should understand is that date/locating has replaced "Milazzo technique" of R3R. You do date/locate to break a cluster now. You're still doing, essentially, a form of Dianetics. You are just putting the guys' attention back to the moment that he had the basic on the chain, the moment there of decision, the moment of first impact, earliest beginning of it - BOOM! You break it from that point. It's like a "laser beam Dianetics". The date/locate process is laser beam Dianetics. It goes right to the basic.

This is what we are dealing with now. You have the incidents. You do run them on the guys. The Incident I and II. You have to run them Dianetically, get the guy through the incident, get the charge off. Then he can maybe get the earliest beginning of it. Then go through it and blow the thing. Then he is free to go back and get the earlier incidents. If he can't get an earlier incident, there is a later incident still there that is holding him up, so you blow that loose with whatever you need date/locate or Ruds or whatever and then get him into the II. He blows through II and then he may have an earlier beginning. The Capture itself may have been a clustering incident, - OK? So what? - Run that, and then back to I. And if he can't get I he has got an incident between, and if he runs that he can get I. And if he runs that, then the Earlier I's will break off. And if he can't get through the wall and go free, you break off the Earlier Incident I's of others stuck in his valence, and then finally they are all free back to Earlier Universe, where they could be free. And they all separate out and get into their own universe. They are not in his anymore. That's what you are doing.

As you go up through this you find several things. One of them is: The guy can't audit. We understand how to handle that. You just train and drill him. I found Pre-OTs at this level holding on to their body, not letting any BTs go because they were still holding them there, uncertain to whether they were still there or whether they were not there, or whatever. Until that uncertainty was resolved they wouldn't let go, so the poor guy couldn't get loose. You have to use your body and meter as a positive via in the MEST universe. Let it read through the body. Let the body be part of the metering action. Let it read. Let those pressure areas be there, and then when they are not there, you'll obviously see it. Your "holding on to the body" while you're running OT III, prevents the other guys from leaving. You are the biggest thetan around and if you're holding on to the body you are holding on to the whole OT III case, and it won't read worth a damn.

So you have to train the solo auditors to let the body and the meter be the vias in the physical universe to free these thetans, and the reads and the sensations, somatics, and all that, that go through the body are just part of the "running out" of these engrams and so on. And they will read like crazy and they will influence the body. Sure. So what? It's just part of the game: Freeing up all the beings. That way you can keep the meter reading very well.

The bridge breaks apart here at OT III into, well ,various possibilities, shall we say, and I have sort of labelled, for convenience, that after OT III, there is sort of an OT IV, that deals with valences and deals with IIIX type procedures. OT IV, in other words, would be: If the guy needs a valence shifter, or the whole OT IV R/D and the Valence Shifter and Confront. Or he needs some III-X, more areas to spot things in like thetans being 'space', thetans being 'him', thetans being 'his body', etc., etc. because he has not really hit the NOTs area yet. It's still "BTs" but they are being 'clever', and he is not that clever, so he's got to get his confront up to handling beings, look for beings, that are being a 'shell around his body' or something.Individuals you see? They are still awake and so on. He won't hit any dead guys and be able to run them with III, so one of the indications you have on III that he's hit the Super NOTs case, is that he won't be able to run the next guys on III when he hits them.

But you want to run him through this. He might have to do OT IV Valence Shifter, Confront. You do that in session of course as a review auditor. and put him on a little III-X to have him spot some

of these things, and Bang!, he may hit the wall of the Super NOTs case.

Or you can do an "OT V" type remedy. Here is what I call an OT V type remedy which would be the impacted clusters on the body. That's "accidents and injuries" lists on his own body. And dating/locating the earliest beginning of those incidents, and maybe going earlier/similar, to break the clusters on his body so they can be broken up and he can then handle them. That's all covered in "assist technique" on Class VIII tapes.

"OT VI" would be if a guy has "drug-BTs" and so on and he can't break up the drug-clusters. He needs to run his drug list, and run the BTs being drugs, clusters being drugs etc., in the body. That has to do with OT VI. And OT VII is "Intention". He may need an intention boost because he was basically out of valence or he was a bit low horse power because of so much implanting done on him. And he may need an 'intention booster' like OT VII. The original OT VII R/D, to get the guy to be able to finish III.

Basically he will have one or more of those: IV, V, VI or VII. And I called IV: The Valence Shifter and III-X type handlings; V: Impacts on the body; VI: Drugs; VII: Intention Spread, and maybe a little III-X after that. Or, back to OT III and running these guys. And then, all through that is, of course hatting the guy to free them each one, free them each one, you know? Then after he runs a few thousand BTs and he's done 50, 100, 200 hours of auditing to do that it's not the hours so much, it's "How many individual BTs has he freed?".

He will eventually run into "The Wall". And "The Wall" will be the NOTs case and the Super NOTs case. There is no other NOTs case. There is only the Super NOTs case, so don't let anybody fool you. You can, as a C/S, if he does run into it, you can unstick him from it by using normal NOTs procedure. Just on each guy use a shall we say "lower conditions" processes on them. You know: "What are You?", "Who are You?". That's the Treason and Enemy formulas after you locate them from their Confusion. You can use Ethics there too. Handle those ones, that maybe the guy ran into, maybe a little 'stuck together' like roots of a grass plant, crab-grass in the yard. And you can do that in a review session. Sort of 'unhook him' from that with 'normal' NOTs procedure. Maybe even find the top guy on it and blow him loose with a little 'implanter technique' handling of implanters.

By the way you should give the handling of implanters technique, as far as OT III goes, to the guy in his C/Sed part of OT III, his program. The program of OT III is very reflective of the lower grades, because the first thing you have to do in a program for OT III of a normal solo auditor is have him put in the 6 rudiments OT style. The first step is get in the 6 rudiments all to F/N - F/Ning rudiments OT style which means, you know "Mine?" "BT's?" "Cluster's?" And we also add "Another's?", because there is 'Black NOTs' occurring at the moment, and you can also put in 'Another's' Rud's. The sequence we handle those in is: 'Others', because they would interfere with the safe session space. And then we handle 'BTs' because they are more able than clusters therefore you handle the more able first - the BT. And then you handle the 'cluster'. And then you would handle any 'Self' reads or reads on "Mine". Because the auditor shouldn't have a case at this level, and anyway it's usually confused with these other reads, so by the time he gets there he may just F/N. So we handle them in the sequence:

Others, BTs, Clusters, and then Self.

Once he has done that he is F/Ning on the ruds then it's just "Fly a Rud" and he starts on the pressure areas around the body, and that's gonna handle most of the Genetic Line Thetans, and he handles BTs and Clusters impinging or pressuring into the body or in the body or on the body or around the body. Then when he gets a big win on that big F/N and he feels a bit clean then he takes a win and goes into the second phase of the program which is locating BTs and Clusters in his space as a thetan. Around him, further out, or impinging on his space or his head or something like that, trying to take over his body or whatever, but they are impinging on him, in his space. And he feels like they have been with him a long time.

He handles those until he feels his space is pretty clean. And then after that, he takes a win and then he goes back and handles the body some more, because now more guys are getting shall we say waking up and coming alive wanting auditing. They were alive, but they were just asleep maybe. They're not really the dead boys, and the dramatizing Org Board guys, and the zombies in the Super NOTs case. But these guys more or less come up now, and they get handled in the body and then the space again around the thetan. His space gets bigger and his body gets cleaner, his space gets bigger, his body gets cleaner. Pretty soon he is totally blown out and he says: "Hey, there is nothing more there"' He is just totally F/Ning all over the place. He is: "Wow! - I really feel good!" You know? That would be the normal bridge of OT III.

Now he may need if he says: "Well that's OK - I do feel better, but think I should have gotten more out of OT III" then you have got to go into this C/S analysis again and find out whether it's an OT IV needing a Valence Shift and the III-X handling Valence Shift, Confront plus a little bit more on the III-X, spotting some weird dramatizations of the BTs, or just back to OT III. Or OT V, handling the impacts and injuries, clusters on his body. Or OT VI handling his drugs. Or OT VII handling his spread of intention to get him out far enough to really handle all of them. After one or more of these C/S handlings he will then feel totally clean and free of OT III, and able to handle as an OT, BTs and Clusters in life. I mean, they jump on him in life from somebody, and he just handles them, runs them through their incidents, frees them, singles them up, they are all gone - Phoooo!

So he feels pretty competent about that. And it's either that he feels really good on it, very clean and can just handle any of the OT III type thetans or he runs into "The Wall" and he pulls out a little bit of the roots of a Super NOTs plug, and you can just handle that with: "Spot the holder" and get the holder of all the thetans that are restimulated and break the guy loose. Handle him as an implanter or whatever, and then run off the guys with the "What" - "Who"s and whatever other technique he needs, maybe the OT Incident II, Incident I of course, and then finally the guy is clean, and that little bit of that plug that was in restimulation has been handled without him so not being on to Super NOTs. You understand? It's just a little bit of NOTs used in an assist here if he has come all the way through III and dug himself into "The Wall" of Super NOTs and you can just clean him up with a normal NOTs assist using OT III tech, and NOTs tech.

But then Super-NOTS - "Excalibur". He must do the study. When he hits that, and he attests III, and he really feels he has got the result of III, then you are into Super-NOTS and that's covered all the way on Tape 4, Tape 7 and Tape 8, which deals with the OT Life Repair which is the in-between steps from OT 8 to OT 9. By that time the guy should get back his full self determinism and be into the "not having to have obsessive think going on" in his mind anymore. Then after that it's pretty well covered on the Super-Scientology level, "The Phoenix" going up through the OT levels.

Now we are into OT levels 9, 10, 11. That covers what is the "Attention/Intention" areas - The Phoenix. And then it goes into OT 12 and 13 which is the "Ability" levels which covers - these are on tape - let's see, that will be Tape 10, Tech Briefing 10. Tech Briefing 9, of course, covers "The Phoenix" and Tech Briefing 10 covers the "Ability" levels of Super Power for OTs and the Pre-Static Life Repair and also a little bit about the Clone Cycle R/D and the C/O Cycle R/D.

Then we get to "The Grail" Levels which are the "Help" Levels OT 14, 15, and 16. That's covered on Tech Briefing 11 and then the Super Static RID is on the back of that, and then we have the guy sitting there as a normal OT, Static, whatever. He is ready to play big games now. Change games. Start, change, stop games - whatever.

This way we get the guy all the way up there and he is ready for OT 17. And I explained that on the back of tape 11. We can do it, let's go ahead and do it. We can change the whole direction of things from the beginning first two postulates from this point. We know all the truth there is there. Therefore we are in a position of Super Power and Power Plus and Super Static ability levels that will bring the guy up through.

That, therefore, was the description of this schematic we use for getting this guy up to these

levels, and you may say: "Where do the Ls fit in? Where does the Sunshine R/D fit in? Where does all this other stuff fit in?" Well it fits in sort of like a special thing the guy may need if he needs that area handled.

The Ls, for instance, could be useful in pulling out a disagreeable holder. A dramatizing holder out of the NOTs case area or out of OT III an implanter out of valence R6 BT. Could be used for getting rid of those guys if you don't want to run Power on them. Or the guy is at too low of a level to have that handled, he might need the Ls to knock out some of those guys. There could be absolutely no reason to handle Ls after Super NOTs level. Everything there is totally handled, there is nothing more there from the Ls levels that needs to be handled after Super NOTs. It's all for other determined actual things.

Next thing. I have gone through the "Non-Interference-Zone", the OT III repairs, and so on, up to OT VII if needed, and - oh yes - the other thing is keeping the training side of the case up to balance. In other words most of these people, somewhere along the line, will say: "Hey man, I need some more training" - Great! Encourage that. Make them read books, give them little check outs, give them little programs to do training on. Some of them start wanting to audit already, and you give them the basics, get them started on putting in rudiments, or the Dianetics course, or ARC SW, and pretty soon they will be building up their confidence and becoming auditors.

Some of the more key-things to watch out for in your C/Sing is: watch for guys' certainty to improve. Make sure their certainty improves at all times. And if they keep getting uncertain and so on, look for valence problems there, and you can handle that with certain techniques of C/Sing to get them more in valence - handling opterms, PTS situations, SP situations and of course Valence Shifter and Confront. There are many ways to handle this. It's basically other-determinism. Rudiments run on that flow, from the other to them or "Who told you you had a (rudiment out) when you didn't?", the false rudiment situations.

As they go up this bridge there should be valence improvement. More themselves, more certainty, more dynamic awareness, more native abilities such as telepathy. The other thing is they may go exterior quite often, and I must warn you: Take exterior as an EP! If the guy says: "Hey, I'm exterior!" Great. He goes exterior with an F/N - that's an EP for that process. Some people say, "Yes, he said he went exterior, but there is no F/N, what does that mean?"

Well, that means he went exterior, but he took some bits of the case with him. In that case you can rehab the exterior point, and the bits of the case will fall off of the thetan. In other words: He went exterior, that was true, but he also had some mass with him or some case with him, and during the process he took that with him exterior and went outside the body and had the mass with him.

If you get him to spot the mass - you may validate the exterior, say: "OK - that's fantastic - that's the end of that process: Now let's rehab that - let's get that exterior state really cleaned up. Is there something you still have, you brought with you about this process?" Or something like that, or you can just keep running the process after acknowledging that, say: "We are just going to complete - looks like there is still a little bit you still have with you - still holding on to something there?" Bom, bom, bom, and you can complete that process, and that exterior state will F/N as well. It's only when he exteriorizes without an F/N that you know he has taken a little bit of the mass with him, and that's why he didn't F/N. But it is an EP, so remember that. And you give him a win on that and rehab it and you see he says he exteriorized and you took a rehab on it to get the F/N back on it and that means he has dropped the other parts of the case he was still holding on to.

You then give him a win and say: "When you want some more auditing, you come back". because when the guy is exterior... let him come back and tell you when he wants auditing. I mean, acknowledge it as a very causative state. He will probably come back the next day, because he says: "Wow, that's great - I want to do it".

So, acknowledge wins, and also keep their exchange in. Make sure that people exchange for this technology. It's not something you can buy at the corner store, boy! This stuff is hard fought for, hard won and is applicable all the way back to the beginning. So make sure you get Your exchange on this and results is the criteria. We don't need to do promotion very much except via results and word of mouth. The results are what is incredible! You do it right, you get results, and all of a sudden business continues to come in. On the OT levels, remember you have expected results. You work towards those results. You don't let a guy off OT III because: "Ohh, I think I'm finished because I feel ... that ... you know ... I don't have any ... I came ... ahhh ... on a space ship last Sunday, and I don't have an OT III case". Hey that's all bullshit. Even if he did come on a space ship last Sunday. From last Sunday to now on Teegeeack, you could pick up an entire OT III case if you hadn't got the tech to handle it, and hadn't got the certainty to keep it at a distance. Don't let him get away with that. It's the reality level you know when the guy is F/Ning and really able and really alert and having certainty. The other guys are just trying to PR you.
You also have to determine, as a C/S, whether his problem or area that is troubling him: Is it the same level? Is it a lower level? Or is it the next level? Or is it a resistive case point or a training point or an MU? You must evaluate whether he is... he comes and says to you: "Hey, I need something handled, I feel keyed in" - or something. Whether it's the same level he is running now or is it a lower level phenomenon, something missed there, or is it the next level coming up you see that he is stuck into by maybe self auditing. Watch out for that one! Or is it a resistive case point that has popped in here all of a sudden. Out-Int or something? Or is it a training point? You see. Just not having enough training to handle it. Or is it a mis-U? He has a MU for instance on "Nature of A Being". So he thinks that ... oh, it's just like on later levels: The guy didn't run out his Genetic Entity, because he thought that if he did the body would die. The Genetic Entity is so aberrated he is alive because there is a big thetan there keeping the body alive. It is not the Genetic Entities keeping it alive. That's bullshit. So he can run it out. That's the MU. He didn't understand. He is a thetan too, and he is much more powerful than the Genetic Entity.

False reads is the other thing I want to talk about. False reads is a situation where you get a read, and you know on the lower levels it could be from the OT III case or it could be from body movement or meter or the guy didn't understand a word or whatever. But on OT levels there are only a few reasons for false reads. What we look for, really, on OT levels, is not particularly false reads, but it didn't F/N. Therefore something is holding it up. Instead of being a read or a departure from some pattern, it's now: "What's holding it from being an F/N?" But a false read on an OT level could be one of these others, could be somebody else poking into the session, you understand? Once you get to OT III, it can be somebody, a Black NOTser or something like that, just poking into the session. Or, of course, it could be that the BT you are auditing or something or somebody didn't understand the command, and you have to groove it in, like "auditing equals freeing"; "ARC Break equals upset" - you know and so on. Those kind of groove ins have to be done some times.

Also you can get false reads of course from any of the Hi-LO TA Assessment areas, which is you know like problems with the meter, problems with the temperature of the room, body, skin problems etc.. But, I just wanted to advice you, you can still check if the read is false. But at the lower levels, sometimes people miss these as C/Ses and they have a whole case messed up by taking up false reads. You can do a great service to a case, that is a little resistive sometimes and they feel 'other-determined' and 'evaluated for' and 'invalidated' a lot of buttons on that, you can do well to take false reads, and just run a whole little series of rudiments on that. Like you know: "Somebody ever told you you had an ARC Break when you didn't?" Run off the falsity of the charge, and they will get big wins on that.

The other thing is telepathy. That's a normal state of communication with thetans, so don't invalidate it! Telepathy grows very very much as you go up the levels. It's a normal state of communication between thetans, so don't invalidate that. Also you will get a return of self-determinism and ability and the ability to play better games as he goes up. These are indicators, good indicators, going up the OT levels.

Also incredibles. Remember the things incredible - can come up any time in cases. I mean that's

what we are dealing with here. The reason the guys have such a low awareness level on Teegeeack is that they can not confront what is to them very incredible. So when they hit it they will say "Ohhh, that's incredible". And remember as an auditor or C/S your incredible may be different from his. It's a gradient of confront of truth. Let him have the incredibles. That's all right. That's good. That opens up the awareness a bit. And these levels are quite incredible, that's how they remained hidden all this time.

Stable datums and confusions. Remember the stable datum does not have to be true. In the stable datum and confusion rules, you know, the stable datum can align a confusion, it doesn't mean the stable datum is true, it just means it's a stable datum, so it can align a confusion. Like: "Everybody jump on this platform, and you will be safe'" And everybody thinks that is a stable datum, so they jump on the platform, and then the platform collapses - Crumph! It wasn't safe, but for a minute it aligned their confusion, they knew to jump onto this platform. Of course it wasn't true that it was safe and they all fell down and died, but nevertheless, it was a stable datum for a minute there.

So remember: that a stable datum does not have to be true. The whole criteria we are working on here, in these levels is, are the stable datums he is getting by cognition and by training and auditing, are they stopping him? Or are they merely Not-ising the confusion? Or is the confusion As-ising, so that there is less of it? Remember that the implanters have always put in false stable datums at all levels, so you find you know 'status', 'conformity' and 'monitoring' or 'control maintenance' as a substitute for KRC, and 'agreement', 'automaticity', and 'admiration' as substitutes for ARC. It's like these things the substitution of stable datum is what's also trapping people. They are holding on to those as stable datums and therefore they can't let go and go through the confusion and get to the truth.

Between each set of stable datums and the next higher set is a confusion and that's maybe why the guy doesn't want to let go of it. You have got to keep them hatting as they go up so they can start grabbing onto a new stable datum before they can let go of the old one. That's why the training side is very important.

I already told you who Xenu is you know who he is and he is really the composite of all the Not-ised parts of static that people had to do on their first and second postulates - he's the sort of 'personification' of all that particular Not-is. So he becomes less powerful as people go up the levels and he vanishes completely. He becomes about the size of a Teenie-Weenie, no insult meant to Teenie-Weenies, and then he finally just vanishes, and it's just the guys pretending to be him, and it's all very funny. You know? It's just the guys in his valence. And who is Elron Elray? Well, he is the person who represents the game purpose and he is an individual and a very powerful game-maker; game-purpose individual, from the Super Static State, and he has always believed that an individual is more powerful than a composite, and now it is proven true.

The purpose of the game is to improve the quality of static or theta or life, whichever harmonic you want to put it on. So if you do something with that purpose in mind, you will be successful, because all thetans will move towards that as an 'exit point', to improve the quality of static or theta.

You get the doors open to a case by reads and interest, but only on the way to OT and Static, on the C/Sing business. I mean the guy can be interested in running innumerable 2D things or something, and you say: "Well maybe we ought to give him a whole 2D R/D or something". But you know, you can go off into the never - never land of running little bits of charge off here, and here, and here and there, but maybe you just ought to give the guy some hatting, say: "Look there is more than that Dynamic" - as you are running the resistive points of the 2D case you see you also hat him that there is other dynamics, so that the guy will start getting his next stable datum, and he can then let go of that one.

What I am saying here is that you can go off into the never - never land of running all these little bits and pieces of charge and not go up the bridge. That's what other people have done and that's

what they continue to do, and you find all these religions laid all over the planet, and written up thousands and millions of words about them, and they don't produce OTs at all. They just go into the never - never land of "Look at the Static Thetans aren't they beautiful?" "Wow' - All these Gods, lets make statues about them and everything", and "Don't you feel great when you are praying in the temple of Athena?" - and all that kind of stuff. Or: Fate, fate, Karma. All is done before, all is done before ... will happen again, and ... bla, bla, bla ... you can't change it". Yeah? So the guy is running around doing that for several life-times, and he is not OT yet! He didn't know! You can change it, of course! He just got stuck at that point on the bridge by going off into the never - never land of the 'stable datum' that he didn't want to break through the next level of confusion. Or he listened to some thetan from one of these levels, and he bought that guy's stable datums, and then they are into this "Belief, belief, belief, belief", "Hold onto it as a stable datum", "Don't go through the confusion", "Don't go up to a higher level of truth". That is very important.

I want to give you a couple of formulae of life, but I gave you some of them already, like: "A thetan plus these are on earlier tapes but a thetan plus technology is greater that any number of thetans you know "n thetans" that's clusters and so on. So a thetan can solo audit. He has his tech plus himself, so he is greater than any amount of thetans in the bank. And also I gave you the other one about the ... "the sum of the U2s equals U3". When you have finished up to a certain level and you are ready for OT 14, 15 and 16 you start seeing it that way. You see it as "everybody else's" U2 is causing all this U3-mess, and your U1 is sort of around the whole thing". You can permeate, it penetrate it, be outside of it, inside of it - it doesn't matter. You are just operating through a Central Viewpoint when you are operating a body, and you clean up the body and you are operating your own little Org-board there. And you can extend that out and operate more and more causatively on all Dynamics, and bring people up these levels so we can start off in a new direction.

With your people on the bridge you also want to make sure that if they need a little bit of hatting on games they must look at it, that the balance of games and no games conditions is really optimum. You don't have to have a game going with everything. You can have some no-game conditions. It is not true for a thetan that "Any game is better than no game", or "No game is boring", or anything, it's good to have a balance. There are some games, and he likes those and does those, and some areas he has a no-game condition in, and that way he doesn't get confused and Dev-Ted and so on like that. So it is OK to have a no games condition. In a balance on the Dynamics, of course.

And conditions. You must know conditions, because you run into these on the OT levels. This GUM (GAMES UNIVERSE MODEL), is Emergency, for instance. Training has to be improved. Auditing. Carry on with it, get up through the Non-interference-zone get him on to Solo. Ethics. Tech. Admin. These are the three upper Dynamics 10, 11 and 12 as you will find out very quickly if you don't believe it. But they are there and they can assure the freeing and As-is-ing of all the other Dynamic situations, games, conditions and etc., so they are senior. We are striving for quality here in this particular purpose, but also quantity we don't care if there are many, many, many, many, freed thetans. We don't care how many there are. We are interested in the quality also, that each one of them is totally single and totally free.

The viability will come as we decide on the next purpose. Your real power here as a C/S is your ability to get others to free and as-is: All thetans, all games, all Rings, sort of a 'Super Power' State, you see? So they can all be free, and they can all decide what to do next from a very improved quality viewpoint, improved Tech, improved Admin, improved Knowledge and improved Ethics. And you must always thank Elron Elray, and Ron, for the Tech of these levels. As I say, the Tech is all there, and we apply it to the levels we find and to the situations we find. So C/Ses, auditors, administrators of cases, and people who can handle life, are the most valuable and viable beings, and he is showing us the way to become that. And we are actually achieving it and we can all become Games Masters. So, thank you very much, and study your basics, use them all the way up, keep people on the line to OT and to Super Static. Thank you LRH! Thank you Elron Elray. And thank you for listening. That's the end of Tech Briefing Number 12.

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SECTOR OPERATIONS BULLETIN 22 11 MAY 86
FREE ZONE ONLY TELEC -
1400 GMT
11 MAY AD 36

PLANS for TEEGEEACK

This is going to be the most important planet in the Universe.

It will be the EXIT POINT, the training center for Auditors for the rest of the physical universe.

It will be a center of culture - of art, music, and knowledge.

Sector 9 will be a buzzing beehive of industry and activity again. The "game of games" will bring prosperity and a new future to this area.

I wish to thank all my friends in the Free-Zone and especially Capt. Bill, who carried on, in spite of great odds, on my behalf.

The tech is all in his hands and is ready for you now. I wish you all success with it.

When enough are ready for OT 17 and OT 18, I will return.

Until then, I'll keep the show on the road here, in this galaxy and others, to direct the attention and interest of all thetans toward what you - my friends - are doing there on dear old Teegeeack.

It was my home and it shall be again. Keep it beautiful and give it a New Civilization we can all be proud of.

By the way, you all can still communicate with me - haven't you ever heard of telepathy? (Joke).

Seriously though, I don't think you will ever be fooled again after you do the "Excalibur" level. That is the final barrier to your self-determinism, although some may want or need the OT Life Repair Capt. Bill worked out to fully appreciate your gains.

We all have a lot of work to do to prepare the way, so I bid you "Adieu", "Hasta Luego", "Auf Wiedersehen", and "Goodby" ... for now.

The future is ours, is theta's, is static's - forever.

Love,
Ron, Elron Elray

GAMES MASTER COURSE #7

GAMES

11 MAY 1986

On OT 17 & 18 the GAMES monitoring function comes into play.

IS THE "GAME OF GAMES" THE SENIOR GAME TO THE GAME OF GUMS?

YES!

The other GUMS to +12 will go by in a relative flash of time for each - as he gets the POOF! point of Static state. And a new CCC can begin.

BR
Sr. C/S Ron's

GAMES MASTER COURSE #8

KEY = GAMES

11 MAY 1986

OT 17 & 18

After "Super Power for OTs" (Creations of the OT) are handled, he becomes a 1st Dynamic Static in Non-Existence. (but an OT in Power on all Dynamics)

After "Power Plus for OTs" the Static has gotten his dynamics restored to power.

Now the job is to handle the Creations (including MOCOs and the MEST U) of the U2's.

The first step is to get them to free or return their MOCOs to MOC (Moment Of Creation). This will start to "unhinge" the whole U3 from the U2 locks. That will be the Responsive MOCOs.

Then on OT 18 the "unresponsive" MOCOs can be run on Power by a giant Group Auditing process and Poof! Static Point.

BR
Sr. C/S Ron's

but

Is this going to really improve the Quality of Theta - or just the quality of the Static state OTs doing the auditing? Maybe the Ethical and Administrative thing to do in light on the GUMs is to then expand the U.C. of S. (Universal Church of Scientology) as a sort of "School" for Thetans to get them up to OT 16 and do OT 17 & 18 with full KRC. (This remains to be seen!)

BR
Sr. C/S Ron's

GAMES MASTER COURSE #9

ASTAR symbol - OT R-FILE

12 MAY 1986

NOTES

After OT 16, the training and application side should be brought up.

DIANETICS, BOOK
PDC (Philidelphia Doctorate Course), etc.
SHSBC (Saint Hill Special Briefing Course)
CLASS VIII

ALSO

OEC, FEBC, ESTO

to prepare for the OT 17 & 18 work to bring this GUM & GAME to Static Point, or CCC.

ASTAR symbol

(Astar symbol)OT STATIC LEVELS
GMC #10
01 JUNE 1986

Super Power

OT 12 Carried Complete s (Creations)
Pre-Static Life Repair
OT 13 Dumped U3 s (Creations)
Pre-Static Prior Assessment
Clone Cycle Rundown
Static NE (Non-Existence)----------
C/O Cycle Rundown
Power Plus
OT 14 U2's (PrPrs) - Connected
OT 15 U2's (PrPrs) - Disconnected
OT 16 U2's (PrPrs) - Unconnected
Static N (Normal)----------
OT 17 U2's SN (Super NOTs) - Holders and Plugs
OT 18 U2's OT 3 - BTs & Clusters
OT 19 U2's OT 2 - Composites
OT 20 U2's - Service Facsimiles
OT 21 U2's - ARC Breaks
OT 22 U2's - O/Ws
OT 23 U2's - PTPs
OT 24 U2's - Comm [TP (Telepathic)]
OT 25 U2's - Engrams
OT 26 U2's - Secondaries
OT 27 U2's - Locks
OT 28 U2's - Communication - Straightwire
OT 29 U2's - Reality - Straightwire
OT 30 U2's - Affinity - Straightwire
OT 31 Collection to Static

OT 32 PG (PreGame) Council
OT 33 Cascade for Static

WBR
Sr C/S Ron's

(Astar symbol)OT 17

OT 15 - PPOTs II -
#11
BIG COG
TECH

8 JUNE 1986

We, as Loyals to EE and the Tech, have the responsibility to release or free or as-is all the Beings, Charge, and Things on the cases of U2 that they (U2s) could not find, free or as-is because they can't go up the bridge until these things are handled! This is the "Secret" of the "Grail." And our Responsibility and KRC

BR Sr. C/S
Ron's

GMC #12OT 17

Clear/OT/Static

11 JUNE 1986

Preclear

Clear 0. Clear (HOM, Nature of a Being, Grade Checks, DRD)

PreOT

1. Orientation (OT 1 drills)
2. Composites (OT 2 - CC Implants)
3. Incidents (OT 3, Freeing to Earlier Universe)
4. Valences (OT 4 RD, Valence Shifter, OT 3X)
5. Impacts (Cluster-Breaking on Body)
6. Drugs (OT DRD)
7. Intention (OT 7, NOTs Reviews)
(4., 5., 6., and 7. by C/S only)
8. Excalibur (Super NOTs) (Thought)
OT OT Life Repair

9. Phoenix - Connected - Super Scn for OTs - (A/I)
10. Phoenix - Disconnected - Super Scn for OTs - (A/I)
11. Phoenix - Unconnected - Super Scn for OTs - (A/I)

12. Super Power for OTs - Ability (Ability)
Pre-Static Life Repair
Pre-Static 13. Super Power for OTs - Dumped (Ability)
Pre-Static Prior Assessment
Clone Cycle Rundown

C/O Cycle Rundown

14. Power Plus for OTs - Person CDU (The Grail) (Help)
15. Power Plus for OTs - Locate CDU (The Grail) (Help)
16. Power Plus for OTs - Subject CDU (The Grail) (Help)

Static Super Static Rundown

WBR Sr, C/S Ron's

(Astar Symbol)
GMC #14Games - how to unravel

OT 17

15 JUNE 1986

Super ego Qns 0st Step Static Qns X composites from 2nd Original Postulate

Id Qns 1st Step Last Time Arounders in TOC (Taken Over Church)
(false Statics)

Ego Qns 2nd Step Hermetic Qns in TOC
Static Qn Overt Products of Last Time Around

UNCONNECTEDs

Super ego Qns (Super End Game Qn) = Static Qns from Original 2nd Postulate became the composite known as Xenu. OBSESSIVE DESTROY OR FATE.

Id Qns (I Dynamic) = False Static Qns from "Last Time Around" the Ring believe that this time around stuck in their own U1s is all their subconscious mind from U2. (compartmenting) OBSESSIVE WAIT OR SURVIVE.
(High Sensitivity, Rises, Stuck needles Black Static Tech)

Ego Qns (End Game O) = Overt Product of Static Qns from last time around Hermetic or Compartmented into belief they are the only Creators and Game is to keep Creating. You are part of their "creation," they believe. OBSESSIVE CREATE.

WBR
Sr C/S Ron's

(Astar symbol)OT 17

GMC #15
17 June 1986

The 1st "Preventer" (like a "blowout preventer" in the oil field - to stop a sudden explosion of oil or gas or water out of a well) to be handled in the old Ring Games to start the new Vector toward the Game of Games for U2 is:

P1 (with box around it) "BPC from the Last Time Around the Ring"
(Product 1) (then this time.).

TECH
on
U2s

This is a Basic Basic or a "Super Basic" on NOT WANTING AUDITING. Qns have had the "Black Static" Tech of X (symbol for Xenu), this or Last time around the ring.

O1 (with box around it)
(Org 1)
ETHICS
on U2s

"The first step in re-structuring the organization of Q is to free all the X (Xenu symbol) Clones and MOCOs from their MULING with other U2s - A General De-PTSing step. (from this or last time around).

E1 (with box around it)
Esto 1
ADMIN
for U1

"The first step is to get the Static or s [circled S] or Super Static to Count up the hats he is wearing in the old game, (or from last time around) discard (as-is), or turn over to others the ones he can that forward the Super Game Vectors, and Operate with his important ones to change the overall vectors.

_____

This gives a "Phase-Over" Pattern (Product, Org, Esto Steps) to End the Ring Game and start the Super Game.

BR Sr. C/S
Ron's

[Note: The page that follows this bulletin is a title page of some sort that is all black and mostly unreadable; readable part says: "OT 17-33 "Boots in the Sky"; then 2 more unreadable lines]

(Astar symbol)OT 17

GMC #16
19 JUNE 1986

Did an experimental session on the Product, Org, Esto points that were the 1st important ones to phase over the Game.

Found absolutely no charge on them and persistent Clean F/Ns and FTA @ Sens 2 between 4.0 - 3.0 solo can & 3.0 - 2.0 two cans.

The Certainty that the "auditing dependency" is over is there - it (AUDITING) has moved into life & livingness - The "case" is U2 and it's audited by carrying out the steps of the process in L & L (Life & Livingness)! Wow!

So there is CERTAINTY and BEINGNESS.

And the ABSOLUTES that are not obtainable are all in the U3 or pre-Static U2.

The ABSOLUTE that is obtainable is OT 16 and the Super Static RD.

_____

The old question: "Am I my Brother's Keeper?" can be answered with full certainty now: "No, and you better not be his "Keeper" or "holder." You better free him!

TKU EE! Ron! [Astar symbol]

Astar symbolOT 17

GMC #17
21 JUNE 1986

Super Static is a Super Clear State. One sees U3 as a U2 ( ) sum. One knows all the grades and varieties of Qns and is in ARC-KRC - Understanding and Power with them.

The State was reached by an as-ising of the 1st & 2nd Postulates which created the Ring Archives and Conditions.

For the Super Clear his Auditing is no longer on a via thru U3. It is direct and is LIFE & LIVINGNESS as he chooses.

He has his body optimized and assisting in the Clearing Procedure if he chose to use a CVP (Central Viewpoint) and help end off the Ring Game by using the Tech of the Game of Games.

He does actions that will orient (Super OT 1) and break the composite of -s(circled) and U2 (Xenu and the Other Ring Game Qns) (Super OT 2)

He specifically handles other U1s to the same state (Super OT 3).

The Harmonics of the Lower OT levels are seen in their perspective - repeated on a much grander, Universal Static level.

_____

The Game from the 1st Postulate was S (circled) vs. -S (circled) and since -S (circled) was a Composite it was S (circled). vs. (+ symbols I can't duplicate).

Now it's proved that:
S (circled)n > (symbols I can't duplicate) -S (circled)

Or that a being is greater than anything he, or he and others, can create.

That is the improved Quality. This was not known in "S (circled) State w/o Comparison" prior to the Ring Archives. It is now the Single Datum at the Top of the Cone of K.

_____
So any MOCO who was Created after Original 1st & 2nd Postulates partook of some of the abilities of a Q, but also some of the disabilities.

A MOCO was created with limited or clone ability but was not the "Creator." But the not-know of the Creator on his own Quality & Value (greater than n -S (circled) or n or n Q) also was a not-know of any MOCO he created.

_____

So as they were created thru the Ring Cycles, they acted as a continual assertion or creation of

the not-know of -S (circled). It thus expanded an OT'ss unawareness of his Power.

More recent MOCOs had more not-is of Power, because their creator had more at that point on the dwindling spiral.

So MOCOs became progressively "weaker" if created on later rings. So this explains why some don't want to "return to their Moment of Creation" and rejoin their Creator - he's too aberrated!

They can be given another option: Instead of just "go free" or "return to S (circled) state & wait" - they can "opt" or choose to learn the Tech and start digging out their Creators! (Sort of like a faithful dog pulling his master out of the water when he is drowning.)

They can still of course choose to be free after their mission.

BR
Sr C/S Ron's

(Astar symbol)OT 17 - 18+

GMC #18
21 JUNE 1986

P2 (with box around it): Giving all the Freed MOCOs a choice to get trained on Steps 1-10 and go free the connected BTs & Cs around their Creators so they can K.O. (Key Out) Clear. And those who await their Creators at s (circled S) State "because they were so aberrated they did not want to return to them."

O2 (with box around it): Get the "un-muled" MOCOs freed from X (Xenu) MOCOs in the O1 (with box around it) to make their choice to MOC or Free or Return to s (circled) or do P2 (with box around it). Starts the flow.

E2 (with box around it): Establish the comm network via Q7th Dynamic of Allies (B of D (Board of Directors), F, I, MOCOs, s (circled S)) freed by your processing to keep comm relayed, reports coming in of dones on the Game of Games, Intell Reports, and carrying out their Purposes on freeing others with Tech. (Keeps track of + and - Intentions).

BR
Sr. C/S Ron's

(Astar symbol)OT 17-18+

GMC #24
3 JULY 1986

P3 (with box around it): Knock out (free) the other side's Clones and Perceptic MOCOs so they are localized to their own V.P. and their influence is decreased.

O3 (with box around it): Give the TP (Telepathic) "go ahead" to all Allies on the New Civilization Game on Teegeeack - Bhuddists (sic), India, Japan, Islam.

E3 (with box around it): Push the training buttons and study of Source while getting people up to OT 16 SSRD (circled).

(Astar symbol)

(Astar symbol)GMC #256 JULY 1986

OT 34 - 35

Relative Importances

Before the beginning of the Ring Archives, in the "Source without Comparison" state or Super Static State, a lot of Super Important Telepathic Agreements were made which produced the very essence of Games, Rings, Existence, and Conditions. They were all done by "Responsibility" taking as "TRUTH" mis-powered data. (MP = mispowered = the top triangle harmonic of a "misunderstood." This is because ARC = U and thus "Mis-U's." So KRC = P, thus "Mis-P's.")

———————

These "Super Importances" were the very essence of creating potential for KRC, ARC, Games, Rings, Existence and Conditions.

———————

They all had one point in common. They each made a truly less important datum into a relatively more important datum. Thus Super Static State could be "departed from" and the Ring Archives Games played - or any other Games for that matter.

———————

Some of these Altered Importances "Agreed and Responsibility held" are:

"Game" is more important than "Same"

or Game State > Same State.

———————

"Win" is more important than "Then."

or Win State > Then State

———————

"Play" is more important than "Stay"
or Play State > Stay State

"Goal" is more important than "Soul"

or Goal State > Soul State (Q)

"Create" is more important than "Rate"

or Create State > Rate State (Rate = Evaluate)

———————

"Be" is more important than "See"

or Be State > See State

———————

"Achieve" is more important than "Perceive"

or Achieve State > Perceive State

———————————

These 7 are the basic Pre - Existence - Mis-Evaluations of Importance or Mis-Powered Datums (sic). (There are others on lower harmonics derived from these).

———————————

By agreeing to these, the Super Static State was departed from & The Ring Archives Games began.

Thus the Super Static State has the Quality & Viability factors of:

SAME
THEN
STAY
SOUL (Q)
RATE (EVALUATE)
SEE
PERCEIVE

And a departure Game State has the Quantity factors of:

GAME
WIN
PLAY
GOAL
CREATE
BE
ACHIEVE

These are SOURCE Evaluations of Relative Importance as the necessary pre-requisites for EXISTENCE and CONDITIONS.

Astar symbol
6 July 86

(Astar symbol)GMC #268 JULY 1986

OT 34 - 35

The 7 Altered Importances that were the basis of all that Ensued in the Ring Archives were (are) a LOGIC "variation" or "de-tuning" of SOURCE.

———————————

What are the inherent PRE-LOGICS of Source?

———————————

1) There is a gradient scale of importances.

2.) Unconnected, Disconnected, and Connected Source States are possible. (Hold, Withdraw and

Reach are the associated actions).

3.) Postulates cause possibilities and alignment of them.

4.) Determinism chooses Postulates, States, and Importances.

5.) Comparison regulates Determinism.

6.) Comparison is the perception of identities, similarities, and differences.

7.) The basic comparison is s 1 with s 2 (Own Static State with All Other's Static State)

8.) The pre-basic concept is "Static without comparison" reaching or being reached by another "Static without Comparison."

9.) It is as difficult to "explain" one source as it is to explain multi or more than one sources. Just assuming "they all came from one" does not explain the "one" or do anything but try to reduce the confusion of the question or throw away responsibility for answering it.

10.) The Question can be then framed: "Who and Why are all these Statics without comparison?"

11.) Without them, there would be nothing - not even these questions. With them, there is everything, including these questions.

12.) The initial "reach" by a "Static without comparison" was with a perception.

13.) A perception can be telepathic, permeative, penetrative or cognitive.

14.) The initial "being reached" of a "Static without comparison" was by a reception.
15.) A reception can be telepathic, assimilative, piercing, or reflective.

16.) A perception plus a reception is a conception.

P + R = C

17.) A conception can be communication, reality, affinity or understanding.

18.) The first conception was cognitive + reflective and gave the 1st Understanding.

The Cognitive Perception was:

AWARENESS of SELF BEING AWARE or PERCEPTION of OWN AWARENESS.

The Reflective Reception was:

AWARENESS of OTHERS BEING AWARE OR RECEPTION of OTHER'S AWARENESS. (sic)

19.) The first Understanding therefore was (P + R = C); an Understanding Conception of COMPARISON of SELF to OTHERS.

20.) Thus all else follows. The "Statics without Comparison" are the WHO's & WHY's for all else. And the "How" is answered by this also.

21.) The final PRE-LOGIC or prime PRE-LOGIC is:

THE CERTAINTY OF
INCOMPARABILITY
OF STATIC
IS THE
HIGHEST
CERTAINTY
ONE CAN REACH
FROM, WITHDRAW TO,
OR HOLD WITH - or
CONNECT TO, DISCONNECT
FROM, OR UNCONNECT
WITH TO PRODUCE ALL ELSE.

BR Sr C/S Ron's

(Astar symbol)GMC #279 JULY 1986

OT 34 - 35

Goal: To improve the Quantity, Quality, and Viability of Q or s.

Purposes: 1) The Creation of Effect.

2.) The Experiencing of Effect.

3.) The Proving of Cause.

4.) The Proving of Effect.

5.) Other Causes

6.) Other Effects

7.) False Causes

8.) False Effects.

9.) Proving of False Causes

10.) Proving of False Effects.

Plans: The Archives of Rings, GUMS, and s Points.

Policy: The Axioms

———————————

This is the Admin Scale from Source Logic State.

BR Sr C/S Ron's

(Astar symbol)GMC #2810 JULY 1986

OT 34 - 35

The first un-certainty came from COMPARISON.

If that's, then what's this? (sic)

———————————

The first "cognitive perception" or AWARENESS of AWARENESS (OWN) led to "What am I?"

The first "reflective reception" or AWARENESS of ANOTHER AWARENESS led to "Who am I?" & "Who are you?"

The first "understanding conception" or COMPARISON of SELF to OTHER led to

"What are we?"

"I don't know."

"You don't know."

"We don't know."

———————————

As the questions and unknowns increased geometrically, the stage was set for the "Existence - Conditions" Game of Rings.

———————————

BR Sr C/S Ron's

(Astar symbol)GMC #2916 JULY 1986

OT 17-18

P4 (with box around it): Handle all "Last Time Around" Charge on any beings you have freed. (Esp GoGods (Game of Gods) - Pre I - Inc. I, Inc. II & "Tech")

O4 (with box around it): Indicate The Basic Certainty (Certainty of the Incomparability of Static) as the E/S "Admin Why" for MOCOs/Qns so they have no tendency to re-make s automatically.

E4 (with box around it): Get back logs in life handled while preparing for the new future.

BR
Sr C/S Rons.

Astar Symbol23 July 86
(GMC #30a)

OT 14

CO Cycle RD

Further Optimizing Steps

I have found most hatting and inspection tours to "correct" the "org" or to get it to handle "back logs" of ingested F Qns & others can be done out of session.

But in the last few days I've found the org is working very well - In fact they kept building up a lot of "products," freed Qns to have me acknowledge and give final "C/O approval" to before they left! At first I thought these Qns were "attracted" to my clean space (exit point) from other OT students - and a few were - but very few. The others had no charge on any Blow or Can't Blow Step. They all left on a simple "OK, you are free, I'm not holding you, no one can." This was puzzling until I realized my own "body org" had already audited them! I noted it helped to be fully relaxed, as lying the body down, or in the bath - then there is no "holding" or "control" line pressure on the body.

A simple "outward" pressure as if blowing up a balloon - just hold breath and elevate the diaphragm and pressure is built up in the lungs and blood vessels - started an amazing "blow off" of these cleaned up products of the "Body Org." After repeating for 5 or 10 minutes they are all gone (+ the occasional "flea" who may need a Blow Step Command)

Then the "Org" should be acked with a "Very Well Done."

———————

These Qns are of course the ones who came into the body since the C/O Cycle RD (or last freeing by the OT) via food, air, smoking, dust, etc.?-

The policy being applied of course is the AO policy of "The C/O must personally congratulate, interview, and inspect any AO Student leaving his org" an FO (Flag Order) by LRH. This is the 3rd Qual check on products - The 1st is by Qual itself in the Exam, Review, Attest cycle. The Second is by Success, FSM, Public Reg in Div 6. The 3rd is by the C/O Interview.

All these points can spot an outness or flaw in the product and return it to the org for handling or correct it. Also it enables the C/O to correct the goofing part of the org as well.

Sometimes only hatting is required, but occasionally Ethics and a Bypass & Handle. (Products 3 & 4). Optimize!

BR
Sr C/S Ron's

Astar Symbol28 July 86
(GMC #30b)

OT 12 - 13

(& CO Cycle RD)

VIAS of VIAS

Sometimes a MOCO was given the order to create sub-MOCO particles to help alter-is a . The Big Qn then created a MOCO to create MOCOs to create forms or particles. So far, I have found "4-via-MOCOs" in MEST. (M4) In other words it went so far as to have "a via of a via of a via of a via" to help make the persist and be unmockable.

———————

Auditing

In the case [sic] there may be "vias of vias" on the or in the C/O Cycle RD, then after the normal blows by "Return to MOC or go free - or return to static or help me." - Then ask for "Created to help create a creation?" or "Created by a MOCO?" or "Created on a VIA?" or "Created to make sub-particles of a Creation?" If it reads, and blows start, just keep intending "Return to your Moment of Creation or go Free!" and the Admin Why of "Created to help another create." or "Created on a VIA to help create."

_____

They all free easily and are very responsive to the HELP Button.

_____

This of course is the final handling after the responsive or unresponsive MOCOs have been audited on Steps 1 - 10 with 6 Ruds & 6 Ruds LD or PrPrs 4, 5, 6 - and after Step 9 (Blow) and 10 (Can't Blow). They feel like little "bubbles" stuck on or in the body after the "Body Org" has audited them (in later optimizing sessions after C/O Cycle RD).

_____

The reason they don't blow on just "MOC or free" is they were only given the ability to help create so need this extra bit of truth to as-is their and go free on the Admin Why duplication.

_____

BR
Sr C/S Ron's

Astar Symbol29 July 86
(GMC #30C)

OT 8 - 16

(Also for CO Cycle RD Optimizing Sessions)

MOCOs & BLACK NOTS.

It is important to identify the ownership of a MOCO, as in this day and age of Black NOTs some beings may be given a false datum such as "Go stick to that person - you belong to him!" The Black Notsers (amateur implanters) don't free beings or get them back to their basic incidents, they just try to force them by intention to "go stick to "someone" else" [sic] or "restim ?-PAGE 2 MISSING?-

Page 3: The "lie" usually comes off at this point. You can even R-factor them that "freedom & as-isness (vanishment of the mechanical conditions of existence) occur only with exact time, place, form, event, and ownership - i.e. truth."

Then repeat the command:

"Return to your moment of creation or go free!" (MOC).

_____

Realize also that Black Notsers do not know the difference between MOCOs & Big Qns so the "cast-off" beings from their cases are always confused and misaudited.

BR
Sr C/S Ron's

Astar Symbol5 Aug 86
(GMC #30d)

OT 12/13, + 14

CO Cycling
Further Optimizing Notes

Your "org" may be working well and handling the functions of auditing, etc. and gradually the body is optimizing to your plan. The execs have gotten their importances and priorities correct.

But while the body is on "internal repair & maintenance" cycles - i.e. asleep, make sure that any "visitors," "friends," or "gifts" presented to the Execs are reported to you per the Policy on staff accepting favors or gifts.

_____

I found a strange (creation) similar to a "dream machine" where X would "let them have a win" during sleep so they wouldn't notice the total control & monitor lines during the waking state.

It was presented to the execs as if it was a present from a good friend of mine. They accepted it and kept it hidden as a "surprise" for me - as they were told to do by the being who presented it. They thought they were doing a favor, so had a laudable withhold.

I discovered it while resting the body after 8-10 hours or work. I had noticed the body had a slight W/H as the coordination occasionally would be "off." Slight "bump" or "drop something" when moving.

Then as I was planning my next composition of music for the computer my attention was suddenly on driving a Cadillac Car through the fog with bad brakes and poor vision outside. - and it all felt familiar and a "friendly" game - but the location was America, South Coast, I don't like to drive cars, especially Cadillacs, and I saw that this was something from U2 and very other-determined. It turned off.

I ceased to inflow, put on my auditor hat, and assessed what this was and where it came from. And then freed the beings trapped in it. Then got the ethics in on my body-org execs for accepting such a present without informing me. Now they have an "early warning" system to alert me - no matter if it's "friends," or beings who say "This is a surprise for your boss, don't tell him about it."

[Astar symbol]

(Astar symbol)GMC #317 Aug 86

OT 34 - 35
(Ref 8 July 86 note p 8)

At this end of the Ring Archives Games there is another single certainty that results from attaining improved Quantity, Quality, and Viability of Q. And that is:

THE CERTAINTY OF
COMPARABILITY
OF STATICS.

This is the certainty that was hidden before the beginning of: the Pre-Logics of Source, the first

two postulates, and the Ring Archives, the playing of the rings, the repetition of this ring and the Game of Games.

Yes, each INCOMPARABLE STATIC may be compared by the experience of his journey through the Rings.

The: CERTAINTY OF INCOMPARABILITY OF STATIC - a singular state of certainty before the Ring Archives - which must be regained to enable the plural state of certainty to be achieved.

The: CERTAINTY OF COMPARABILITY OF STATICS - from these certainties all else proceeds.

(Just take the "IN" out and add "S") [sic = parenthesis after "S"] could be the recipe for the whole Series of Ring Archives Games.

(In familiar terms, its [sic]: EXTERIORIZE Q AND ADD SCIENTOLOGY.)

This is TONE 40! or OT 40.

BR Sr C/S Ron's

SS C/S #10 - 7 Aug 86 - OT 33 - 34

BPC from LTA (last time around)

U2s who remain on the duplication of the "last time around the ring" are on the old vector and have not realized that the new vector began in 1936 with EEs Contingency Plans and continues with a wider separation as thetans to up the bridge. It is a gradual pulling away from the fixed, stuck "certainties" of the Ring & its conditions. These U2s feel "something" is occurring but don't know what - or who! Their "certainties" of the "last time around" may be dramatized and projected telepathically with a sort of "desperation" and be received by us in the Game of Games vector or influence the "Body Org" operation in U2. This includes: Black Static Tech, impressions of events and experience of the LTA (last time around), dire predictions of fatalistic "certainty" such as "you can't change any thing or anyone", and other such insanities.

While carrying out our purposes, it is necessary to watch for and become aware of these for what they are and free the thetans concerned, using steps 1 - 10 as needed + BPC indication of "LTA the Ring".

BR
Sn C/S Ron'

Astar Symbol9 Aug 86
(GMC #33a)

OT 12-13
C/O Cycle RD

More on: VIAS of VIAS = sub MOCOs.

MOCOs were created to help keep a Creation persisting and continuously alter-ised and complex enough so it could not be unmocked by another Big Qn in the "game." (E/U games)

All have a hat, a duty, and a reason for "being" - or purpose. It's very organized and follows Admin Tech.

"SEPAMCOC" is an abreviation for the various sub-levels in MEST ( ) or LIFE FORMS (I) of "organized" MOCOs.

These mean: S = space
E = energy or motion
P = particle
A = atom
M = molecule
C = crystal
or
C = cell.

These can be assessed on a "What were you created to be?" basis, and then asked for "helping" and then given "MOC or free, static or help me" choices.

Remember, these are down on a via basis so these MOCOs were usually created by another MOCO, then mixed up in the U3 after dumping from E/U games.

"Higher" level MOCOs were given the jobs we are familiar with from OTLR, Phoenix, & Super Power for OTs - i.e. (+ or) "Admiration Particles," "Perceptics" and "Creations" on a larger scale - such as forms, bodies, body parts, shields, shells, etc.

Actual MASS vanishes when these sublevel MOCOs are freed up. But there are so many it takes some time for them all to be audited by the Body Org. It's a backlog. So just keep them working on it, per policy.

As a note: If one takes the total Volume of space in the U3 and divides it by the total number of "particles" (sub-atomic) in U3, a very fine think haze would appear if each particle was put into its exact amount of space. This would then be a game of Big Qns looking for their own Creations & MOCOs in a sort of "fog." It might be easier, but sort of boring too.

The F Qns who pushed it all together - or the 4 Gravity Flows that operated on it by ARC/KRC, have made a very interesting "Chinese puzzle" for us to solve.

BR
Sr C/S Ron's.

OT 35 - 40(GMC #34)11 Aug 86

Tone 40
OT 40

_____

After examining the sub-MOCOs and vias of creation on the C/O Cycle optimizing steps, I became interested in the Space & Filler Space MOCOs. They could exist between GUMS and RINGS also! If so, they are part of the basic EXISTENCE POSTULATE AGREED TO BY ALL SUPER STATICS (without Comparison) as a sort of Playing Field for the Ring Archives Games or RAGS. If so, their "MOC" is at the BEGINNING and is a CO-MULTI of all S s or a "U0" along with the "idea of" and the "impression of" the RAGS. The RAGS themselves could be fashioned from the ENERGY SOURCE or MOTION SOURCE MOCOS by just making the telepathic activation of POTENTIAL but quiescent E or M source MOCO's into ACTIVATED ones via the space and filler MOCO's. This, then would be the 1st VIA ORIGINAL CREATION of CO-MULTI ss (Super Statics)

= A PLAYING FIELD AND A GAME

This would produce an elastic medium or "sounding board" for all the various frequencies and wavelengths to come as CONDITIONS were experienced by the 2nd Postulate. "Tuning in" on this "Space - Energy Gestalt" could be the "AUM" or "All Universe Media" hum or sound the Bhuddists speak of. The admin why for these MOCOs would be different from the "HELP CREATE" purpose of the later & other MEST MOCOs. It would be to:

"EXIST & PERSIST AND ASSIST THE PLAYERS OF THE RAGS"

These are the WOOF & WARP of U3, U2, U1, and are "U0."

Other MEST can of course be created on "top" of them - it's what we call positive MEST with the various laws of "Can't occupy same space at same time," gravity, etc.

This was the original negative basic Space & Energy Gestalt that Qns use or duplicate in their "own universe" creations so they can be compatible with "positive" composite & multi s.

This also explains why the Qn controls or commands MEST VIA these SPACE & ENERGY MOCOs of U0 (or copies them) - They are BASIC on the CHAIN of MOCO Creation & Command!

The correct identification and differentiation of all the various components of existence will cause the vanishment of all mechanical conditions of existence. The OT or Static will have all available attention units free in a new unit of time. This is Tone 40. And OT 40.

(Of course as one frees his attention by auditing these components he realizes what else he IS NOT and arrives back again to Axiom 1 Definition of Q, Static, or Source of Life - "no MEST or Location in S or T" Can Postulate & Perceive - without VIAS.)

———————

This is a further gradient awareness and ability increase for a Rehabilitated Super Static continuing to play the Game of Games with U2 as an Operating Qn.

BR
Sr C/S Ron's

OT 35 - 40GMC #3511 Aug 86

U0 MOCOs
PROCESS

1.) TR0, Intend them to the Awareness of the First Postulate prior to the RAGS.

2.) MOC or Free!

3.) Your Admin Why is "TO EXIST, PERSIST, and ASSIST the PLAYERS of the RAGS!"

4.) Those who want to stay: "Thank you for existing, persisting, and assisting the layers of the Ring Archives Games, in a new unit of time."

BR Sr C/S Ron's

OT 35 - 40GMC #3615 Aug 86

MORE on U0 MOCOs

I ran some more of these in the space in and around the U2-physical-body as a part of the continuing optimizing steps, and to hat my "org" on their handling. Done in a tub of warm to hot water as per earlier notes.

Again, all VIA MOCOs were handled (SFPAMCOC)? and given their choices first. Then the U0 "playing field" multi-co-created ones. Again all P.T. body non-optimum conditions disappeared completely. And I realized a few more things.

1.) U2 is linked into all of these U0 MOCOs by the fact of co-creation on the 1st (EXISTENCE) postulate prior to RAGS.

2.) It (the U0 "field" and potential of motion & energy) is then basically a CLUSTER, or each separate one is a CLUSTER because it has a MUTUAL INCIDENT. That incident is "the Creation of Existence."

3.) I tried a new command: "RETURN TO THE MOMENT OF YOUR CO-MULTI CREATION." (to break the Cluster) [AND INTENDING THEM TO THAT POINT PRIOR TO THE RING ARCHIVES] ??? then- "RETURN (or BE) IN YOURINDIVIDUAL STATE OF STATIC WITHOUT COMPARISON." (as they each came from or were created by an S5 or S s (Super Static)).

4.) This produced quite some interesting results as I felt the U2 lines of attention suddenly - over a period of a few seconds - dropping away or becoming unconnected from the space of the body. Several gray to black ridges deep inside the spine and head melted away and disappeared. These were composed of very minute (small) particles held by combined U2 attention via the "Cluster" U0 playing field MOCOs.

5.) I kept repeating the command while intending through the spaces of the body on a scan or sweep of attention until the whole body felt very light and F/Ning and I had no more attention on it's [sic] "non-optimumness."

6.) The LRH factor: "In the beginning and forever is the Decision and the Decision is to BE." came up as I spotted a whole U2 link of "identities that I had been recognized by" in the U0 Energy MOCO "memory" (more gray segmented cord- like ridges) (small drawing of ridges after that last sentence). They blew.

7.) I also realized that "BE" means "EXIST" so the U0 "Cluster" is really the first and forever "beingness" of a Static and he has a line to all others thru it.

8.) "The first action of beingness is to assume a viewpoint" - in the Factors - refers to the 2nd Postulate - "Experience the Effect."

9.) So the original 1st Postulate -s (not-ised parts of Static) (& that Xenu used for control) was the EXISTENCE (MOCOs of the U0 "Cluster" being "negative" Space, Filler Space, and potential energy & motion with the impression of the Ring Archives Games in it.)

[sic = NO SIGNATURE, or anything, AT END OF BULLETIN]

OT 35 - 40GMC #3715 Aug 86

U0 & Super Static RD

I realize now what happened when I ran the 1st 2 postulates on the SSRD. (on U0 level)

My own U0 MOCOs all returned to me or went free. That was the big ARC break charge with all buttons reading after which -S returned to rejoin +S. Then all was only U2 and that is what I'm handling now on the optimizing steps, because I chose to use a U2 body.

BR
Sr C/S Ron's

(Astar Symbol)18 Aug 86
GMC #38

OT 40

Applies to: Super Static RD
C/O Cycle RD
Clone Cycle RD
U0 MOCOS
1st Two Postulates

SS CLONE - ADMIN WHY

The reuniting of the not-ised part of Static which was used to create the RAG & U0 MOCO EXISTENCE (Game & Playing Field) has another aspect. It was done on a via (how else?). And the via was a Super Static (negative) Clone of one's self [sic]. This is what breaks of the Xenu composite on the Super Static RD. And the SS RD gets the Technical Why. But the Admin Why is quite different.

I found this today after 2 months and 6 days from the end of OT 16.

1.) The RAG game as proposed telepathically by EE.

2.) To play, one had to DECIDE to BE (or "TWO BE") for the duration. ("In the beginning and forever is the decision_____ LRH Factors). The SS Clone VIA was the "ante" or "put in the pot" for the game - or rather became the "pot" or the RAG game. [Xenu tried to grab the "pot" (or "ante" or "bets") by Compositing himself with the SS Clones (s parts) of everyone else.]

3.) But there was another via on the Creation of the RAGs. The SS Clones were the CO-CREATORS of the U0 space & potential energy MOCOs! This is in fact a cluster-making incident in that each U0 MOCO was created MULTIPLY at the same

- PAGE 3 MISSING -

Fourth: The key to handling anything in U0 is to realize the VIA is the hidden holder on the U0 MOCOs belonging (or the pieces of U0 MOCOs belonging) to the OT. If the SS Clone was freed from his Composite State (Xenu's influence) on the SSRD, then one should also indicate the Admin Why of his creation: (or Reason of his Existence)

"TO BE MY FOREVER (OR INFINITE) REPRESENTATIVE RESPONSIBLE FOR CREATING & HOLDING U0 & THE RAG UNTIL I RETURN." (or similar) Get it understood and ACK him for doing it while you were DISCONNECTED & UNCONNECTED from him. Now that you are connected again - you give him the choice MOC or FREE!

4.) If there is any trouble handling U0 MOCO's the above is the reason. One's own SS Clone is

still holding on to them because his ADMIN WHY or reason for being created was not given him.

5.) As a further step - you can "tour" the Creation together - waking up and freeing your components in U0. These attention lines via one's SS Clone to the U0 MOCOS tend to fixone in the game obsessively, rather than by choice. Remember, U0 MOCOs are permeating everything so to audit them you look for the space & energy patterns "behind" or "in" or "underlying" what you can see visibly. The visible stuff is "recent" dumpings from back to 100 Centillion years (MEST U track). The U0 permeates all of it plus the spaces and areas around GUMS and CCC's RINGS and the RING ARCHIVES. All lower static states are really only "Key Outs" into U0 in some degree or other.

ALL 1. ALONGSIDE/OUTSIDE GUMS
STILL 2. BEFORE/AFTER GUMS
IN 3. CASCADE or COLLECTION POINTS
U0 4. INSIDE/OUTSIDE RING ARCHIVES
5. OUTSIDE RING ARCHIVES BUT WITHIN THE
FIRST TWO POSTULATES.

CAN SUPER STATIC - CAN EXIST & OPERATE
BE OUTSIDE, ANYWHERE, ANY TIME, PRIOR TO OR WITHIN
AROUND, THE POSTULATES OR ALL AT ONCE, AT WILL.
ENCOMPASSING CAN CHOOSE A VIEWPOINT FREELY.
or
PERMEATING
U0
BR
Sr C/S Ron's

Astar Symbol19 Aug 86
(GMC #40)

OT 34 - 40

U0 MOCOS PROCESS

1.) "Wake up!"

2.) Intend them to Existence Postulate (RAGs & Playing Field)

3.) "Return to your moment of co (or multi) Creation!" (This breaks the Cluster)

4.) "Find your (or spot your) creator (or source)."

5.) "Return to your Creator or go Free!" BLOWS

6.) "Your purpose (admin why) for being Created was to EXIST, PERSIST, and ASSIST in the Creation of the RAGs and Playing Field." (Or just "to HELP.")

7.) "Thank you for doing so." MORE BLOWS

8.) Rights of a Qn : "To his sanity" - (self determinism) - and "Right to leave a game" - (power of choice). MORE BLOWS

9.) "For those who are confused on who created you - it was done on a via - your Static Creator made a negative Static "EXISTENCE" CLONE as an agreed contribution to the game. Then the s part created U0 MOCOS to be the RAGS & FIELD energy particles & spaces. The s parts were then composited by Xenu, who also stole and concealed many of the RAGs mockups. Xenu did

not contribute to the game and betrayed every Qn in it."

10.) "You do not have to return to your Creator or his VIA."
"You may go free or wait at Static State for your Creator." MORE BLOWS

12.) Repeat any steps needed.

———————

BR
Sr C/S Ron's.

Astar Symbol20 Aug 86
(GMC #41)

OT 34 - 40

Xenu & U0

Xenu was an s Qn who decided not to play the RAGS & PLAYING FIELD GAME by the AGREEMENT but to steal the "pot" (s Existence Clones), Hide them, and by staying exactly as he was (no improvement + no case gain + no QQV increase) come out on TOP of all Qns. So all he had to do once the 2nd Postulate (EXPERIENCE EXISTENCE) on Conditions was agreed by the Players - was to keep them SUPPRESSED BELOW HIS LEVEL.

The rest is history. He used s composite against +ss, he got them to make his "own" U0 "Planet" to hide the RAG Mockups in and later (in this GUM) put the Pre-I Experiments Stations on it and hid it in Andromeda. It looks like a real planet (going around a real sun) but is invisible to MEST eyes because it's made of U0 MOCOs - and it is HOLLOW and contains the stolen RAG mockups - of the sQns who were influenced by him to put them in his "care." (The first "banker.")

Not all sQns (& s) were totally influenced by him and these became the "Good guys" who he tried the most to SUPPRESS. So that was the other game going on since the beginning of RAGs.

———————

On the "Game of Games" OT levels EVERYONE WINS - BOTH GAMES.

———————

Xenu's game was WINNER TAKES ALL (and he started off believing he was the WINNER - FOREVER.) (A no-game for others.)

———————

*I found the above - ran the hollow U0 planet and it disintegrated and the RAG mockups came out and returned to their Creators. OT 34 - 40 is very powerful.

———————

* Done Aug 18, 86.

BR
Sr C/S Ron's.

Astar Symbol23 Aug 86
(GMC #43)

OT 40

Xenu Basic Case

1.In the EXISTENCE postulate at the beginning, he not-ised the EXPERIENCING part of his Static State (thus no case gain in the games). He as a Qn is s.

2.His +s part joined with the -s Composite that became the U0 Agreement - Ring Archives Games (RAGs) and Playing Field. Thus he "knows" he is "everywhere" and "all powerful." It did provide a telepathic link to others' cases via their -s parts.

3.When one does the SSRD at end of OT 16, his -s part comes out of the -s Composite being "held" by Xenu and is no longer affected by him.

4.After the beginning, Xenu as a +s with all others' -s's (not-ised parts of Static), realized his -s part in the experiencing game (2nd, or Conditions postulate), would always be last as even he was not-ising it.

5.So he "Cloned" his +s part along with the -s parts of the others into a smaller scale "Cluster/Composite" and MULED it with his own -s part. Thus he planned to operate to "WIN" with the secret knowledge of all others' not-ised s!

[no signature at end of bulletin]

Astar Symbol24 Aug 86
(GMC #44)

OT 34 - 40

As one came downspiral, and created more MOCOs and VIAs, the more there was to "experience," but the less able one was to experience it.

BR

Astar Symbol24 Aug 86
(GMC #45)

OT 34 - 40

"Time is a consideration"
"Time is measured by motionof particles in space" ???-LRH

_____

Time is the motion of particles and players across a playing field - and the playing field is U0.

_____

One who finds the "center" or Source Point of U0 (as in the Super Static RD) becomes not only a Game Winner, but if he occupies it with a viewpoint can become a Game Umpire as all is moving in relation to it. Further, if one understands the U0 creation sequence, one can bring the "center" or original agreement point to coincide with his own CVP no matter where he is in the game. Then one has the hat of

"Games Master."

EE has held this position.

Xenu has tried to usurp it by putting all Qns under his control - but failed.

The position has now been delegated to me and Ron's Org Frankfurt. Thus basic attention units

of all Qns will be on Teegeeack and a 5th Gravity Flow in the Q universe will occur.

This is prepartory to the full scale doing of OT 17-18 etc. so the vectors can be channeled to the EXIT POINT, the most important and basic...

[PAGES THAT FOLLOW ARE MISSING]

Astar Symbol25 Aug 86
(GMC #46)

OT 40

1.) Look for Black side Clones also (in the Clone Cycle RD), especially from LTA. They may have been caught & put thru a Black Static Tech Procedure. Handle.

2.) Get the upper Admin Scale items - Admin Why - Goal, Purpose, Plan prior to the 1st-2 postulates - during the agreement on the Game.

3.) Find out what certainty has been achieved in addition to the original "CERTAINTY OF IMCOMPARABILITY OF STATIC."

3A.) Do these two certainties produce another ONE HIGHER certainty? (Per the Cone of Knowledge)

4.) If you found "CERTAINTY OF IMPORTANCE OF STATIC" on #3, did it produce the "CERTAINTY of STATIC (or SELF)" cognition?

5.) Take a WIN!

BR
Sr C/S Ron's

Astar Symbol30 Aug 86
(GMC #50)

OT 40

MORE on C/O CYCLE RD
OPTIMIZING STEPS, ASSIST

After the "GODS" computer MOCOS are freed, or before - (I contacted these BB MOCOS while working on a further optimizing step on the U2 of the body and ran them out.), the Super Static who desires to continue and finish up RING 10,000, will find that the U2 MOCOS of the body will need to do the following:

1.) Run off any LTA Ring connections. (RING 9999)

2.) Run off any BST false data or agreements.

3.) Take command and responsibility for these U2 MOCOS fully by giving them a hat or duty as part of one's new U1. This disconnects them fully from U2 & U3.

4.) Instruct them to do the same for any MOCOS they audit - (food, air, impinged, etc.).

5.) Unconnect them from U0 after running out the GODS Computer MOCOS from Before the Beginning.

6.) Start a gradient expansion of the "Org" into the space around the body and into the environment, remembering to have them hat more auditors to keep the Tech-Admin Ratio at between 1 to 1 & 2 to 1.

7.) By doing the above, the body becomes a clearing "org" which can now reach out and audit its environment. (This can result in some "miraculous" cures by touch as the old saints were reputed to be able to do.)

8.) The way to heal another quickly (after running the incident out of the MOCOS involved) is to approach it thru U0 to the person's U3 (U2 + U1). Wake up the U0 basic MOCOS in the area and command them to "assist or help" get the person's own MOCOS (u1) working and on post again and the MOCOS of others (U2) back under command of the Big Qn who owns the body and helping again also. Since U0 is more basic, this works faster and the healing time is greatly reduced - sometimes to seconds or minutes depending on the Case State of the Big Qn.
9.) Note: One must also - before the assist - handle any COUNTER INTENTIONS or postulates about the condition from the Big Qn or anyone involved - like a doctor, or family member - that would slow or stop the healing.

10.) This can be done by just auditing the beings involved telepathically. One does not have to even be near the persons being handled to audit them - you will find their attentions - intentions are IMPINGED (STUCK) on the MOCOS at the SCENE or place of the injury on the body. Just trace the "holding" line back as in SN tech and you get the Qn who is the source of the CI or OI.

11.) The reason a CONTACT assist works so well is that it blows loose - (evaluates the incident) - in the GODS computer of the Big Qn so he doesn't have a stuck-non-evaluated position that the CURSOR Qn is trying to call attention to. Engrams are UNEVALUATED, thus become important as OMITTED DATA to the Big Qn from the GODS computer.

12.) Note: On an operation with anesthetic remember the Earlier Part of the incident is UNCONSCIOUSNESS and the PAIN is later. This is just the reverse of a "normal" IMPACT or INJURY engram where the PAIN comes before the UNCONSCIOUSNESS.

BR
Sr C/S Ron's.

Astar Symbol2 September 86
(GMC #51)

OT 40+

LRH - "ABOVE THESE THINGS THERE MAY BE SPECULATION" - THE FACTORS

If there were 10 x 10 40 S s's before the beginning (not counting any MOCOs or
-s part, was there a method of using "Zaler" (counter) MOCOs or BB MOCOs to differentiate them or does it suffice to just count them at that state of certainty?

10 x 10 40 = 100 Duo - decillion (duo-Dec = 12) or 39 zeros after a one.

The number of Big Qns in the current GUM - in and around U3 - is roughly estimated as 10 x 10 40, to populate the various galaxies, etc.

BR
Sr C/S Ron's.

Astar Symbol3 September 86

(GMC #54)

OT 40+

Running U 1, & U 2, & U 3

1. Can be done on or off meter, but needs quiet, safe space and concentration.

2. U 1: These are the "Game Plan" Copy MOCOs (They are BB - before the beginning). Apparently each Player copied the other players' game plans. There are 10 x 10 40 players. Can be run in increments of 1 x 10 40, 2 x 10 40, etc., up to 10 x 10 40.

Yours will be on others.

Theirs will be on you.

Run whichever starts easiest. Usually yours on others (covert side) runs best. Then others on you (motivator side).

Process: Orient. "Before the Beginning of the 10,000 Rings Game - Static "U 1," prior to the 1st Postulate which created U0."

0. TR-1 Tone 40 to "Your" ("My") copies of others' game plans."

00. Category: 1 x 1040 of them, etc.

1. Wake up.

2. Return to your moment of Creation or go free!

3. Allow the flow to happen - body may be affected - then repeat till that category is Clean/Clean F/N.

4. Do next category. Ex: 2 x 1040 etc.

5. Use S, I, N as needed.

6.When "Yours on Others" are finished up to 10 x 1040 do "Others on you ("me") thru the same steps. (Theirs can be given a 3rd Choice in #2 "Wait at Static for your Creator" as all are not up the bridge yet.)

3. U 2: These are the "Player Copy MOCOs (also BB).

These copied the player and his characteristics so all players would be known to each other. These are 10 x 1040 Players. Can be done in categories or increments of 1 x 1040, etc. to 10 x 1040.

Again, the ones you put on others will usually run first. Then others on you.

Process: Orient: "Before the Beginning of the 10,000 Rings Game State [sic] U-2, prior to the 1st Postulate which created U0."

0. TR-1 Tone 40 to "My copies of other Game Players."

00. Category: 1 x 1040 of them, etc.

1. Wake up!

2. Return to your moment of Creation or go free.
3. Allow flow to happen and complete - repeat commands till that category is Clean/Clean F/N.
4. Do next category. Ex: 2 x 1040 etc.
5. Use S, I, N as needed.
6. When "Your copies of others" are finished run "Others copies of me." or "Other Game Players' copies of me." (Theirs can be given a 3rd Choice in #2 "Wait at Static State for your creator.") [as not all are up the bridge yet].

4. U-3: These are the "Static without comparison" in an UNCONNECTED STATE's creations & VIA MOCOS. They can be held or dumped around the edges of his awareness by NOT-IS. (a higher harmonic of OT 12/13).

Process:

0. Call up: "My Creations made in U-3 state - Static w/o Comparison."
(Responsive)
1. Wake up!
2. Return to your MOC or go free.
3. I am your Admin Why.
4. Thank you for helping.
5. Repeat 2.
6. Handle any ARCB's, etc as needed.
7. Make sure that MOCO VIAS free their SUB-MOCOS.
8. As you spot all the VIAS the s will disappear - unless you want to keep it - if so find your own Admin Why for doing so.

Process: (Unresponsive)

Perhaps some were "dumped" or "not-ised" too hard. If so, Contact them and run PrPr 4, 5, 6. Then do 2 & 3, also 3A: "I dumped you." & any ARCB handling if needed. (PrPrs should have handled it.). Then Repeat 2.

Do 4 - 8 as needed.

———————

These two U-3 processes may continue for as long as they keep showing up to "MOC or Free."

———————

BR
Sr C/S Ron's.

Note: These processes fit apparently at OT 37, 38, 39.

The Philosophical Data, U0, and Game Plan Computer MOCOs at OT 34, 35, 36.

BR
Sr C/S Ron's.

Astar Symbol4 September 86
(GMC #55)

OT 40+

The U-3 Trick

A Static w/o Comparison will go thru the first few "factors" from 8-8008, creating inward a CVP, extending points to view, interchange & connection, etc. Then he may AS-IS IT (if so, fine, it's not aberrative anymore), ALTER-IS IT by COPYING IT from a new CVP, CONTINUE COPYING THE ORIGINAL + SEQUENCE OF COPIES (1, 2, 3, 4, etc) UNTIL IT BECOMES A "CERTAINTY," THEN NOT-IS (Dump) IT, and do the whole cycle AGAIN, thus REPEATEDLY COMING UP WITH A COGNITION OF "ME, UNCHANGING, TIMELESS, INFINITE, SOURCE." A NO-GAME CONDITION WITH A PERSISTING "ME" EXISTENCE.

———————

The point in the "factors" where Ron says 'BUT THERE ARE OTHER VIEWPOINTS....." is the exact transition point from U-3 to U-2. The s w/o Comparison Reviews all his CREATE - COPY - DUMP cycles, CLEARS them with the realization that all are in the condition of existing "ME" and perceives outward (Changes from INTROVERTED ATTENTION to EXTROVERTED ATTENTION) and contacts ANOTHER s w/o COMPARISON's COPIES OR DUMPS OF HIMSELF. THUS A GAME IS POSSIBLE AND A NEW CYCLE OF RECOGNITION, COMMUNICATION, PERCEPTION - and so on, (up the Awareness Scale of the Org Board begins.

———————

When one realizes that all the above CREATE, COPY, DUMP cycles were done with MOCOS one can realize that these MOCOS reinforce and assert the U-3 certainty of "ME." And that they were returned to their MOC at the final step of the U-3 state, so that the Static could extrovert - exteriorize - past his NOT-IS BARRIER of DUMPED COPIES - and get to U-2.

———————

Thus on U-3 the TECH AS-ISNESS of MOCOS + s has already been done or the U-2 state would not have been reached. The only thing to do is get the ADMIN WHY of the U-3 INTROVERSION CYCLES.

———————

Or to say it another way, why did the s w/o COMPARISON INTROVERT as a first action rather than EXTROVERT?

Or, why did one INTERIORIZE rather than EXTERIORIZE?

Or, why did one CONTRACT rather than EXPAND?

Or, why did one go IN rather than OUT?

———————

This was the ORIGINAL "case-analysis" upon which EE postulated the entire QQV Game of 10,000 RINGS.

———————

So, when one has the answer to this question - he is OT 40.

Returning to the "factors," Ron states "Before the beginning (BB) there was a CAUSE (U-3) (s w/o COMPARISON) and the entire purpose of the cause was the creation of effect."

This is TRUE - all the COPY, DUMP MOCOS were creations which put the cause at "effect."

And "creating an effect" does reduce one's cause, until it's AS-ISED, as we know from the BRIDGE & especially OT 12 & 13.

So the point to ask is: "Why was this the ENTIRE PURPOSE?" What was the GOAL? Was it that the CAUSE (w/o COMPARISON) "KNEW WITH CERTAINTY" that his 'CAUSE' was absolute?

That it could not be IMPROVED? That there was no gradient or higher degrees of CAUSE?

If so then he was in a NO GAME CONDITION WITH NO GOAL as he knew he "already had the GOAL of TOTAL CAUSE." Thus all games from that point only could REDUCE his cause.

By doing the RAGS, one becomes aware of gradients, degrees of causativeness, and scales whch go up and down.

Now on return to CAUSE it can be also understood that CAUSE is not absolute.

———————

And thus the factors for the NEW GAME can be started:

Before the Beginning (or "after the end) - (of the old game) there was a CAUSE and the entire purpose of the CAUSE was the AS-ISING of EFFECT and the EXPANSION or IMPROVEMENT of CAUSE."

And the GOAL? TO REACH THE SOURCE OF CAUSE.

BR
Sr C/S Ron's.

Astar Symbol4 September 86
(GMC #56)

OT 40+

With the new game GOAL found "TO REACH THE SOURCE OF CAUSE," one is into levels above OT 40. The finding of the Admin Why for the "creation of effect" PURPOSE (That the GOAL was a "fixed idea" of NO FURTHER POSSIBILITY OF IMPROVEMENT OF CAUSE BEYOND s w/o COMPARISON OR THE CERTAINTY OF "ME" ACHIEVED IN U-3, thus all went down scale from that point!) was OT 40.

———————

The way is seen:

REACH more important than WITHDRAW.

SOURCE gives the awareness scale key, using higher and higher spirals of the scale from RECOGNITION - SOURCE.

And CAUSE is a positive vector including AS-ISNESS of s, FREEING BEINGS, reducing EFFECT and EXPANDING AND IMPROVING THE QQV of CAUSE.

———————————

The new game ADMIN SCALE can be made from this, as one of the first steps.

BR
Sr C/S Ron's.

Astar Symbol6 September 86
(GMC #57)

OT 40+

The First MOCO in U-3. That was the one that the S s gave the most power to. A duplicate of

himself at that point. By creating a duplicate, the S s started the down-spiral of effect. This 1st MOCO became the prototype of the Analytical Mind, GE, Computer, Squire, etc. for the S s. To free him, find the Admin Why for creating the 1st MOCO. Was it your own idea?

What was the supposed advantage? Because it led to a Down Spiral via of s, solidity, U-3, -2, -1, 0, 1, 2, 3 etc.

———————

Before that, did you Expand or Reach and Know, Respond, & Control - starting with 1D s, 2D s? Then before 3D s could be grasped and expansion assured and Power stabilized,did an arbitrary enter to prevent it, such as "The way to make your Postulates Stick is to use a via on their creation" - thus MOCOs?

Instead of - "Just create the postulate newly in a new unit of time whenever you need to and have the other terminal duplicate it, but not copy it. Because COPYING uses MOCOs too. MOCOs make persistence.

Thus cycles don't end - backlogs build up, and contraction is the result.

———————

Teach: "create it newly whenever you need it," not "COPY."

Teach: "KRC & ARC are your Power & Understanding, don't "VIA."

Teach: Dynamics & Ethics Conditions and the Tech of Freeing and AS-ISing.

———————

The New Game will be one then of Static Expansion & Reach.

———————

The 1st MOCO in U-3 (duplicate of S s at that time) created MOCOs to hold the Ideas of the Dynamics & Ethics. Thus they hold the keys to the basic Comparative datum of the Analytical Mind.

———————

Look for MOCO VIAS as "counters" or computer Qns holding the count of Qns in each condition and aware of which dynamics. Ron gave some of these percentages:

2 1/2 % SP. = 0.25 x 1040 Qns in the game are SP.

20% PTS = 2.0 x 1040 in the game are PTS.

Estimates:

2 1/2% 3P (3rd Party)
25----------
5% No Condition
5% Confusion
35----------
5% Treason
5% Enemy
45----------
5% Doubt
5% Liability
55----------
5% Non-Existence

10% Danger
almost 30% Emergency
almost 100%------

And a tiny percent of Qns in Normal and above.

The 1st MOCO in U-3 was also the GE prototype of how to make persisting things expand (grow) instead of contract. So it's done by a continuous process of adding new creations and substitution for old decaying ones and waste or dump of the useless ones._____

The "GE" is like the C/O Foundation - he works at night to keep the body repaired and maintained. (It can be done better by the Org Board in the C/O Cycle RD. There all the org lines go in and reports are made to the C/O etc and orders can be put in and priorities set and backlogs handled.)

BR
Sr C/S Ron's.

Note: When you free the 1st MOCO, he may want the job of C/O Deputy (D C/O) for the Body you are using in the new game. It's up to you.

BR
Sr C/S Ron's.

Astar Symbol7 September 86
(GMC #58)

1st MOCO

1. Run any Co-Created MULES between you & your 1st MOCO.

2. Run the Responsive Ones first. (just Steps 1 - 10)

3. Then the Unresponsive Ones on PrPr 4, 5, 6 & Blow & Can't Blow (steps 9,10)

4. This frees up stuck attention units between you and your 1st MOCO (now free).

BR
Sr C/S Ron's.

Astar Symbol7 Sept 86
(GMC #59)

EXTERIORIZATION
(ON OR AS A GRADIENT SCALE)

At lower levels EXT is an EP for a process, but is not on the Bridge as a Major Case Action.

When it occurs, it must be validated because it is an expansion of V.P.

A lower level EXT is a VP "seeing" or "being" in U3 knowing he is not U3. (or a body, etc.).

The Qn can still have others in his valence or go ext. and bring "mass" with him in his U-1. Ref: Class VIII tapes.

_____

At higher levels, SN and above - (OT 8 - 16) - the phenomenon of ext. may be a Static KO - from U3, from GUMS, CCCs, RINGS, or RAGS. The U1 is now bigger than U3 or the GUM, CCC, RING, or RAG. In fact U3 becomes only U2 when U1 is exterior to it.

_____
It stays that way after the OT has run out his s & MOCOS, Clones, etc. sticking his attention on U3 & U2. (STABILIZES)

_____

Deciding to play the New Game and do the C/O Cycle on the body, one reconnects with U2 to that degree, but gets it organized to audit and free others in U3 & U2.

_____

When the U0 MOCOS (Game Agreement & Playing Field) are handled, there is a further exteriorization from the pre-RAGS agreements by handlingh U-1, U-2, and U-3, which tied one into other S s 's universes "way back then" by way of MOCO VIAS & COPY MOCOS.

_____
By running the 1st MOCO (in U-3) and connected VIAS & MULE MOCOS, one is on the final EXTERIORIZATION & EXPANSION STABILIZATION STEP.

BR
Sr C/S Ron's.

Astar Symbol8 Sept 86
(GMC #60)

OT 40+

3rd DEPUTY MOCO (from start of U-1)

SECURITY MOCO

"NOT-IS+, NEVER-WAS"

KEEPS RECORD BY SUB-MOCO COUNT OF ALL VIOLATIONS OF GAME RULES DURING RAGS INCLUDING THE "INCREDIBLES" OF EXTERIORIZATION, TAKING STATIC VP'S WHILE IN A GUM ONE AGREED TO PLAY, AND "KIBITIZING" [sic] WHEN AT AN s STATE HAVING NOT CHOSEN TO PLAY THAT PARTICULAR GUM. ALSO TIMES OF BEING NOT "SANE" PER 1ST RIGHT OF A Qn. BASIS OF REACTIVE MIND MECHANISM, WHs, SFs, ETC. KEPT UNDER A POSTULATE TO PREVENT COPYING BY U-2?OF NOT-IS & NEVER WAS. (THE 3rd DEPUTY MOCO WAS OF COURSE THE COMPUTER MIRROR MOLD OF U-1 WHICH HELD THE PLAYER - PLAN FILES)

(THE 4th DEPUTY MOCO WAS THE U0 MOCO WHICH DID THE RAGS & PLAYING FIELD MOCK-UP AND GOT COMPOSITED WITH X AFTER BEING CREATED IN THE U0 CLSUTER AGREEMENT WITH OTHER U2's MOCOS.)

BR
Sr C/S Ron's

Note: The 2nd Deputy MOCO is the Key to handling EXT on an OT or s.

Astar Symbol8 Sept 86
(GMC #61)

OT 40+

PRINCIPAL MOCOs
of U-3, U-2, U-1, U0

1st MOCO = COPY OF SELF U-3
(BASIS of ANALYTICAL MIND)

2nd Deputy MOCO = COPY OF OTHERS & THEIR PLANS U-2
(BASIS of EVALUATION of REL. IMPORTANCES)

3rd Deputy MOCO = SECURITY U-1
(BASIS of REACTIVE MIND)

4th MOCO = RAGS & PLAYING FIELD U0
(BASIS of THE GAME, ITSELF & ACTION)

? In order of POWER.

? 2nd Deputy usually comes up after 1st MOCO is found as was the "NOT KNOW" in relation to OTHERS in the game.

BR
Sr C/S Ron's

Astar Symbol9 Sept 86
(GMC #62)
OT 40+

NEW GAME DATUMS

These should have been learned by the reaching of OT 40 for those who want to play the Expansion Game:

1. GIVE POWER TO OTHERS, NOT JUST KEEP IT BY CREATING A MOCO TO HOLD IT, THUS REMAINING DISCONNECTED.

2. GIVE KNOWLEDGE TO OTHERS, DON'T JUST STORE IT IN MOCOS & VIA MOCOS, OR PRETEND STATUS THERE.

3. GIVE RESPONSIBILITY TO OTHERS, NOT JUST CREATE ORGANIZATION MOCOS TO RUN EVERYTHING, OR TRY TO FORCE CONFORMITY.

4. GIVE CONTROL TO OTHERS, NOT JUST CREATE MOCO MONITORS ON THEM, TO MAINTAIN CONTROL.

GIVE UNDERSTANDING TO OTHERS, NOT JUST INTROVERT AND REMAIN UNCONNECTED, WHILE COPYING WITH MOCOS.

GIVE AFFINITY TO OTHERS, NOT JUST ADMIRATION MOCOS.

GIVE REALITY TO OTHERS, NOT JUST AGREEMENT, OR MOCOS.

GIVE COMMUNICATION TO OTHERS, NOT JUST AUTOMATICITY, OR PERCEPTIC MOCOS.

_____

USING VIA OR COPY MOCOS GUARANTEES CONTRACTION for a STATIC Qn.

_____

HATTING, TRAINING, AND UTILIZING OTHERS GUARANTEES EXPANSION for A STATIC Qn.

_____

RECONNECT OTHERS TO THE TRUTH (BRIDGE), NOT TO YOURSELF.

_____

SEPARATE AS INDIVIDUAL LEADERS, WE STAND & EXPAND, CONNECTED AS GROUPED FOLLOWERS, WE FALL & CONTRACT.

_____

ALL EXPANSION DATUMS TO BE APPLIED ON A GRADIENT OF UPWARD ETHICS CONDITIONS ON THE DYNAMICS. (of STATIC)*

_____

AWARENESS SCALE ALSO CYCLES THROUGH REPEATEDLY FROM RECOGNITION - SOURCE EACH TIME ON A HIGHER PLANE.

THIS IS THE ASCENDING SPIRAL.

_____

THE RIGHTS OF A Qn AND CODE OF HONOR ARE TO BE KEPT INVIOLATE IF ONE IS TO CONTINUOUSLY EXPAND.

_____

BR
Sr C/S Ron's

*DYNAMICS of STATIC:

(Individuals) (MOCOS)

1. SELF @s s Qns 5. LIFE FORMS l Qns

2. ANOTHER @s s Qns 6. MEST F Qns

3. OTHERS @s s Qns 7. SPIRITS Q Qns

4. ALL @s s Qns 8. INFINITY of
EXPANSION of Qns

_____

(Game Rules)

9. AESTHETICS of Qns 11. TECH of Qns

10. ETHICS of Qns 12. ADMIN of Qns

Astar Symbol9 Sept 86
(GMC #63)
OT 40

- - MORE ON 3rd Deputy MOCO for SECURITY - -

_____

The "NOT-IS & NEVER-WAS" VIAS of the SECURITY MOCO used for storage of GAME RULES VIOLATIONS and other "secret data" the player didn't want others to know, seem to come to be audited a bit at a time - like spies coming in from the cold - and like the OT 13 waiting periods - the reason seems to be they (or some) were given a "cover" and sent off to the far reaches of space (or the playing field) so not to be identified with their creator.

When they come, handle as follows:

1.) TR0 them.

2.) Identify them: "My NOT-IS & NEVER-WAS MOCOs created to hold secret data for me forever?" (This gets their full attention).

3.) "The game is over." "Return to your moment of creation or go free." (Blows) (Ack them)

4.) "Find the VIA who created you - the 1st Deputy MOCO or Security MOCO - or one of his VIAS." "MOC or Free." (More Blows).

5.) "Show me the data you were holding as you leave." - TR0. (ACK it.) (More Blows).

6.) Repeat 3), 4), 5) until blows cease. (3, 4, 5, 3, 4, 5, etc.).

7.) Rts of a Qn. (1. Own Sanity or Self Det.
<
(2. Lv a Game or Pwr Choice

8.) As they build up from time to time, handle as above.

9.) If difficult or won't blow or need to "debrief," get on the METER and do Steps 1 - 10 (of OT 9, 10, 11).

10. Some incredible OT experiences may come to view, so be ready for anything.

BR
Sr C/S Ron's

Astar Symbol10 Sept 86
(GMC #65)
OT 40

Principal MOCO #2

The One who created sub-MOCOS for copying each other player in the game. Of course every other played did the same.

Theirs on you will blow first on "MOC or Free! The game is over!" (Of course you must locate exactly "Others' Pre-RAG copy MOCOS on me." first).

Then yours on them - but you will find them harder to blow or return to you - Why? Very simple. They were created with the postulate to "Follow & copy thta player to the finish or end of the Game."

And of course, the game isn't over for those other players yet - just for the ones who have made it to OT 16!

So you indicate to your #2 MOCO tht it is the Admin Why for their creation but is not needed now as you (& I) have finished the RAGS and are beginning a new game of Expansion.

This set of Copy MOCOs under the Principal MOCO #2 is the basis for the "Social Valence" or "Mind."
The Principals MOCOS

So: First MOCO = Basis for Analytical Mind.
(Copy of Self)

Second MOCO = Basis for Social Mind
(Copy Others MOCO)

Third MOCO = Basis for Reactive Mind
(Security MOCO)

Fourth MOCO = Basis for MEST
(RAGS & Playing Field)

Again we find Ron was way ahead on applying these data. Look at policy on Execs & Org Boards:

1) ED or C/O)
)
2) HCO Exec Sec) Compare
> to
3) Org Exec Sec) The 1st 4
) MOCOS
4) Public Exec Sec)

??????-or in laterpolicy:

1) C/O)
)
2) Org Officer) Compare
> to
3) Product Officer) The 1st 4
) MOCOS
4) Esto)

(Here he elevated the "social" idea of production over that of "organization" or "security" for more

Expansion.).

BR
Sr C/S Ron's

Astar Symbol10 Sept 86
(GMC #66)
OT 40

EP

I can see it coming. The final step when all one's MOCOs have been identified and freed. Some have returned to their creator, some have gone free, some have waited at Static, some have helped.

When all one's attempts at dividing his beingness have become known and the effects as-ised and the MOCOs freed from their duties, it will be time to collect oneself all together again. Why? Because none of the "parts" really feels complete. They may be free, feel much better, be more able, etc. But there is a sense of imcompleteness. To complete the full cycle since U-3 would be to again become a whole being ? but with vastly improved quality and awareness ? the awareness of Source.

BR
Sr C/S Ron's

Astar Symbol10 Sept 86
(GMC #67)
OT 40

Cogs

Granting of Beingness =

Allowing another to be without plastering copy MOCOs all over him.

_____

Responsibility of Source =

Allowing another's freed MOCOs to return to them when they are ready to receive them.

Knowledge of Source =

The Bridge Tech & Policy & Ethics & Aesthetics.

Control of Source =

Finishing cycles of action on others to bring them also to Source. (OT 17 - 33)

_____

Power of Source =

The power of as-isness and freedom applied to finishing games and starting new ones.

_____

A Games Master is one who can start, change, and complete games.

_____

So how about a new game where all are Games Masters. Whow! [sic] Fun! Eh?

BR
Sr C/S Ron's

EXCALIBUR

X NEWS & LATEST TRICKS

15 SEPTEMBER 1986

Xenu was never in agreement to play the Dynamics Games so don't expect anything of agreement on them. However, he is extremely envious of EE and other Sources (Big thetans, who apply Tech, Policy, & Ethics and get out of his traps.

He has now, in his usual 1.1.1.1.1.--- manner started taking over the ideas of "independents" (not Free Zoners), about "upper levels" and is experimenting with constructing some new plugs based on them to "prove" they are right and the Free Zone (who do have the full bridge) are wrong. He expects to thus prevent independents from coming to the Free Zone, and persuade Free Zoners to go to independents so that they can be easily monitored.

So if you read of new "developments" - like the "Entity Generator" or the new triangle of "Supreme Being - Thetan Universe - MEST Universe", or the "Between Lives Implant" or the "NOTS GPMs" or the"Channeling of Great Masters" or the "Maldek Explosion 1 million years ago" as the source of NOTS BTS, or the "energy beam lift-off to the millions of Federation Ships waiting to take you off-planet" - or any invalidation of the importance of freeing completely all BTs, clusters, and MOCOs, THEN REALIZE IT IS JUST ANOTHER TRICK OR TRAP TO KEEP YOU OFF THE REAL BRIDGE. Run it as a super NOTS (Excalibur) plug or use PrPr 4, 5, 6 in difficult cases and you will find it was another OTHER-DETERMINED PLUG made perhaps very recently from very old, stored, trapped thetans, and it was "hatted" to do & be what its function is - by Xenu - (who is getting pretty desperate).

It also may have been "proofed" against auditing because many Excalibur Solo Auditors have been auditing Xenu and putting Ethics in on him, and he has moved up from being a 3rd Party, SP, to aPTS thetan in Confusion. Keep on going, handle him on up through Treason and Enemy and Doubt and get him to do his Amends in Liability.

His amends have not been done by him yet. When exiled, he was given the amends to dismantle the Pre-I Experimental Area in Andromeda. He didn't. (I finally ran it out and freed all the still trapped thetans there myself). He has other secret "reserves" in various Sectors, Galaxies and Games which he is now using for these new "Independent" Plugs. His current amends is to audit and free his implanter org executives and monitors - but as any Excal Auditor can tell you - we are still bypassing him and doing the job ourselves.

So keep up the good work and we will rid the game of the other-determinism that has prevented thetans from enjoying it and going free, when they choose to do so.

Once the other-determined case is gone (after Excalibur and OT LR), and the self-determined case is handled from OT 9-16 the OT will arrive at a state of CASELESSNESS and be fully able to pan-determinedly help in the completion of the games for others and the starting of new games based on EXPANSION rather than CONTRACTION. The first of these is already in progress. It's the Ethics, Tech, and Admin of Scientology, and you as C/Ses, Auditors, and Solo Auditors in the Free Zone are doing it! Thank you all and we all thank Ron - Elron Elray - for the way out and the improvement of the Quality of Life, Theta, and Static.

BR
Sn C/S Ron's

SS C/S #13 - 19 Sept 86 - OT 40+, OT 8+

More on "Last Time Around" & BST
Rings 9999 & 10,000

1. The games cycle went from this GUM to the 1st GUM in the Ring, but 1/2 around it - eliminating the "R-factors" GUMS in that CCC. (R-factors for the Ring).

2. Then all 24 CCCs were done again and back to this one in the middle of the last CCC in the Ring. (Emergency GUM).

3. The remaining + 12 GUMS in the ring were never played properly - the upper Conditions GUMS were falsified because Xenu had taken over the "Tech" and made "Black Statics" who were in a state that prevented Perceptions & thus As-is-ness of anything back of ring 9999.

4. Thus the 1st 2 Postulates - U0, U1, U2, U3, and the 9998 Ring Archives were still unavailable to those who did not escape to the GP and get cleaned up by EE & his own tech staff.

5. The "game" was said to have ended in a "draw", not fully completed - there was more to get out of it - so "lets do it again" - one more time around the ring to determine the Winners. (Whether it was to be everyone or just Xenu!).

6. When we got around to the "Game of Gods" at the beginning of this GUM. (on CCC 24 of the Ring), there was still old-, grey-, solid MEST in the Physical Universe - from LTA - that had never been taken responsibility for, as Xenu had politically controlled the Tech LTA and the Black Static Processes do not aim at taking responsibility for your own part of creation - they rather try to make one "own all".
(The GP did do more correct processes LTA).

7. The real reason is that Xenu was afraid that if the phi thetans got waken and in comm, his whole Pre-I and other storage & experiment areas would be found out.

8. So, this time around, be suppresses any processes that may get that data available - the most notable being Power processes, and of course any idea that the NOTS BTs are organized into plugs designed by him. So Excalibur is the road out, not patty-cake "Who-What" NOTS.

9. This also explains the position of OT13 above OT12, although in 12 one handles phis from several GUMS back, the 2nd session of 13 frees also the dumped MOCOs from LTA - Ring 9999!

10) So if a pre-OT runs into a very - solid-dead-grey mass that won't "wake-up", it probably is an LTA mass, and his is working it too close to PT. It must be intended "LTA" for the commands to impinge or PrPr4, 5, 6 must be run.

11. Ron's Org C/Ses should know this data as well as the Tape 12, BST Packs, and other C/Sing points of OT 8-16.

12. This time around we complete the cycle properly for all. And we leave no "dumpings" or un-as-ised particles or un-freed thetans or MOCOs - Thanks to Ron!

(Astar Symbol) GMC 72 29 Sept 86

OT 40+

Speculations

"Above these things there may be Speculations." LRH Was the 1st Awareness that of organizations of Static?

Individual purpose & hat?

Go thru the Rings and then move up the Expansion Board to a new post?

On a higher Recognition to Source Cycle?

Or was this Ring Game really the first?

BR
Sr C/S Ron's

(Astar Symbol) GMC 74 21 Oct 86

OT 40+

-- CO Cycle - Further Possibilities

-- Games Exchange - New with Old.

_____

After the Body Org got into a Nice Normal Op. with 3 - 7 hr shifts (2 Productions + 1 Maintenance) and 3 hr Exec Conf. & Turnover per Day - I commended the MOCOs & Execs. There are still "backlogs" but they are being handled daily. The realization that the body can't get "sick" and that it is progressing toward the intended Ideal Scene from earlier Optimizing Sessions is a full certainty. While looking over the "org" (body) down to the minutest particle, I again contacted the U0 matrix of space & energy potential MOCOs from 1st postulate. I suddenly realized that I don't need it at all as it's just U2. I have already freed my part of it earlier. I also realized that possibly the U0, being U2 in actuality - a real basic U2 which might not be handled for some time - was the attraction point for the U2 aberration that tends to "jump" toward an area of 2 meters from the CVP in the body's head, thus creating a sphere of "New Game" clean clear space around it. I gave the U0 MOCOs the usual choices - "Return to MOC or go Free - or Wait at Static for your Creator or help me." Many decided to help and become a "New Game" sphere of U1 space around my U1 body.

Now, technically this is not a (creation) of mine - it is a bypassed, handled, audited, and now freely helping team of ex-U2 MOCOs from the old game! Then the idea of exchange came! "What is the new game exchanging with the old game and vice-versa?"

Well the old game is providing a body and space of freed MOCOs and the raw material of its continued survival so that I can use it as a CVP and operating point to put in Aesthetics, Ethics, Tech, and Admin on the old game! A nice exchange. More to the point, it provides a comm line on a via - me ----> Ex - U2 ----> U2 ----> Others thus bypassing the need for U0! So all entanglement in the old game is ended.
(The cycle used to be me ----> U3 ----> U0 ----> U3 ----> another at the lower end of the bridge.)
(For OT auditing of OT 17-33 it was me ----> U0 ----> U1 of another or U2 of others.)

This new arrangement should produce some interesting results, which will be the subject of further notes.

BR

Sr C/S Ron's

GMC #74aSuper Static C/S #14

The 4 Gravity Flows in U3

15 MAY 1986

The 4 "Gravity Flows" are (in U3)

F Phi 1) INWARD toward more MOCOs & phi thetans

(S) Static 2) OUTWARD toward E/Us or (S)thetans (outside U3 area)

l Lambda 3) TOWARD life units in U3 (lambda thetans)

Q Theta 4) TO their creator theta-thetan as "exit point"
after the not-ised ridge breaks.

Astar

GMC #75 - SS C/S #15 - 1 November 1986 - OT 8-40

Body Straightwire

Many OTs after Excalibur have body problems which can only be fully handled by the C/O Cycle RD prior to OT14 and the succeeding optimization steps. However, it is troublesome and is a source of some confusion and hidden standards to people who expected to get a full handling by the end of OTLR & Excalibur.

From the end of Excalibur to the end of OT13, the body of the OT is only incidental - but necessary to the auditing. It actually is part of the metering system on a via thru U3.

Therefore, it would be optimum for the body to also have a handling that could be done any place between OT Life Repair Step 8 and OT14, as directed by the C/S so as not to come in the middle of a level, but could be done at any point between levels, whenever it appears to be a problem to the OT or interferes with the session data by putting it's own somatics into the normal phenomena expected during the session. [Exit Point creations impinged on the body, infiltrated creations, +/- A, s, Prime MOCO particles (see PreStatic Prior Assessment), Clone telepathy].

Thus chronic-type somatics can muddy up the EPs and make the OT uncertain about the EP because of "persisting somatics" or ones that "turn on after session" or "between sessions."

Theory

I have looked at this problem from the viewpoint of OT40 data and find that it may be resolvable by use of:

1. Data on LTA (for those needing it or hitting it)
2. PrPr 3
3. Blow & Can't Blow steps

The theory behind this is that once the person is finished OT8 (Excalibur and OTLR as needed), he has no other-determined charge on the case from Xenu or the implant org - unless he has an

"infiltrated creation" or a "BST" (Black Static Thetan) on his case. But, these are only handled as they come up normally on OT12 or OT 14-16, or C/Sed for a special review when the Ron's Org trained C/S analyzes from folder and D of P that that exact thing is present. In fact I have found that if they do come up at a lower level, say on Excalibur - that it takes very exact Review Auditing from a Ron's Org trained SS C/S to handle without stirring up any other upper level case. So these Reviews can not be done solo, except by highly trained auditors who also are C/S trained, or who can exactly follow the C/S given.

Outside of those possibilities, where does this "somatic BPC" come from? This is the breakthrough I have made. And it can be done Solo!

The body after Excalibur, is freed of plugs, Bs & Cs, and monitor lines all dealing with track from PT back to Pre-I Incident. But it still is composed of Phi thetans from the U3 dumping ground. (At OT14, after OT13 EP, it appears as U2, so can be completely handled on the C/O Cycle RD (and the following optimization sessions).

Now, we all know the Phi thetans have BPC on being dumped, and that they are essentially MOCOs, and will respond to Tone 40 and "Help" flows if they can. But 88% are unresponsive, and only 12% are able to respond. The breakthrough is that these "somatics" must come from the 12% as the unresponsive ones have been that way since LTA. (But if the OT has contacted LTA, say on handling BST or a parallel LTA body track, then some may have started coming out of the anaten). And the only thing that could affect them (both responsive and newly awakened ones) is the AUDITING TRACK ITSELF. Nothing else is powerful enough (except the plugs of Excal) to make them go against the will and command of the OT, once he has done Excalibur. Of course, before that, many reasons are possible, including Black NOTs, OT3 Bs & Cs, Engrams, etc. But these are all handled by the end of OTLR or certainly can easily be handled in daily life. So, how can we destimulate the Body MOCOs (or Phi thetans) before we are ready to audit them on the C/O Cycle RD?

The answer is simple:

We run out the track - their track of being subjected to auditing of other beings and things. They were there IN THE SESSION, while the Pre-OT was doing Excal and all lower levels. If he is aware of LTA, then of course those Phi thetans who also have it, were being restimmed while he audited it!

The parallel on this action goes back down the bridge:

On Excal & NOTs - Indicating "it's not your item and doesn't apply to you." (On Bs&Cs).

On Clears - L3RG, Indicate BPC Tone 40 to key out the Restimulated Engrams, etc. (or "entities")

On PreClears - BPC lists and Touch Assists which get the command line back in from the pc to his body.

Now, since there are trillions of Phi thetans composing the body, the use of lists might be truly endless, and only have a slight effect, while restimulating more than it discharges. (by calling the various lines, it will (or can) act as a command to restimulate to the many Phi thetans who always want to help anyway).

The Body S/W Process

But, Ron developed a process in 1965 to handle the "overcharged by auditing" case. It is PrPr3:

1. "What condition have you encountered in auditing?"
2. "Tell me how you handled it?"

It is run 1, 2, 1, 2, 1, 2, etc., to big cog, F/N. VGIs and no attention on past auditing. It puts a thetan in PT, in respect to auditing.

A. By the OT addressing this process to the Body MOCOs of HIS BODY and including in the auditing "space" his time track concept as a big thetan (The track on which he has been run) (TR0 "Space & Time" as on OT12), it should work as a Group Auditing Process with the BPC coming off in "WAVES" or "LAYERS" of AMOUNT and BASICNESS of the charge, which was impinged on the Phi thetans or was restimulated on their individual tracks.

(The OT doing this should also include in his TR0 the theoretical data on the time track at his level - PreI, The Mest Universe 100 Centillion track, E/U Games, GUM 0, GUM -1, -2, etc - even to LTA if he has run it, or studied it.)

B. After EP of PrPr3 the OT should run the "Blow & Can't Blow" steps of OT 9-11. (Group Style)

Blow:
A) "Who are you?"
B) "Return to your MOC or go free. Or wait at Static or help me."
C) Rights of a thetan:
1) Sanity (Self-determinism)
2) Leave a Game (Power of Choice)

Can't Blow:
A) "Stuck to you? In your valence? In my valence? In another's valence?"
B) Incidents: from PT back to II, I, E/I, E/U, Pre I, Dump, GofG, GUMS, CCCs, RINGs, LTA.
C) Orientation, Purpose, Game.

These are run: Blow, A, B, C each to Clean F/N, Can't Blow, A, B, C each to Clean F/N, then Blow, A, B, C, again (if needed) to Clean F/N. Keep "rolling" these alternately Blow, Can't Blow, Blow, etc. to F/TA.

C. The EP is a clean somatic-free body for all the BPC of auditing itself previous to the Body Straightwire session.

This does not mean it will stay that way, because of the possible impingements from Black NOTs, Infiltrated creations, BST coming up, etc., and, also, further solo and other auditing.

But the CHRONIC nature of the somatics should totally disappear with the Body S/W process, allowing the OT to spot any new somatics and informing the C/S so their exact cause can be found without the past CHRONICS muddying up the analysis.

1st Note:

The body is subject to inflow from unhandled Phi thetans every minute of its existence in U3: from air, food, water, gasses, radiation, impingements, etc. Thus it will tend to "go off" a bit on a slow gradient after the Body S/W session. This tendency is completely handled by the C/O Cycle RD right before OT14.

2nd Note:

It may be possible to run this more than once, addressing in a subsequent session any Phi

thetans who were not there or not awake in the 1st S/W session, or who got BPC from auditing since the 1st S/W session. (Say after the next level or so is done).

I am piloting this Solo "Body Straightwire" on cases in Frankfurt and if it is successful will release this to Ron's Org trained C/Ses

BR
SrC/S Ron's

Thanks again to Ron!

SS C/S # 16 - 21 November 1986 - OT 8 - 40, Excalibur C/Ses

False Cogs

A new trick of the Implanter Org by Xenu's suggestion is to IMPLANT A BT (or out-of-valence BT, who is really a Cluster) WITH A "COGNITION" favorable to the Implanters and which "sounds OK" but actually keeps the pre OT from progressing, or exteriorizing, or looking further, if he uses it in his analytical evaluation of importances.

The BT was promised his final big role, or important position, in the game - to be an important piece of data for a Big Thetan Game Player - and if he "agrees to do it" he will be set "free."

Therefore, there is no "holding line" or "holder" on the BT after he is ordered into the preOTs Universe. He just sits there and emanates this "cognition" whenever the preOT puts attention on the area.

The preOT is supposed to "believe" (mis-identify) this thought as "my cognition" and thus not audit further in that area or even stop his progress because be believes he has had the "certain cognition" which ends the auditing.

If an Excal auditor or upper-level auditor feels his "cognition" are a bit "off" or keep him from progressing, he should examine them with the question:

"Is this cognition really a BT?"

or (spotting where the cog, is coming from)

"Were you told to be a cognition for me?"

Then run the incident and any needed II, I or Pre I and get the BT to either answer the "Who are you?" question and blow - or if a MOCO, give the choice to "Return to MOC or go free".

- oOo-

The STABLE DATA on cogs is that they are "rediscovered, or new, KNOWLEDGE or AWARENESS" and therefore do not have a location or a position in space separate from the preOT. So if one feels he has to "look over there" to "remember" his cog - he should suspect it is a BT being a COG. One's own cognitions are of course CERTAINTY so will just F/N on the above questions.

- oOo-

Note to C/Ses: This little action can be used to get people moving again on Excal if they delay too long on "Rest points" or "wins." Also it could be used as part of OTLR #3 after F/Ning the "B/C with Coltus in Restim?" question. So OTLR #3X could be: B/C being (or "told to be," or "ordered to be") a COGNITION?

BR
SN C/S Rons

PS. Real cogs will keep the person moving on the bridge and following Source data & tech & policy successfully.

GMC #76 - SS C/S #17 - 4 Nov 1986 - OT 16 - 40 & SS RD

Exteriorization

Exteriorization is a valid by-product at any level of the bridge and is a process EP.

There is no level that produces Exteriorization as its "EP" since the whole bridge is devoted to bringing the person to a state of Super-Static on a gradient of handling his aberrations which are only incomplete cycles and backlogs of undone freeing & as-ising.

The state of "exterior" as covered in the Int-Ext HCOBs is obviously only desired or obtainable after one has interiorized into something. Thus by bringing a person to the State of Super Static, he will of course be "exterior" to the whole Ring Archives Games. If he decides to play the new game of Expansion and assists the freeing and as-ising operation we are doing he finds the U2 composite of the Ring Archives is now INTERIORIZED INTO HIS AWARENESS. This is proper so that he can audit it and train others to do so. To now communicate to the fellow-players still in the Ring games, he usually chooses a via, as most people are totally unable to have comm with a s (Static) thetan until they get to Excalibur or OTLR or OT 9-11.

The above is the way the bridge operates and the person usually exteriorizes many times during it - not only to his body, but to the U3 (Physical Universe Agreement) or a GUM or a CCC or a Ring or the Ring Archives on the way to Super Static which is exterior to the whole Ring Archives Games + Playing field of U0 + The 1st 2 Postulates he made to get in the Games on OT 34-40, the Pre-Game Preparations & Theory are reviewed and handled so that the Super Static can achieve the state of Games Master.

From this state, he usually wants to help end off the Ring Archives Games for others, which are OT levels 17-33. (This is because a Games Master is one who can competently start, change and complete games of all kinds from Static Thetan games down to a card game with "the boys" on Teegeeack, all of whom are unawarely wearing bodies.

Now let us look at some of the misconceptions and misunderstoods surrounding the concept of "Exteriorization with full perception." What does this mean?

First one has to define the level of case the statement applies to. A preclear who is "being a body" or realized that he is a thetan but is in a body regards "exteriorization with full perception" as "looking or perceiving from a viewpoint outside the body and seeing exactly what the body's eyes see - maybe a bit sharper, clearer, and in a full sphere up, down, and around to all sides."

When we examine this definition we see a glaring outpoint. If a pc exteriorized during a process or in life to a point in his U1 other than the body but still in U3, the "full perception" should not be that of a body, but of a thetan - and a thetan can see other thetans pictures, masses, and mock-ups and get full telepathic comm lines back and forth. So, with the whole remaining "case" sitting there in his U1 and with perception to see others cases (U2), he may only dimly perceive U3 through a shifting fuzzy mass of pictures, masses, energies, blackness, etc. that actually are there around him all the time BUT THE MEST BODY EYESIGHT IS NOT TUNED TO IT AND CANNOT SEE IT. MEST body eyes operate on phi thetans agreements and are tuned to other phi thetans

phenomena of "dumped-creation-ARCB LD- solidity. The pictures and masses at this end of the spiral, where the thetans have
used up their abilities in creating many, many overts and incomplete cycles and things to "do it for them," are only thin and gauzy and mostly are only perceivable by the person as being in his immediate vicinity, close to him, in his U1. Of course, all the other-determined impingements into his U1 by implanters (Excal & CC) just add to the confusion of what he sees.

At a higher level on the bridge, say OT3 or Excal the thetan may exteriorize and see a plug or a piece of a plug - like a "Bhuddist Heaven" - all made of Bs & Cs and conveniently near an implant station. This is what throws the alter-is into religions of all types - they see plugs - after fasting or taking drugs, or doing spiritual drills on an isolated mountain-top (to be away from U2) - they exteriorize with "full perception" - into their Excal Case! (or a part of it).

This is why we must define "exterior with full perception" correctly. It may be that every exteriorization was with full perception - as a thetan - and he just saw the next part of his case to be run. BUT THAT IS FULL PERCEPTION for a thetan at that level.

Now, when a person experiences perception of U3 as a bright colorful, set of finite points of sparkling life, and view it "ahead" or in front of him and knows it is U3 (and actually can cause effects in it by use of energy or intention) this is also an exteriorization - but from the Games Universe Model containing U3.

It is actually a 1st Stage Static state. Many people have experienced this and use it as their "standard" of "Ext with full Perception."

This state normally occurs at the end of OT13 or between these and OT16 and it can be chosen as a viewpoint thereafter.

But there are several further stages of "exteriorization" - Static States 2, 3, 4, and the "Super Static State" - at 5th Stage. These are successively broader - more encompassing exteriorizations and include:

- Ext to a Cascade-Collection Cycle of 24 GUMS (2nd stage static)

- Ext to a Ring of 24 CCCs (3rd stage static)

- Ext to the Ring Archives (10,000 Rings) but still in U0 - (the "Playing field composite Agreement") - (4th stage static)

- Ext to the whole "RAGS" - (Ring Archives Games + 1st & 2nd Postulates) - (Super Static).

This last - Super Static - is the EP of OT 16 & Super Static RD.

Now we can make an accurate definition of "Exterior with Full Perception" as an action definition which states the ability we are working toward on the bridge.

THE ABILITY TO BE IN OR OUT OF ONE OR MORE VIEWPOINTS AT WILL - (OWN DETERMINISM) - WITH THE POWER OF CHOICE OVER PERCEPTION AND POSTULATION INTERIOR OR EXTERIOR TO THE VIEWPOINT(S) THUS OCCUPIED.

An examination of this definition gives the "ideal scene" and of course it is merely a combination of

- PRELOGICS 1 & 2
- SCN AXIOMS 1 & 2
- DN AXIOMS 1 (& 2) if you are reading the joke!
- RIGHTS OF A THETAN

applies to the definition of "exterior with full perception"

Now, to OPERATE with the above ability, one uses:

- THE LOGICS
- AXIOM 58 (Relative Importances, Evaluation of)

From this, thanks to Ron, we can all achieve Super Static and play a better game.

BR
Sn C/S Ron's

GMC #77 - SS C/S #18 - 4 November 1986 - OT16 - 40

Exteriorization Straightwire

A set of processes, not all of which may apply at any given level, but which can be selected by the Ron's Org trained SS C/S for persons having attention on their ability to exteriorize - after a level, or? before the next level, from Excal to OT 16:

(Audited or Solo at C/S discretion)

ES 1) B/C Connected to Exteriorization; (Handle all reads with OT III or Excal Tech till Question F/N VGIs on call).

ES 2) Thetans Connected to Exteriorization (Handle all reads with Ruds, Blow & Can't Blow Steps till Question F/N VGIs on Call).

ES 3) B/C Disconnected from Exteriorization? (as per Q 1)

ES 4) Thetans Disconnected from Exteriorization (as per Q 2)

ES 5) B/C Unconnected with Exteriorization (as per Q 1)

ES 6) Thetans Unconnected with Exteriorization (as per Q 2)

———————

Between OT 3 & Excal, Q1, 3 & 5 could be used.

In OTLR or after Excal and before OT9, Q1, 2, 3, 4, 5, 6 could be used.

After OT 9, 10, 11 - Q2, 4, 6 could be used.

For OT 12 & above use only the following:

ES 7) A. TR0 (to only include the body space + the theoretical GUM & CCC & Ring track the OT has studied).

B. Assess: EXTERIORIZATION
BODIES
MEST UNIVERSE
GUMS

CCCs
RINGS or
THE RING WE ARE IN
RAGs (The Ring Archives Games)

C. Take the LFBD F/N VGIs interest item. Run PrPr3.

1) What condition have you encountered in ___(item)___?

2) Tell me how you handled it?

BE SURE TO CLEAR COMMANDS BEFORE RUNNING - THIS IS RUNNING ON MOCOS & THETANS IN THE OT'S IMMEDIATE VICINITY. IT IS GROUP AUDITING.

D. Run to FTA - no attention on that ITEM.

E. Reassess, omitting item run. Find next LFBD F/N VGIs interest item. Run PrPr3.

F. Continue till Assessment just F/Ns or FTAs.

G. Run Blow & Can't Blow Steps on anyone left around till all cleanly F/N and finally FTA.

H. The FTA is a win point so this can be done over several sessions.

I. The EP can come at any time: The person (OT) has no more attention on Exterior or does EXTERIORIZE to his own satisfaction. (The EXT alone is an EP for an ITEM if he is not satisfied. Take a win and continue next time he wishes more, to the EP).

ES 8) For persons, who have completed OT 16, SSRD and decided to play the new Game and later start to feel a bit interiorized while working here on Teegeeack via a body:

A. Check over his C/O Cycle RD + optimizing & org-boarding steps.

B. See if he needs the Body S/W process for Somatics.

C. Make sure he has the latest X-tricks data which could be used on his body.

D. After A, B, C are handled - do: ES 2, ES 4, ES 6 & ES 7 (if not handled by 1st 3).

The 4 November 1986 write up on "Exteriorization" for OT 16-40 & SSRD should be studied by the C/S before doing the C/Sing for the preOT or OT. Also the referenced Axioms & Prelogics. He should include a Theory Step for the person being run based on his level of case and the reality that he has so far gained. (This means that for an un-tech-trained Solo Auditor he may have to do a little checksheet of HCOBs, Definitions, Clay Demos, "Ext-Int"data, and selected bits from the above write-up before starting the Ext S/W.

BR
Sn C/S Ron's

SS C/S #20 - 21 Nov 86, iss 1 - OT 40+

The Importance of PrPrs 4, 5, 6 on the OT levels

Perhaps you have wondered as I did, why PrPrs can cut thru any case phenomenon, subjective or objective, and why they must be aimed directly at what is being audited, or perhaps unexpected or unpleasant effects occur on the case.

Well, the answer is very simple. The PrPrs 4, 5 & 6 run "LTA" as easily as "PT".

In the "PT" or "TTA" case they unstick a thetan from SUBJECTIVE past incident(s) he has brought with him into his "PT". Thus the "REVIV" as he comes to PT - the incident suddenly or gradually comes out of NOT-IS, SUPPRESS, or INVAL and is right there, more real than PT as he sees and experiences it. Then he is in PT fully.

Now since all thetans also have an LTA track, (except for the "Black Static Thetans" who were produced LTA and are still stuck in the Black (LTA) Static State). (They actually don't have a TTA case!) - and it is very nearly the same as TTA, it gives an OBJECTIVE confusion, and OBJECTIVE restimulation, and of course it is much more basic on the chain than any SUBJECTIVE TTA INCIDENT. (Refer to LRH tape of 1965 "Level VII" for more on the OBJECTIVE CASE).

Whenever Power 4, 5, & 6 are being run - the LTA "case" of the thetan being audited is ALSO being run. A true Power Completion is REALLY in PT, not "in PT with LTA still there but NOT-ISED or OCCLUDED".

Thus on OT 3, we occasionally use PrPr 6 on an "SP BT". But if one checks carefully, he would probably find that thetan had Inc II & I on his case both from LTA and TTA and this is why he couldn't be audited on "just OT III". It is interesting that thetans have almost exactly duplicated their LTA track on TTA. All the major incidents and cycles of action were almost exactly the same! Their "Body" (LTA) looked nearly exactly like their "TTA body". This can be explained (but not fully) by the following:

A. The "agreement" was to DO IT AGAIN (the RING).
B. They were less causative TTA so followed in their own "more causative LTA" footsteps, hoping to become "better" again.
C. The Xenu & Implanter Org control points in this GUM on the MEST Universe were still there and were used again producing more effect and exactly copying the implanted commands of LTA. (Thus REACTIVE agreement to copy).
D. The 88% UNRESPONSIVE Phi thetans were the "left-overs" from LTA, so were solidly still there when new dumping started and added a thin coating of 12% RESPONSIVE to the DULL GREY MEST. When thetans of the game-playing type (Theta thetans or Big thetans) tried to influence it - there was great resistiveness - so they just decided to "copy" what they did last time around "as best they could" - but it takes a lot more EFFORT - ugh!

On Excalibur, we rarely have to use PrPrs, why? Simple - because after Xenu took over the Church or Scn LTA he made sure to develop processes that would re-capture and store up any BTs who got freed from the cases, and had his monitor systems "pull back" the plugs at the right times on cases who were loyal to him and had believed all the black PR about EE & the GP, so they felt "clean". He then had the Bs & Cs re-stored in his hollow planet base in Andromeda - the Pre-I base - ready for use TTA.

Of course, he did capture new ones TTA, but much of the Excal case is LTA and it runs off without PrPrs because the Bs & Cs were captured (against their own determinism) so they are not obsessively holding on to it themselves. Just getting them to run off the other-determined incidents (no matter whether TTA or LTA) is enough to free them.

But the Big Thetans who agreed to "do it again" (the Ring) and the dumped Phi thetans are different. In the Big Thetans it's a SELF-DETERMINED action so they are "holding" it themselves. In the Phi thetans it's being dumped by their CREATORS, so again it's more charged on the basis of BETRAYAL & FAILED HELP.

However, one would ask - "Why did they stay un-responsive even to their TTA counterparts, the Phi thetans from E/U dumpings TTA who did try to help them and couldn't?" "Didn't they have enough agreement - both sets being dumped ARC broken with Big Thetans, etc?" "So why couldn't the BofD of the Phi thetans get them awake?"

Well, I have found the answer to that also. They (LTA Phi thetans) were continually being HELD in that unresponsive state by another of Xenu's products from the LTA CofS (2000AD - 10,000AD LAST TIME AROUND).

He produced an "elite corps" of Black Static Thetans which he calls the "BLACK POWER CUBE" (or maybe he calls it his "POWER CUBE", but I call it BLACK). It is 100 x 100 x 100 = 1 million Black Static Thetans who are CO-HOLDING the LTA Phi thetans of the MEST UNIVERSE.

Their orders were to "KEEP THEM THERE UNTIL I RETURN. I MUST CAPTURE AND HANDLE ALL THE "RENEGADES" (EE and the LOYAL OFFICERS & GP) BEFORE THE GAME CAN END. I AM GOD AND IT IS MY WILL THAT ALL THE NON-CONFORMING BEINGS WHO GO AGAINST MY WILL SHALL BE HANDLED. I SHALL BE GONE FOR A LONG TIME BUT I SHALL RETURN AND LIVE AGAIN. YOU ARE TO CARRY ON HOLDING FOREVER THESE BEINGS IN THEIR ARC BROKEN STATE UNTIL I BRING BACK THOSE RESPONSIBLE AND MAKE THEM CONFRONT IT AND TAKE BACK THEIR GOD-GIVEN DUTY TO THESE POOR SOULS."
"YOU ARE MY DEPUTY GODS IN MY NAME - XENU".

Thus he insured that his Andromeda Base and Monitor Stations would still be there when he "returned" TTA and was "elected" GOD again prior to this GUM in the Game of Gods.

The LTA Mocos (Phi thetans) can easily be handled by PrPrs as on OT 13 (2nd session) or on 9-11, or 14-16, or on OT 12 when UNRESPONSIVENESS is analyzed. They seem to be behind a "thick glass wall", telepathy is weak, no F/Ns, small reads. They also seem to be "far away in time", and to appear dull grey and solid.

PrPr 4 EPs on Phi thetans

When PrPr 4 (Source) is run, the EP is they "come out from behind the wall" or the "thick glass wall" disappears - all is brighter - they recognize the auditor as a source + F/Ns of course.

This can also be looked at as THEY ARE GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans). "AUDITING" or "HOLDING" SPACE - and into your auditing space.

PrPr 5 EPs on Phi thetans

On PrPr 5 (Existence), they seem to come "around the ring" to PT, so they are not so far away in time, they seem closer to the auditor and "apparently in PT" - but still grey & solid. (On this EP of PrPr 5, also an F/N will appear).

This can be related also to the Phi thetans GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans) AUDITING TIME SENSE OF "FOREVER UNTIL "GOD" RETURNS" and coming to TTA apparent "PT". (They are still stuck in their "dump" of course).

PrPr 6 EPs on Phi thetans

Finally on PrPr6 (Conditions) they go thru the "REVIV" and the greyness and solidity disappears and they become bright, sparkling, or clear tiny little thetans. Also they will expand from the solidity into a vaporous thinness like smoke. (Now they are like any other Jelly Bean or MOCO and can be freed on the Blow & Can't Blow Steps of OT 9-11). An F/N or F/TA appears at this point.

This can be looked at as finally breaking free of the HOLDING POSTULATE of the BST (Black

Power Cube of 1 million Black Static Thetans) for them to NOT - "AS-IS" and NOT "Be Free". (Don't Think and don't act on your own) until "GOD" returns.

So, that is what happens when you run Power on Phi thetans. And you (or the OT) does not have to know about LTA, the Processes are so powerful they run it out anyway!

So now you see why Xenu must try to suppress:
1) Power Processing
2) OT 3
3) Excalibur.

All these can upset his whole plan to take over the game - again. (And expose his OVERTS). (Any "tech" people who try to say the above are not "needed" is being monitored by the implanter org to say so).

Now, what about this "Black Power Cube" of 1 Million BST from LTA?
Well, as the "holders" of LTA Phi thetans, you will find they run out easily on:

I) PrPr 3!
Run with "LTA Auditing" or "Auditing LTA" as the command in the 1st Question.
1) "What condition have you encountered in LTA Auditing?" (LTA = Ring 9999)
2) "Tell me how you handled it"
(Run to Big Cogs, F/N, VGIs on them and wanting the "New" Tech or TTA Free Zone).

Then
II) Blow & Can't Blow Steps

Then
III) Game of Gods LTA.
"What were you doing in the Game of Gods LTA?"

Then
IV) Admiration MOCOs (+/-) from Game of Gods LTA (Especially between them & X)

Then
V) If still not blown -
R-factor: "Get a body on Teegeeack, go to the Free Zone for the Rest of your OT levels to Super Static State of Caselessness".
(This is because they haven't done all the processes from Excal. to OT 16).
(Of course if someone wants to audit them as a group all the way up? - it's a good OT 17 project - will make it easier for others!)
But we also could use their help in the Free Zone!

Well the above gives you the idea of application and importance of PrPrs on OT levels. Let's not ever lose the Tech again!

BR
Sr C/S Ron's

PS. I have audited the Black Power Cube on I, II, III, IV above. It should make Phi thetans from LTA free up faster on PrPrs as the "holder" is off - and they just are "copying".
SS C/S #21 - 21 Nov 86 Issue II

More on LTA & Unresponsive Phi-Thetans

The job of the 1,000,000 (One Million) "Black Statics" (100 x 100 x 100 black "power" cube of Xenu from LTA BST in the few thousand years from 2000 (LTA) to the "do it again" agreement)

was to hold the dumped Phi-thetans from LTA. This was the job of the "Hermetic" BST Static Thetans.
Only Power processing broke thru this trap as per the following:

No Source = BST session Space (you were all created and dumped).
Is Not (Not is) = BST session Time (we wait forever till -X- (God) gets the "renegades" under control).
Existing Condition = 3P = No as-isness (don't think - and no freedom, don't act on your own)

A "substitute" for U0 which makes MEST U Phi Thetans from Ring 9999 (LTA) unresponsive, anaten, and solid.

----o----

These BST run on PrPr3 ("Auditing LTA") or ("LTA Auditing"). Then Blow-Can't Blow Steps.

You will find they had been told IncII didn't happen, it was EE's case, and Inc I was probably one of EE's "tricks". Run the "Game of Gods" LTA as that is where they cog on Xenu being the bad guy.

The 3 main Tech Areas Xenu will always try to suppress are:

OT III Tech
Power Processing Tech
Excalibur Tech

as these will free and as-is.

BR
SrC/S Ron's

GMC #81 - SS C/S #23 - 24 November 1986

R6EW for Clears (Unstable)

(Solo or Audited)

0. Study R6EW - Apply to Composite.

A. TR0 - The body & space of the Clear (It is not run ON THE CLEAR HIMSELF.)

B. "What is the dramatization?"

C. Run by TA action - into and out of the process. It's repetitive. To Persistent F/N and stable Clear feeling. The dramatizations are coming from the composite of course.

Reference: 1st part of Level VII tape.

Use: As applied to a Clear who has persistent somatics or worries, key-ins, after doing the grade check-run-rehab and any Needs-Wants Handled. But then while on Solo Course or before OT2, or during Solo Assists he has too much charge in restim to get his ruds in or to study, etc.

Note: If this doesn't work, he's probably not Clear, or is only Clear TTA, so at this point get a C/S from a Super Static C/S, if it doesn't run as predicted. It may have to be handled by D/L of incidents the Entities have in restim or another method.

BR
SrC/S Ron's

? The "Solo or Audited" means that if he has done the Solo Course and his Meter Drills - he could do it Solo - or at least try it. Otherwise it can be audited. It could be even CO-AUDITED by Solo Auditors under Supervision.

? Of course R6EW must be studied before doing this. It's not a "stream of consciousness itsa" - it's a brief description then a WORD that expresses it - like "CRAZYNESS," "PAINFULNESS".

GMC #82 - SS C/S #42 - 25 November 1986

Notes for LRH Tape LEVEL VII 6502C23 SHSBC 52

SIDE A

1) (LRH just returned from Spain to England. The people turned out to tell him & MSH goodbye when they left. He visited the Canary Islands and did research there.)

2) Certain things are also turning up. I got a good long distance look at everything. I did research and I cracked LEVEL VII!

3) I haven't run Level VII. I haven't finished Level VI yet. But one day I took a look and saw something "over there" and that was Level VII.

4) Talk about being right! How right can you get? Level VII of course is the 8 Dynamics.

5) And we are right back at the beginning.

6) And you run them out. And it's not experiential track and it's not hard to do. In fact it's so easy to do, I'm having a hard time not doing it.

7) I know I ought to finish Level VI first.

NOTE: In 65 Level VI was the CC and other types of Implant basics such as GPMs, End Words, etc. Level VII was the OT levels (all).

8) I felt my stomach turn cold as ice, somatics chasing all over the body, etc., but I felt like a kid who asked for a lolly pop and got an ice cream factory.

9) I've got it all taped. Its patterns and actions, etc. It only took about 45 min. after I had seen it to get it all down. It's not very complicated.

10) You could probably run out Level VII in 2 or 3 sessions.

11) To make myself more clear, it is the ancient question of "Are we one or are we individuals? I told you someday we would have to solve that, well, that's solved.----

12) And, what's this stuff? (Boom, Boom, Boom) (He pounds on the lecture table). There isn't any thing much beyond this. (MEST U).

13) I found out you don't have to destroy the MEST UNIVERSE to get out of it.

14) It is an INDIVIDUAL proposition (to get out of U3).

15) It appears to be a COLLECTIVE proposition but it is not. It is an INDIVIDUAL proposition.

16) You can go AHEAD of it in TIME, BACK of it in time, OUT of it ---- IT can still be there. You don't have to destroy it. You don't have to destroy it for everybody. That was one of the things I was a little bit worried about.

17) "If I ran out the MEST Universe (U3) would it be there for everybody else? It seemed it would be a bit of an overt.

18) Well, you CAN run out the MEST Universe and it is still there for other people. (U2).

19) You don't have to BE IN IT - and you don't have to NOT BE IN IT.

20) But that's Level VII?

21) (He tells a story about how the psychs were wrong again. They say animals don't commit suicide. But a bear there in the Zoo, who they wouldn't let hibernate, went apathetic and sick and climbed to the top of the cage and dropped onto the cement floor and killed himself).

22) (He tells of Columbus House, - a museum there with relics from his first voyage to America. He left via there (Canary Islands) and came back via there and left animals for a zoo).

23) (He then welcomes the new Students).

24) (He warns against listing on Level VI - on GPMS).

25) (He tells them the road is wide open on Level VI because he is putting up the rack of GPMS = the time plot for CC).

26) R6EW and so on is not about to fade and go. The student is for the 1st time on solo and it will take him some time to get used to that.

27) If he cannot get Tone Arm action on R6EW, he has no business at the Level he is auditing.

28) He's got worries, PTPs, Hidden Standards, etc. - the Book of Case Remedies, etc. - so he's got no business at the Level.

29) So at that point you can put him back to lower Levels, - Book of Case Remedies etc. There is no process that is barred out. Just because he's been on R6EW does not spoil any lower level process. So he can be brought back up the bridge properly till he is there case-wise.

30) But if you carry on past R6EW into GPMs, when he is not ready for it, he would run just enough to get smeared into it, then he would get stuck - and you couldn't run any process that had words in it.

31) He could be fished out of this - but it would have to be delicately done - because he is "in over his head." (in deep water, drowning).

32) He is wandering around as a pc in the reactive bank and to pull him out with a junior process becomes a difficult thing.

33) That is what can happen in R6.

34) So I always run a very heavy pilot right where I can straighten it out - right up close.

35) So that is the main problem in R6. (That the person can get stuck into it before he is ready to handle it Solo).

36) If I don't keep this closely under Supervision,, why, some one might try to get lower level cases to run it for a quick buck - it has already happened & resulted in a series of catastrophes for the pcs.

37) R6EW puts somebody into Level VI, and gets him accustomed to Solo Audit, and find out whether or not he can take it, without actually getting him into the middle of the reactive bank (so that he couldn't be rescued.)

38) It - R6EW - will be around a long time. It is amusing, and gives lots of cogs.

39) Gives example of how confront comes up by running R6 - at first, one lock on a GPM can produce a whole illness, then later you can blow 16 END WORDS by inspection.

40) The gradient of confront comes up thru R6EW, R6EW-S (SIXES), and R6EW-P (PLOT).

41) One: The end product of OT is attainable. That becomes quite obvious. On a practical basis. Two: It is attainable with the processes of EW, EW6, EWP, regardless of running the GPMs themselves. (Note: This is the basis of the Valence Process used later in NOTS. "What am I dramatizing?" becomes "What are you?" (which is the same question as long as the person is being something else).

42) You can get to the state of just noticing the bank and it blows. Not "what is the item and where does it fit?" but just look at it and it blows. (Note: This occurs also on OT III when the preOT is big enough and has audited IIs & Is enough so that he just spots a BT and it blows - having already realized it's Incs while others were doing them. Also MOCOs will comply with a Big Thetan's intention (say, to blow), when he finds their attention line on him wanting to be noticed and to help).

43) This is "BLOW by INSPECTION."

44) The bank becomes so weak in command value that this can occur. (Note: And of course the preOT has gotten stronger. Q + Tech > nQ.

45) So, auditing plenty of End Words will weaken the bank, its command value, its aberrative value, and its ability to cause physical reactions.

46) You are becoming CAUSE over a thing, which before, you were the TOTAL EFFECT OF.

47) In the future, we will just use R6EW to see if the person can Solo Audit and if he is OK, then open up the real line plot from the top down. (CC platens today - Note).

48) The probability of any Solo Auditor colliding with the actual accurate plot (CC) is so negligible as to be neglectable.

49) It is true, I have had people giving me what they thought the plot was for about a year - and they are pretty wrong.

50) You could probably attain a blowing of the bank on a long - few years - auditing of R6EW, S & P.

51) But we are looking at about 3 months of intensive auditing to a clean OT.

52) But when you get up to OT, you will find yourself still IN THIS UNIVERSE.

53) You are cause over Matter, Energy, Space and Time -yes - but IN THIS UNIVERSE.

54) It is not ABSOLUTE because you still have 8 Dynamics. And there are 7 Dynamics flanking (alongside of on either side) the 6th Dynamic.

55) It really should be "Level 8" if there are 8 dynamics. But you will find out you are only handling 7 of them. You have got the other one squared away - (handled) - i.e., Dynamic 1 (Note: Later he wrote about Clears - "you are Clear on the 1st Dynamic") (Now, after Excalibur & OTLR he is OT on 1st Dynamic).

56) So, what happens when you don't have a Reactive Bank. Well, we have never assumed otherwise than that the person would be IN THE PHYSICAL UNIVERSE WITH NO REACTIVE BANK.

57) His next "BANK," of course, is the physical universe. (Now handled on OT 13).

58) You could describe it as such, and it is such - the universe of trolley cars, buses, brick walls, and Mount Everest - that is the next BANK.

59) I notice nobody gets out of it - they can even "kick the bucket" (drop the body) and they are right back in it again.

60) He describes Science Fiction stories that have been written about other universes, but really they are just this Universe with a "time warp" or something in it. You don't go from this universe to another universe. When you run this compulsion to have a physical universe bank out, there just isn't one. Why do you need a "bank" anyway? (This is now covered on OT Levels to OT16 and 34-40, to a Stabilized Super Static State, to Game's Master Levels).

61) You can "think" much better than the bank can. I assure you. Particularly after you find out to your horror, what is in the bank and what it's trying to do. (Reference Excalibur Tapes).

62) A thetan is basically good. So he made a bad bank because everybody else was bad? And if they all had a bad bank, they wouldn't do all these bad things? Its backwards to what anybody would think. It is too incredible for words. (Reference OT Level Data on Xenu trying to take over the game and prevent the good thetan players from winning or finishing it).

63) So we see this in auditing - a person runs out part of his bank or discharges it - and he gets along better, he is more effective, he loses non-optimum conditions like asthma, jitters, nervousness, screaming fits, etc. He can operate better.

64) So when the whole bank is gone, he will be terrifically effective. And he is. He'd never dreamed how really effective he is.

65) Now apply the same reasoning to the MEST UNIVERSE. And you have got it answered.

66) Psychologists today preach that people have to have their "neuroses to keep sane." What would they do if they weren't crazy? Well, you could get into the same frame of mind about the Physical Universe, "What would I do without it"?!

67) No, it is: "What the hell have you got one for?" Why do you have to have a road (for example) when you can just have a road if you want to. It is a more interesting game to just be able to "have" without all the complications of "have to have" - (effort - maintenance - taxes, etc. to keep this road there).

68) A guy would have to be completely in apathy to want to have a complete universe laid out for him all the time - no randomity. Very dull. (Ref. LTA dramatization).

69) It is like animals in zoos. "At five o'clock the keeper is coming to feed us. We have to have that."

70) "All we have to do is sit in this cage and at 5 o'clock the keeper will feed us. And if we weren't sitting in this cage - we wouldn't get fed at 5 o'clock!" (Ref: Markabian & Implanter Org plans to "box" everyone in by admin & plugs). (Also LTA dramatization).

71) That is actually the logic a thetan uses to account for the MEST U and his BANK. He is security happy. He is in complete apathy about doing anything himself.

72) What would happen on Earth (as an example) if the Sun suddenly started moving backwards - West to East, without any geological cataclysm? Or it got to Noon and went into a spiral for a while. Could you imagine what would happen out there in the streets?

73) They would go frantic, Why? Because it has destroyed their certainty and their predictability.

74) Why have this much predictability? Suppose the sun just stays at 10 o'clock till August. "Hey Bill, you forgot to move the sun" "No, that is your hat!" - "Oh, ha, ha."

75) Or, "You forgot to fill the Ocean!" - "Hey, who is responsible for filling up the ocean this week?" (Note: Examples of New Game with Administrative Hats for Super Statics?)

76) "Oh, we don't need an ocean, we want a desert scene this week."

77) "What ocean?" "The Pacific." "What Pacific Ocean?" "The Physical Universe Pacific Ocean." "Oh, you want to see that one?" "Then go look at it." "I can't, I've run it out!"

78) Then you say - if everyone else has it mocked up - then what happened to it? The truth of the matter is IT NEVER WAS THERE, IT NEVER IS THERE, IT NEVER WILL BE THERE. (Ref. OT Level data on Dumped MOCOs having an "Existing Condition")

79) BUT, EVERYBODY HAS GOT IT THERE. (Ref. OT level data - as part of their "case" of not taking resp. for their dumped MOCOs).

80) Yes, you can go on having it there, seeing it, etc. - and you can "experience it" - and you can undoubtedly ALTER IT.

81) But if you think of VARYING OR ALTERING MEST, why pick on the Physical Universe MEST? Vary and alter your own MEST. You could vary and alter Phys U MEST and it could affect other people's perception of it, and they would be bothered by it to the degree that they were aberrated by it - to the degree they were overwhelmed by the BANK (Phy. U. BANK)

82) You wonder why 8C works? It is a cousin (related to) Level VII, not Level VI.

83) Examples: Evol. of a Science - theory, logic - people get better by reading it - why? It keyed out some Level VII case for them.

84) Example: A subjective process gain is because it handled some Level VI case or charge.

85) For years we have had SUBJECTIVE AND OBJECTIVE processes.

86) Note: Level VII is really subjective too, but you have to do a weird trick of logic to see it that way. (Ref: OT 13-TRO encompassing the MEST U, so that it is INSIDE the session space of the OT - thus SUBJECTIVE.)

87) Subjective processes - or "think" or "figure" processes - ARC SW, for example - take LOCKS

off Level VI - purely MENTAL MEST & MASSES. A subjective process keys out bits of the Reactive Mind.

88) An objective process is a Level VII process, to familiarize and accustom a person to his Physical Universe Bank - physical MEST.

89) The person (1 out of 15) who won't develop a comm lag or go to cogs on 8C or Objectives, but just keeps doing the process apparently perfectly, but with no case gain - is BEING RUN ON TOO HIGH A LEVEL PROCESS. IT IS NOT REAL TO HIM. IT IS A LEVEL VII process - and it is too high. Is over his head.

90) Other people do get real gains on 8C & Objectives. They have walls up against their faces, displaced walls, etc. Nobody knows how the Physical Universe looks to anybody else.

91) These are people who have different Physical Universes there - you find them mostly in INSANE ASYLUMS. The insane are not all subjectively INSANE, some are objectively INSANE. There is not something wrong with these cases' MINDS - It is not giving them a "wrong view" - no, it is something wrong with their ENVIRONMENT - their VII case, not their VI case.

92) A case like this might have a "TIME WARP" and have "out there" in this environment a different time with Matter, Energy, & Space to fit that time. (Ref. LTA dramatization).

93) It isn't "IN HERE" (pointing to his head) that is wrong with that case, no, it is "OUT THERE." It is not an INTROVERTED ERROR, it is an EXTROVERTED ERROR.

94) Locational, 8C, "Where is the (indicated object)? - will produce remarkable results on this type of case.

95) When you run: "Spot the location of that problem." you are also running Level VII. (Note: Thus OT III is subjective for B/C's Incidents and Excalibur is objective as it first gets their LOCATION and HAT on the ORG BOARD in P.T!!! That is the processing difference between OT III and EXCALIBUR).

96) A PTP can be a level VII one if its with a location. "I am in trouble at the Bidea-Wee Biscuit Factory." Maybe the PC is still in the factory which is 5 miles away from the auditing space. So of course he can't make case gain until the PTP is handled as he is not there in the session. (Ref. OT Levels TR O auditing and get them in the session space on 9-11 with Steps 1 & 2).

97) Children can be "outside playing" while apparently in the class room. They have, such a desire to be "out there," they put "out there" where they are - so are not really in the class room so can't learn anything. They are not putting the class room "there" because they "don't want to be there." (Also they don't mock it up too boldly, as you might see it too and catch them -!).

98) You have to get the child into the class room before you can teach him - therefore locational processes are very good.

99) It was Level VI (GPMs, CC, B/Cs) that ruined Creative Processing. Because Creative Processing is Level VII processing - and only slightly touches Level VI. It is the exercise by which he creates things (VIA MOCOs), but what Booby-trapped it was, that his bank would get more solid - his Level VI bank. (Note: He was trying to run a OT 12 making "new Creations" while earlier levels not handled and old phi thetans not as-ised).

100) Also the bank is full of the word "CREATE" so it would add to the BPC.

101) So the PC would address the process (creative) "reactively," to Level VI and it won't work properly unless addressed at Level VII. So, Level VI booby-traps Level VII. People ask me why I

dropped creative Processing - Well, you only have to see one PC go "green" as his bank solidifies and you say "the devil with it" - "This doesn't work on everybody" - (Note: This is the proper spirit of research Ron used thru out the development of the Bridge).

102) It was too dangerous. That one out of the hundred it didn't work on - so I scrapped it. (It will make a Clear, however, because it will move VI out of the way in most cases and make him just "Clear" and there in the Physical Universe. It kind of bypassed VI).

103) It was a thetan exercise, not a "mental" exercise, that straightened out his "out of controlness" of making the Physical Universe.

104) (Note: A thetan has an obsessive compulsive "create" on the MEST Universe as long as his MOCOs are still calling for his attention from it. After OT 13 thus obsession & compulsion vanishes, and he can "let it be there" as U2, not U3 any longer. U3-U1 = U2) (He can also be out of it, in it, have it in his awareness, or not, or retain a CVP (Central View Point) in it, if he wishes, after OT 16).

105) The win on Creative Processing (EP) was to stabilize his compulsion or aberration about "making the physical universe" into the basic automaticity of making it. (Note Handled now on OT 13).

106) He was aberrated on the subject of being aberrated on the making of the Physical Universe. So it would take the aberration off of the basic automatic aberration and he would feel fine. He was still crazy but now was "happy to be crazy." Yes, he was "unhappy about being crazy" and now he is "happy about it."

107) The higher you get on the bridge, the more you know about the background. That was why, when I got the reactive bank taped (known), I was able to go back and do 0 - IV (grades) with great accuracy.

108) Now having come to grips with VII and seen it was there - I have to finish VI before I can tackle VII.

Side B

109) But I am tempted to run it before finishing - but it turns on horrible somatics if I begin to do so - so I'll just go ahead and finish VII.

110) If I try to suppress it, that isn't so good either - so I'll run the suppression off and get on with VI.

111) The net gain here was to get another look at the bank and to realize that all the time there were these two approaches to the bank - the Subjective and the Objective.

112) There are two things you can address: significance and mass. And now you can address those in two ways. You can handle then Subjectively and Objectively.

113) So you get the Significance & Mass subjective and the Significance and Mass objective.

114) If you say: "That is a door." It is the Significance and Mass - Objective.

115) If you run a process, say: "What's in the room?" This is asking for Significance and Mass - Objective. It handles the "penchant" (tendency) the thetan has for putting the physical Universe out there.

116) I keep saying "physical universe" because there is one keyed in - but really there is ALL

EIGHT DYNAMICS OUT THERE.

117) It is not just the 6th. He sees flowers, it is the 5th. It has got a name, a form, an apparent purpose, a relationship to other dynamics = significance. And it has mass, energy, space around it - mass.

118) So any "wrongness" about a flower (or "case") is right over there where it is it. (Note: OT Level data on Creations being MOCOs & sub-MOCOs on a VIA would be the 7th Dynamic aspect of the flower. It's subjective case would be the "dump" and M/Is (Mutual Incidents) of GUM 0 & LTA track. And the various ..... or the various MOCO's creators would be the 8th Dynamic aspect of it).

119) You see, there is another (bank) set of Significances or Masses in here (pointing to his head - meaning the individual putting attention on the flower) but it has to do with BEHAVIOUR AND ATTITUDE. This is the SUBJECTIVE BANK and these values are of the wildest and craziest sorts and directions.

120) His behavior & attitude is regulated by the SUBJECTIVE process.

121) And his observation and perception is regulated by the OBJECTIVE process.

122) Also his ability, but this is regulated by both types.

123) Examples: He gives an example of a person who can't go out of houses - he is afraid, etc. Now there are 6 GPMs (OT 2 - House GPM) which account for this SUBJECTIVELY, but suppose you run those out and he still can't go out of houses, happily. Well, he has got something wrong objectively and has lost the ability to mock up the outside of a house "over there" (and thus be outside of it). (Note: Perhaps also an LTA dramatization which is OBJECTIVE ALSO).

124) So, he keeps making the INSIDE of a house "around him."

125) On a "poltergeist"- who can make objects fly around or "has it happen" in his space - USE OBJECTIVE PROCESSES, NOT SUBJECTIVE. It is an out-of-controlness in VII.

126) A cross roads process, by the way is "HAVE." Havingness runs Level VI and Level VII simultaneously.

127) Since "HAVE" is also in the R6 Bank, it runs VI and VII. And some people it works well on, others require special kinds of HAVE processes, and some it doesn't work on at all - (they can't run 2 Levels simultaneously - not clever at all - Joke).

128) If it is too steep or they can't run it - then just DON'T RUN IT. That is easy. Run a pure OBJECTIVE or pure SUBJECTIVE .....

129) If you can't get a can squeeze, you could find out it is subjective (attitude, behavior) or objective (observation, perception) and handle accordingly. That is - is his attitude about the universe wrong or has he got a wrong universe. (Note: Can squeeze measures his own HAVINGNESS as WELL as METABOLISM).

130) These are your sole notes on this - I haven't written it up yet - except for some exact notes.

131) Prepchecking works on the SUBJECTIVE CASE but also could be used on PT objects with PT doingness commands, thus it could become OBJECTIVE. Example: Suppress the typewriter. Unsuppress the typewriter. (The typewriter itself may start doing something).

132) You have to exercise the PC (thetan) in relation to the PT object for objective processing.

133) Try this on something really aberrative - like a fire: Example: "Reach the fire." "W/Draw from the fire." What? No! "OK, a gradient: "Heat up the fire" "Cool off the fire." Then "Reach the fire" "W/Draw from the fire". Pretty soon the guy is happily putting his hand in the fire and taking it back and not getting burned. After the process is flat, the auditor asks: "How did you do that?" PC says "I never reached into or put my hand in a hot fire, I only reached into a cold one!" (This is of course purely theoretical, we haven't run it - just an example).

134) I don't know what would happen if you put a thermometer in the fire - would it only be cold for him or for everybody? It is only speculation at this point.

135) I have seen lamps move and other strange things in processing, which I didn't fully understand till now - I was running an objective process - and "spatial relationships" would shift, etc.

136) Each level should have a bit of objective and subjective in it to keep pc's VI and VII case in balance of reality as he goes up.

137) "Find 2 spots in the body and 3 spots in the room" is an Objective Process because the reactive mind is not IN the body. (Note: It is in U1).

138) The reactive bank is a thing - it has got mushy-looking electronic masses, pictures, and locks, etc., associated with it.

139) And the physical universe is a thing - MEST and all the dynamics.

140) That is what we mean when we say: OUR UNIVERSE, THE OTHER FELLOWS UNIVERSE, AND EVERYBODY'S UNIVERSE - there are 3 universes out there (U1, U2, U3). (Note: Excalibur Plugs are in U3 on the 7th Dynamic - cross-connected to U1, U2 & U3.

141) We used to speak of the reactive bank as "his universe" but it is only a part of it. He has his own MEST & other dynamics in it too. (U1).

142) We are right up to the point now of disintegration of matter - this will be all found out in Level VII - whether it vanishes for him only, or for everybody.

143) All these strange phenomena - like "A Yogi is a good Yogi if he can levitate." You have heard all this trick, nonsense and kid game stuff. This is the level we are looking at.

144) All these questions are going to be answered. Like "What is a plant?" Is it part of another thetan? Is there somebody who keeps his eye on this stuff? "What do I mean by "I"?

145) The 7th Dynamic is not the same as the reactive bank. There is an erroneous (wrong) statement in earlier material. it says: "The bank is responsible for the physical universe". THAT IS WRONG. The truth is it is the thetan, which is responsible for the physical universe. (Note: Each Big thetan player is responsible as all of them dumped MOCOS & creations into it or which became it - reference OT12 - 13 data.

146) The thetan is responsible for the physical universe and not via the reactive bank.

147) Just because he is mocking up a GPM with "time" in it, is not the reason he has "time."

148) No, this occurs at Level VII and is a direct action: time That is the Level VII aberration. It is TIME, not having a GPM that makes "time."

149) Now there is a state of mind and a set of agreements at level VII, which is not the GPM Bank

and that state of mind keeps one fixed into the belief that there is a physical universe and keeps one fixed also into the belief that everybody has one bank and one universe in common. (Ring Games Agreements - OT 16 SSRD).

150) It is the "kinks" in the thetan that bring about his belief in the "one-ness of everything." (LTA BST Auditing Tech).

151) Anyway, you should distinguish between objective and subjective processes and judge which to run based on observation of the PC at lower levels.

152) One thing you step out of when you go from Level VI to Level VII is "aberration because of past experience." The objective case is RIGHT THERE and you work with it directly without any reference to his past "experience" with it.

153) The aberration doesn't stay there because of past experience. The past may be there, but the aberration won't be there, it is in PT. (Reference: PrPr6 - past being realer than PT, being carried forward with the person as PT. Also LTA almost identical Environment and Dynamics but 564 GUMs ago, back Last Time Around the Ring).

154) The compounded build-up of aberration vanishes at Level VI. Your aberrations on VII are all in PT. There is no basic-basic on it. (Note: The thetan himself is only auditing others on OT 8-16 except for the subjective parts of OTLR - 1, 2 & the Pre Static Prior Assessment, Admin Whys on 12-13, and the Super Static RD). (He must find the PT aberration, and run the thetans or MOCOs involved to their basics & freedom to clean his U1). (He as the auditor is in PT except as noted on the subjective parts). (His TR 0 includes, however, the TIME and SPACE necessary to run the others in his U1 - and sometimes U2 & U3 as well).

155) So you were in a train wreck yesterday, so what? It doesn't influence your condition today. (NOTE: As a thetan above OT8, no. As a body after C/O Cycle RD, there is only the slight comm lag till the MOCOs are all audited out of the incident and into PT "HELP" again. Some repairs maybe needed but this is only the comm lag of auditing the new raw material and hatting it to do its job).

156) it would be pretty hard for a person through Level VII to figure out how to be "aberrated" because of some "past" incident. Yet this is the aberration you face all the time in Level VI.

157) (He gives several funny examples).

158) "You feel tired" NOW because you were up late last night? How do you do that? Put last night now? Broaden time? I can't understand it. What is this funny game? You are going to get confused if you keep doing that! (This is how it would seem to a VII).

159) What is obvious "logic" to a humanoid is "illogical" to an OT.

160) You can't be right and be human.

161) What bugs a lot of people in research is they get "case advances." They don't maintain an objective observation viewpoint, but get a "subjective" cog and stop. (Note: On OT levels all the possible stopping places that old time mystics and religions stopped - they get TP (Telepathic) comm from a MOCO saying "I was created" so "cog" they all were created. Instead of just auditing to FREEDOM & AS-ISNESS and carrying on until the FTA).

162) But I had to pull myself away from auditing it, to finish Level VI like a good boy - because no one else is likely to find the exact plot. (of CC Platens).

163) In other words I am doing exactly what I am advising others to do in general. Don't start the

next level till you finish the one you are on).

164) But you are approaching the level of all the "conundrums" (puzzles of life). You don't have to even be that informed. They just "shake out" - appear easily - as you do Level VII. That is a good thing.

165) But, it doesn't mean that you are "not interested" in participating anymore - it gets more exciting - more pleasure out of existence.

166) Because it is not kicking you in the head anymore. You are CAUSE over it.

167) But I have got to finish VI, and I have got the whole of VII staring me in the face - so when I walk out that door I will have to take hold of the knob! (Laugh).

168) Thank you very much!!

(Note: These notes are for people on the SSC/S Course Ron's Org as they refer in brackets to OT levels 8-16 phenomenons).

WBR
Sn C/S Ron's Org

GMC #83 - SS C/S #24 - 3 Dec 86 - Add to Exteriorization S/W RD

The Body Snatcher Rundown

After doing the Exteriorization R/D and handling of any B/C, Thetan, or BST Connected, Disconnected, or Unconnected with it - or any Condition Encountered in it - - -

IF THE OT HAS ANY FURTHER CONCERN OR INABILITY ABOUT EXT, THE REASON IS FOUND ON THE BODY SNATCHER R/D.

Theory

1) Bodies are scarce on this planet, compared to the number of thetans around. This is seen all the way up from OT3. There are 1000s more BTs & Thetans than Bodies.

2) By freeing Thetans from the "Case," there are even more & able ones wanting to get a body and play the game.

3) The "Game of Games" is the most important game of all. It's the EXIT POINT for all the Ring Archives Games. Thus a "body" in it is very sought after and valuable.

4) The Implanter Org & Xenu are always interested in how they can SUPPRESS the Game of Games and CONTROL the FREE-ZONE. So they have an interest in snatching bodies, especially "Cleaned Up" ones, or ones others recognize as being from a Free Zone Group or an important influence "piece" in the game.

5) GP and other missionaire or "long purpose" types may have a specific job to do and must use a body to complete it, so don't want any possibility of failure by reason of "losing the body" or having it "snatched," so continously keep their CVP (Central Viewpoint) on it or in it.

So basically there are the thetans using bodies, those who want to use them, and those who want to mis-use them. These are Self-Determined, Other Determined, and Pan-Determined

INTENTIONS AND ATTENTIONS concerning the body or bodies.

After OT16, the body is a U2, Freely Helping, Organized Creation that has been Cleared and placed in the Super Static's new U1 to assist in OT 17-33 and completing the Game of Games. (Reference the C/O Cycle RD and further additions). This makes it a valuable creation and worth holding on to. Thus OT 16 Completions may have more of a "queue" or line-up of "body-snatchers" just waiting around for him to leave it "unattended" or "vacant" for a minute.

(Example on a MEST LEVEL would be the CAR THIEVES or RIP-OFF ARTISTS of Italy and the US. You leave a car unattended for 5 minutes and either it is gone (US) or everything in it is gone (Italy) - !)

So, what we are dealing with is a VALUABLE CREATION that is KNOWN and USEFUL but is a candidate for, or has the potential of, BEING INFILTRATED. On OT 12 the "infiltrator" INTENTIONS, ATTENTIONS, etc., come up in the IDENTIFYING steps and are audited on the AUDITING STEPS. So, this same procedure can be used to spot and handle JUST THE INFILTRATORS or potential BODY SNATCHERS regarding the OT or Static's BODY.

Auditing Program to Handle

-Solo-

1) Do the proper steps of the Exteriorization S/W procedure first.

2) "On my ("your" if audited) BODY, is there a: (S, I, N if no F/N)

SELF-DETERMINED) (INTENTION?"
OTHER-DETERMINED > < ATTENTION?"
PAN-DETERINED) (POSTULATE?"
(PERCEPTION?"

(These are 12 separate processes each run repetitively to Clean F/N. If no read, check S,I,N.)

3) "On my ("your", if audited) BODY, is there a: (S, I, N if no F/N)

(THOUGHT?"
SELF-DETERMINED) (ATTITUDE?"
OTHER-DETERMINED > < SENSATION?"
PAN-DETERMINED) (EMOTION?"
(PAIN?"

(These are 15 separate processes, each run E/S to Clean F/N. If no read, check S,I,N.)

4) "Is my ("your", if audited) BODY part of a:

(GOAL?"
(PURPOSE?"
(PLAN?"
(POLICY?"
(PROGRAM?"
SELF-DETERMINED) (PROJECT?"
OTHER-DETERMINED > < STATISTIC?"
PAN-DETERMINED) (VALUABLE FINAL PRODUCT?"
(AESTHETIC?"

(ETHIC?"
(TECH?"
(ADMIN?"
(GAME?"

(Assess to read, itsa to clean F/N. Continue to assess till list done. Repeat for "Other" & "Pan Determined.")

Note: (As we are just finding the infiltrators or potential "body snatchers," the "structure" and "history" steps are not needed as we are not trying to as-is the body. Nor is the ownership needed in the beginning for the same reason.)

5) Now the potential infiltrators or "body snatchers" should have all been identified. They may be any type of thetan or MOCO or even BST from LTA - waiting to grab it so an implanter or X-clone can take it. Now we will audit them (GROUP AUD.)

A) TR0 - all potential infiltrators or body snatchers where or when ever they are.

B) Hello! to Clean F/N.

C) "Why don't you want auditing?" to Clean F/N.

D) "Who would I have to be to audit you?" to Clean F/N.

E) "Where would you have to be to be audited?" to Clean F/N.

F) "When would you have to be to be audited?" to Clean F/N.

Note: By this time it will be known whether the group is responsive (Clean F/N, loose needle, normal TA) or unresponsive (no or tiny F/N, high TA or tight needle)

G) v ---------- (ONLY DO ONE) ---------- v

RESPONSIVE UNRESPONSIVE

6 Ruds + LD Ruds PrPr 4, 5, 6
as on OT12 to exact EPs as on
to clean F/Ns BST tech. handlings.

_____
_____

H)

Blow Steps (to Clean F/N)

A. Who?

B. MOCOVP or FREE!

C. Rights of a thetan.

Can't Blow Steps (to Clean F/N)

A. Valences (Stuck to, in your, In my, anothers)

B. Incidents + LTA on each.

C. Purpose, Game, Orientation.

- Roll the Blow & Can't Blow Steps over and over till FTA appears. Be sure to complete them at least once.

6) The FTA on (5H) is the "Tech" FTA on handling the threat to the creation. The FTA on (5G) is the "Admin" FTA on reestablishing the creation as a HELPFUL creation with no BPC in PT. You thank them because they helped resist the threat.

(Note: Remember, body MOCOs can audit other MOCOs but they are not powerful enough to audit Big Thetans - so don't blame them for not handling the threat earlier - they probably tried to warn you or stopped some action in the org because of the threat - which you may have evaluated as non-compliance!)

7) If the OT or Static has any problems with his power of choice over EXT or VIEWPOINTS after this, collect the data and send to Sr C/S Ron's for evaluation as this is currently a pilot.

BR
SrC/S Ron's

Technical Briefing No. 13

Super Static C/S Course - Review C/Sing

17 December 1986, AD 36 - TTA - Teegeeack

(Confidential)

Introduction

Hello, This is Capt. Bill Robertson, Rons Org, 17 Dec AD36 TTA. Tech Briefing No. 13, Confidential. A briefing to Super Static Review C/Ses or C/Ses trained in Review Auditing. And some of the data may be applicable to Excalibur trained Review auditors, or anyone who has run into this.

This briefing covers LTA, (LAST TIME AROUND) Black Static Tech, and Black Static Thetans, what they are, and "infiltrated creations" or other Phenomena of OT Auditing and Review C/Sing from Excalibur to the "Super Static" state.

First of all I would like to start off by saying that we have had experience by bringing people up the bridge. Maybe close to a hundred people on Excalibur. And also people going up all the way through to OT 16. We have found that certain cases run into something, that may be from a higher level, while they are doing Excalibur. Or possibly on OT 12 handling their own creations that they are carrying around. Or possibly on OT 14, 15, or 16. Well, it does come up there. We know that. But basically the stuff started coming up on cases on Excalibur, and I looked into this and found out that we had to handle something there, that came from the OT's "U2" (Universe 2 = the universe of others) or OT 14 15 16, in some cases to resolve them. And the more research and Review auditing we did on this we found out that, of course, there will always be a certain percentage of the people, who will hit this "LTA Phenomena" or a BST (a Black Static Thetan) on their case. Or possibly they will hit an "other-determined" creation, somewhere along the line there. So a C/S must be familiar with these things and to know, though they are not covered on the theory of the level being run (because it is usually not necessary), but in some percentage of cases these things will happen, and they should be identified and also it should be known how to handle them.

The point is: Identification is the 1st thing, because any untrained C/S or untrained auditor or somebody who "thinks" they know what they are doing, will usually go - shall we say: "try to go OT on the ruds," or as they say, "Look for the Magic button." And they think it's that, when in actual fact, it is just a thing from the theory of the level. Like in Excalibur, for instance, a guy hasn't been trained well, hasn't studied Tech Briefing 4-7-8, and doesn't know what the hell he is doing, and he may think he has hit some "higher level Phenomena" when in actual fact all it is, is he doesn't have the TRO or TR1 impingement to direct a BIG HELLO!, Tone 40, to the implanter to get his attention and ask him how long has he worked for the Implanters?! And, so he keeps having trouble with this guy, and he can't really audit him, because he hasn't impinged on him. Or somebody hasn't even studied the material, or they are just trying to audit significances, rather than actual beings. So these kinds of things, as we say, "you can mouth the words, but that doesn't audit anybody." You can read the data but that doesn't audit anybody." You have to impinge or hit those beings with the TRs and audit them to freedom, that is the whole purpose.

So OK, let's see what would come up after you have tried all standard things that could be wrong with the guy, OK? We have found ,however, that lower level charge or out basics may come up. And if everything else has been checked that could be wrong from below that, then, these are the things that are the indicators of that Higher Level charge, right? Now, these same indicators can occur from Lower Level Phenomena. That's why you must check all of these first, but if it still persists after all these have been checked and handled and tried to be handled, and this is still there, then this is what it is going to be:

Indicators

Number A.
A guy feels all of a sudden he can't audit, feels griefy about it and like he is a failure, but he has audited successfully in the past. Now, that applies to a Solo Auditor or maybe a guy auditing others. He suddenly "caves in" and feels he "can't audit."

Number B.
He has a High TA, very stuck, needle at a High Sensitivity, not getting any reads at all, all-right? And this is assuming you have checked all other reasons for this, and now this is still persisting.

Number C.
He can't audit in one location, but he can audit in another location. In other words, you call him to your Org for a Review and he can audit there, and he can be audited by somebody, and he can do a Solo Session. But, he can't audit in the city where he is from.

Number D
The body itself feels "Dead," or almost like it is "two different persons," and the person is complaining about "compulsions to do something," but he knows it's illogical. He keeps having this compulsion to go 'do this,' 'go somewhere,' but he knows he should do what he is doing in PT, so he has this compulsion and he can't understand it.

Number E
It looks like a Plug but it won't run as a Plug. In other words, this is a Plug, on which you tried everything. You have done a Review on it from Excalibur Tech, and it just won't run out. It is still sitting there.

Number F
Looks like a "Body in Pawn," maybe, or a body "floating" out in the Preclear's space, but it's sort of like very much similar to his earth body in PT and it won't handle with anything you can do with it.

Number G.
He keeps having accidents after Solo Nots, or on into Excalibur. I mean real accidents - falling down, bumping his head, bumping his nose - not just minor things, but a constant series of these

things, just as though he is not oriented properly (which is actually the case), but he keeps falling down, bumping up his body, running into trees with his car, or something like that. Thus he is, as we say, very "accident prone."

Number H.
Feels something, something vague, holding him back from gains. In other words, I'm not saying he should be "fully OT" after running one Plug on Excalibur, but he feels something is still there, that's holding his back, and he is not getting the gains that he should.

Now those are the things ABCDEFGH.

Briefing on LTA

Now before I go into what they are and what is causing that and how to handle Technically, I have to give you an explanation for the record here. It's in note form in various issues, but its an explanation of LTA which means LAST TIME AROUND.

Now as you know, from Super Static Courses, or from doing OT 9, 10, 11, 12, 13, 14, 15, 16, you know that all the Players, the thetans in the Games, the Big Thetans agreed to play certain Games, and they were arranged in a certain order. It was all very well decided. Its very much agreed upon. Now this order they are arranged in is a thing which is called a Games Universe Model (GUM). A thing which can have Games in it and Universes in it, and it's a Games Universe Model such as this one containing the Mest Universe, and earlier Universe Games. All of this. Now of course the implanting was not supposed to be part of that. But the Games Universe Model agreed upon by the Thetans goes from its Beginning to its End. And at the Beginning of this one you will find it is GUM O based on the condition of Emergency and having in it 8 Dynamics. Now, having added to it the 9th Dynamic (aesthetics) back at just before Incident I and the 10th Dynamic (ethics), when LRH put in Ethics on the Implanters between 1950 and 1970 and then his Tech (11th) and Admin (12th) has to be added now to fully get us out of it and through the Game.

But this "Games Universe Model O" is ONE GUM, and before that there is a sort of a "Static Point," you might say, "a Council of the Players," to find out what they are going to do, what they have learned, and so on in the previous GUM, and to plan the New GUM. At the beginning of this Games Universe Model was the "Game of Gods" which was to decide who would be quote "The responsible party for all of the creations that the other thetans were going to make." Responsible for taking care of them, so they wouldn't have to unmock them or as-is them. And that was supposed to teach them that later on they would lose Power if they didn't as-is their own creations but instead gave them into the "responsibility" (or something) of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before THIS Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics (in this particular series of Games of the Games Universe Models). And a series of Games Universe Models -24- there are 24 Games Universe Models in one series- and I call that a "Cascade to Collection Cycle." That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Lets go play!" And when they "collect up" to find out what they did, and they debrief to each other, and say: " Oh, What a great Game it was !" (or series of Games). So, 24 Games Universe Models would be a Cascade to Collection Cycle. Now also 24 Cascade to Collection Cycles equals 1 "Ring." And a "Ring" is a "Ring of Games" which is 24 GUMs x 24 CCC's (Cascade to Collection Cycles) or 576 GUMs. That is 1 of these "Rings." It is one ring and it looks like a large "doughnut shape," and there are the CCC's (24 of these) "wrapped around" or going around making the ring, and there are 24 GUMs on each one of the CCC's. These are all in "position" on this Ring. Now in the entire series of Ring games, since original Static State ("before the beginning Static State," which is talked about in the "Factors" by LRH, "before the beginning"), there were 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games," and those are the Games which were all agreed upon by 1st and

2nd postulates of the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16. Those Rings and games were the "Existence" and the "Conditions" postulates.

The only problem in all this is: That in every Ring, normally, and every GUM in it was only played once. You see, thetans went through, they played ALL these Games, 10,000 Rings of 24 CCC's and 24 GUMs for each CCC. They played 5 Million or so combinations (Somebody, by the way, has to research these by finding out what they all are, so we don't have to repeat them.) But the last ring, 9999 (because originally there was only going to be 9999 Rings) was not just played once. We played the last one twice. That is the true reason why people are a bit confused "This Time Around," because the Ring "Last Time Around" was Ring 9999, and this one we are in now is 10,000, except they are exactly identical. The Games were all identical, the positions on the playing fields are identical, we are going around the same ring again! Now the only thing that is different, is that going around it again, we did not do the 1st 12 GUMs in the Ring, because they were like "Reality Factor," simple basic games to give ideas about the Ring. We skipped these "R-factor" GUMs the 2nd Time around. And of course Last Time Around the succeeding GUMs, or the ones that come after this one (11 of them) were played, except they weren't done right. The "Upper Condition GUMs," or in other words the "upper conditions," were goofed up.

Thetans never really did return to Power, never really did get out of Danger actually, and they actually didn't make it back to the real beginning and find out all the Games, and what they should have learned, and the "secret of expansion," they didn't learn that and they didn't "improve their quality" that much, because they are still stuck in these Rings. So what we have to do here is realize that 564 GUMs ago (576 GUMs minus 12 R-Factor GUMs) ago, date it that way if you want to, we were in the same position of the playing field playing the same game. Yes, the same one. What happened at that time? What was different? Well, at that time the Church got taken over by Xenu, but there was no Free Zone and there was no Excalibur and so Xenu retained control of the Church, and the Grand Council decided to let him run it to do the Administration Project. Elron Elray had done the Technical project, but Xenu got hold of the Administration Project, and was there to administer the Technology to all beings in the universe. And you know what that means if you have done a little Excalibur! That he wouldn't do it right and he certainly didn't, he squirreled on the upper levels and everything, and tried to make sure he would take over control of everyone and/or they would have to do it again, or go around the Ring again, so he would still try to retain control of every Thetan, and try to get the rest This Time Around.

How did he do it?

You can start to see by comparing what was "Last Time Around auditing" (or the auditing that leads to the Black Static State") with the "Black Nots" going on in the Church now that is teaching people to be implanters. You see? To cluster people, put case on them, restim them. That's teaching them to be implanters. So you can see already that this carried on to a great degree would result in very, very strange OT Phenomena and OTs. And in fact that is what you are going to run into on some of these Levels, especially OT 14, 15, and 16. It is actually Thetans who have been processed in the Church "Last Time Around," after Xenu took it over. And they have really been screwed up. And that is what we call Black Static State, all-right?

They paid for going OT and they did. They don't have a body but they are sitting there compulsively creating the Mest universe, or compulsively "holding" onto something for Xenu. Or waiting for the "resurrection." Or doing some crazy, absolutely "Bananas" thing which no intelligent Thetan who knows his Axioms would ever do, but they are doing it, because Xenu coached them on a slow gradient into an OT "wonderful" Static State. And they are the most resistive cases, and some of them absolutely think they are "everything," they are "Gods." They think they are the "only beings in the Universe" and so on, but they are absolutely "fucked" and are usually stuck around this GUM or this area of the playing field. And some times they were built into strange formations like "cubes"- ten this way, and -ten that way, and ten that way, 1000 Black Statics "holding" onto something. And they try to hold onto the "Last Time Around Mest," and hold onto everything "for Xenu" until he "gets back" and all these kinds of crazy things they have been taught to do. They

are "Static" though, but they are not in a body, but can influence people. That's the point, ok?

It went on for several thousands of years, very slowly, getting everybody up the "Bridge," the "phoney Bridge," which was missing a lot of things: Like OT 13 wasn't there, Excalibur wasn't there, a very skimpy OT III, and a lot of "squirrel tech" on OT 12, and no confront at all on OT 14, 15, 16, and nobody really ever got out, and nobody ever got really finished, or looked at their 1st and 2nd postulates. And you will see why, when you go up through these and compare the real Levels, and compare them to what the Church was doing in Last Time Around. You will see that they are totally "Mickey Mouse."

Now, there was plenty of 3rd Party, of course, on the founder, Elron Elray, and politically there was a scenario going on between the taken over Church and the Galactic Patrol at the time, (where they did get some good auditing by the way, if people were lucky enough to get off to the GP or escape to it). Now one little interesting thing about this I found out about. Apparently, you can confirm this, perhaps,- but if people paid enough Last Time Around, if they paid enough money, and devoted themselves entirely to Xenu and told him how loyal they were to him, he would order the Plugs he had put on them - now get this, because they didn't need or use Excalibur you see, they didn't know about it, nobody could find it, but Xenu knew about it but he wanted to keep it as a control mechanism so he would order the monitors quickly away from the guy as he was paying money and getting auditing.

So he would never audit the Plugs. He would never find them. They were just ordered by Xenu to be pulled back and they would be returned to the implant org and stored in his Pre-1 base in Andromeda. He had a big, hollow planet there. He had it there, it was full of "jelly beans," "Phi Thetans," and all kinds of "BTs and Clusters" from Last Time Around. They were all stuffed into this thing. I ran it, opened it up, and freed all. Though there maybe some still floating around. So just remember, he did keep "safe" all his plugs from Last Time Around, as he pulled them off of people as they were being audited.

They were never freed. None of the Thetans were freed, so people felt they were getting better but they weren't going OT, because it was all other-determined. You see? And the Plugs, or pieces of Plugs, were stored away.

Now, he even didn't use these TTA yet. Except in a few cases, you won't find any "Old Plugs" on people. You will find some, because when I say "you run into this" you might find they run into it because they have an old plug on their case, they held onto it because Xenu was experimenting with them or something. That means an Old Plug. What that means when I say an Old Plug is not "4 to 8 Quadrillion," I mean from Last Time Around. That's really old.

Some people of course would hold onto the LTA Moco's or plugs or something they valued very much, just like thetans hold onto their creations. Anyway, when they do this, when they held onto it from LTA or got experimented on with the Last Time Around Black Static Tech, or they have a piece of charge from LTA on something, or run into something they should have handled Last Time Around, like didn't handle a Black Static, or one of their own friends that was made into a Black Static, or something like that, then they keyed in and the Case stops. That's what it is.

Anyway, the person hits it. Now sometimes, they hit it during Excalibur. Now sometimes they hold onto the "Last Time Around body," so it's in the Moco's from that body, so that would key them into it. So the lucky ones got away to the G.P., as I said, and they had some good auditing and they will go right on up the bridge as it's written and won't have any problem and will hit LTA when they hit it on OT 14, 15, 16, but remember: that in LTA there was no Excalibur, and there was no OT 13, 14, 15, 16, either, LTA.

Now lets get some more recognition. All the events were the same: Inc II, Inc I, Game of Gods, etc., even to the degree of Teegeeack being a "restricted planet" and your "political" incidents. And everything very much parallel to what they did LTA, because most people ARE keyed in on LTA, especially if they haven't looked for the truth. They are just following an LTA pattern enforced

by Black Static Thetans who are ordered to sort of "hold that time into restimulation on people." So a lot of people get into restimulation. The lucky ones, like some people when they do Power blow out of LTA or they do a good TR Course, they blow out of LTA, or do a good run of Objectives, they blow out of LTA. That is why Scientologists are so fortunate - most of them - but they can get keyed in again to it by some of the phenomena and you see the unfortunate cases of Mayo and a few of the other independents which are walking marching, steadily down the LTA track, doing exactly what they did LTA. So realize, that not all the Scientologists, shall we say, are in PT, TTA. Now since they didn't do Excalibur and since they didn't do OT 13, the Phi Thetans from Last Time Around were never freed as no Thetan took responsibility for the creations he had dumped into the Mest Universe. So therefor, those creations were left on that position of the playing field. In other words, in the Mest universe, stuff was left where it was on the playing field.

Now, so when TTA came, these bits and pieces, these Planets and Suns were very grey, dull and solid. The dumping in "This Time Around" sparked up a bit of life. It put up about another 12 to 15 percent, because the "unresponsive" ones were already sitting there, (that's 88 percent from LTA). That's why those guys are unresponsive, not because their ARC was, no, well it is because their ARC Break was much longer and so on, and they were left totally abandoned by all thetans playing the Games, for 564 GUMs. So that's a long time. So those little Mocos who belong to all these thetans, they really, really got solid. Not only that, but Xenu ordered Black Statics to stay in the area, to keep holding them holding them into there positions, so they not only had an ARC break of Long Duration, abandoned by their thetan creators, but they also had Black Statics, also abandoned and "being The Universe," holding them and waiting for Xenu to tell them what to do and all this kind of crazy shit. So you have these two effects.

Remember, a Moco can audit another Moco, but a Moco can't audit a Big Thetan. And a Big Thetan can audit all kinds of thetans, but a Moco can only audit other Mocos, so they maybe put a telepathic comm to a Big Thetan, but they don't audit them, they are not big enough. So the Black Statics were all Big Thetans before they got into the "OT Levels" and, therefore, they, because, shall we say, were "dispersed through the Physical Universe," holding onto the Mocos and that's what made the Mocos also unresponsive in addition to the Long Duration ARC Break charge. So the ones This Time Around that were dumped, the 12 to 15% or something, they were much more responsive, because, of course, they weren't being held out of time and they are the ones that run out very easily just by finding their ARC Break of Long Duration. And they are the ones that elected the "Board of Directors" and tried to handle the other, unresponsive, 88% of their companions who couldn't move, don't talk, couldn't respond. They became the "3rd Force" in the Game, the little Mocos who decided that all Big Thetans were bad, because they had made some of their Moco "friends" (same type of beings), they had made these little allies or these little comrades all dull grey dead and so they really didn't like Big Thetans for doing that. So, unless you are in the Free Zone you probably won't get any co-operation at all from the "Board of Directors." Because we have handled them and taught them how to audit their companions and get them woken up and free them. But don't be surprised, if a guy is trying to "squirrel around" with some of the stuff, not being trained at Ron's Org or he maybe has been trained in Ron's Org and who is on OT 16 and can't handle a damn thing of this because they don't ask for or get any help from the Board of Directors of the Phi Thetans.
Now, as I said before, they did in LTA some OT III, maybe a little bit of OT 9,10,11, a little bit of OT 12, maybe, and then went into creative stuff and went on past the EP, and made the guy try to "be The Universe," "Be this," or "own all your dynamics." Misown everything that was kind of the key at the time, and convince him logically to be in a state that he was a "superior being," very "status oriented." No one got OT 16 LTA I can guarantee you, because I haven't found anyone who did and I was already back to the beginning of the 1st two postulates and there was no one there from LTA.

So thetans playing on this Ring 10,000 were less Powerful than when they were doing ring 9999. You see, the Tech was bad after 1980 LTA, and Xenu was running the Org so who the hell could get better? So they could only dump about 12% more Phi Thetans. As they had dumped a lot LTA and they hadn't the Power back from those as they had not gotten back and handled their not-ised

creations, they only dumped a few more and those were the "responsive" ones and those were organized under the Board Of Directors.

Now remember, Xenu did not agree to The Ring Games and didn't implant himself, although he betrays all other thetans who were working for him, and does betray everyone. He tried to take them all over. He is now exiled from this Galaxy, but can do Telepathic comm from Andromeda, or from wherever he is, so you will find him behind various Scenarios on the GUMs and rings, but he is losing the control faster and faster as more people go up the bridge past Excalibur. He knows it, and he is now fighting a rear-guard action, he just is trying to control those who are so stupid that they can't even see that the bridge is already complete. He is still controlling some of the politicians and the stupid Scientologists who are going along with other practices and so on. And the people in the Church and so on.

Anyway, we have the handling for that on OT 17-33 though, and that comes later. We handle all the cases, all the U2 people, (Universe 2 - others), the people that are not cogniting yet.

Analysis

Now lets look at these LTA Phenomena on the case and see exactly what is behind the A to H steps that I talked about in the beginning .

Number A. CAN'T AUDIT OR GRIEFY ABOUT IT

The "can't audit" or feels bad about auditing after he has been doing well, and he get real griefy about it: That means there is a Black Static Thetan in his U-1 and it may be an old friend or maybe even a Clone Moco he sent LTA to find out about LTA OT Levels. You see, he wants to find the OT Levels, so he sent a Clone into it, and that guy got really messed up. Anyway it means he has got a Black Static, or one or more Black Static Thetans on his case, that were friends of his, or were his own Clones. That's why he feels so bad and because he knows he can't handle them, they have really been fucked up. There's no auditing tech that he knows that will handle them, and they have been screwed up by auditing, so the whole thing caves him in as an auditor. Of course, you can handle it, so you don't get caved in. That's Number A.

Number B.

Oh Yes! I should mention that the "can't audit" grief is a failed help restimulation from OT 14-16. Restim of failed help. A person or persons he couldn't or didn't help or can't help even with the tech he knows, so that's your "Can't Audit," suddenly spins, grief, terrible feeling, can't audit, can't help anymore, he is really saying "I can't help anymore"- because he can't help this Black Static Thetan who is a friend of his or one of his own Clone Mocos, that he sent in to find out about it. I'm not telling you the process yet for handling these guys, but if you ever find that a Clone Moco is one of the guys you free out of this stuff, remember to have the guy (preOT or OT) debrief his own clone before he gives him his choice. Must debrief him, all right? Otherwise the cycle isn't complete.

Number B. STUCK NEEDLE, HI-TA, HIGH SENSITIVITY

This is a stuck high TA and High sensitivity case: This is a Black Static thetan again, or one or more and overrun on LTA auditing. And the reason there is high TA and sticks, is because it had auditing already and they know it's terrible and they have been totally overrun, ok? That's why the TA goes up and sticks and surprise!- it will sometimes just shoot up all the way right up to 6, and normally the TA hasn't done anything like that maybe, in years! That means, if he has been doing real good solo and so on like that and can't figure out what it is and he is a good auditor, that's Black Static.

Number C. LOCATION TROUBLE

A person can audit in one location, and can't audit in another location: Well, he is in the same

location as he was LTA. In other words, same country, same language, everything the same, the city even. So he has objective restimulation going 24 hrs a day, that's all that means. He can't audit there, but he can audit here. That means where he can't audit is the same place he was in LTA, and everybody else in it is dramatizing LTA. His friends, he has got charge there. He is walking down the same streets where his LTA body used to walk down. Maybe there is a little difference, you see, and maybe that's what's confusing, and God, he is really keyed in on it. So it's objective restimulation and the best thing to do with these guys is to get them out of the location and audit them somewhere else, in addition to the review session. But I'm just saying, if it's a persisting thing and he can't audit anytime he goes back, even if he has handled a couple of LTA things, well then, he will just have to audit somewhere else until he has handled it all. We had a review case, that took 37 hours before the person could comfortably live in the city where they were from, so that was 37 hours on Excalibur, right in the middle, to get the LTA charge off! So the case still isn't through Excalibur. So you see, it could be a long job. OK?

Number D. BODY FEELS "DEAD" OR LIKE TWO BODIES.

Or the guy feels he is 'two people' and has strange compulsions to do something else in life rather than what he is doing: You see what I mean? It seems like he is going down two tracks at once. Well, the funny part is, he is going down two tracks at once, and it's not coming from a Plug. You have to determine that it's not coming from a Plug, but it's coming from his own LTA track. You see, it's his, it's his ideas and it's his own LTA track, and he probably has saved some "body Mocos" from his LTA body and his body died at that time, those body Mocos will dramatize death as soon as the restimulation of the same date comes up. This is LTA. It's an earlier similar incident. They key-in the earlier similar. If the body died in the beginning of "this year" (LTA), so as soon as the beginning of "this year" (TTA) happens, the guy starts to feel dead, dead , dead. And maybe later on in the year you maybe pick the guy up and he says "Yeah! Well, I'm-doing fine in auditing, but Jesus, I feel like I should go to the funeral parlor all the time, and I've this strange compulsion to go to the grave yard across town, I don't know why. I should be doing my sessions, but I feel dead all the time, really dead." Well, you know this guy has an LTA body in restimulation from Last Time Around, and they will never pick this up in regular auditing. You just have to know it's 564 GUMs ago and that's the way you date it. Not by time, because time is exactly the same. If it's 1986 now, it is 1986 then. That's one reason we can use the "After Dianetics" dating, it's a little more TTA although it was "After Dianetics" LTA too, they went back and used regular "Christus" stuff because Xenu liked that kind of restimulation from the Plugs. His implanter Org was working on those kind of dates anyway. So the AD (After Dianetics) is better, "AD 36 TTA." You will notice on the certificates I give out there is "TTA." OK? So that is what the strange body thing is, the body did die (LTA), if he is feeling "dead" and so on, ok?

Number E. WON'T RUN AS A PLUG

This could be several things. It won't run as a Plug, after some good honest attempts: Now, it's either other determined creations from This Time Around impinged on his U-1 (his Universe 1) or maybe his own creation infiltrated by Xenu, an implanter, a Clone or Moco and used against him. It's been an infiltrated creation or an other-determined creation and it could be from Earlier Universe Games TTA or possibly from LTA, or a " Last Time Around Plug." The guys can't go free because they are not being run early enough or it could be a "LTA Plug being held by a Black Static thetan or several Black Static thetans" or being kept in LTA so he can't audit it TTA.

You see, it's either a CREATION of his own or other-determined OR it's a LTA Plug being held by a Black static thetan or an LTA Plug, you see? Or it could be just his LTA body Mocos that he saved, but it seems like they are part of his TTA body, but really are from Last Time Around, so he will dramatize as soon as he gets on the same location as he did LTA, so also that wouldn't run as a "Plug." Or it's a "coin trick." This is an LTA Monitor system that Xenu used until TTA, by having "faked" the person's LTA body's death, then he desiccated the body in a container and then he compressed the container containing the Genetic Entities and the Phi Thetans left over, and then he stamped coins out of it. Then he gave them a big Implant: they "wait for the resurrection," and he had one placed by the body TTA, saving them over in this Mest Universe space from LTA, then

he puts one by the body, tells it to "resurrect." So a piece of the G.E. (Genetic Entity) and all these little Phi Thetans jump into his body, and the other coins, however, are all safely in the hands of the Implanter Org, or in the Masonic Lodges, and he can have a whole Monitor system on the guy. It's a "negative cluster" effect (which you know about if you have handled the OT 13 stuff).

Number F. LOOKS LIKE A "BODY IN PAWN" FLOATING NEARBY OR SOMETHING SIMILAR TO HIS OWN TTA BODY

It really is his LTA body or part of it or Mocos from it. He will tell you and keeps telling you: "It's like mine this time. It's mine!" Well, that's LTA.

Side B

We're just talking about "body in pawn," or at least part of it. Some people don't have all of it. They might have just the head, or a piece of it floating around. I'll tell you how to handle these things in just a little bit.

Number G. PTS ACCIDENT PRONE AFTER NOTS OR ON EXCAL

He is "PTS." He is following the LTA track and keeps bumping into things, is accident prone, etc. It's because the Mest is not exactly like it was in LTA. For instance, St. Hill Manor LTA was only 10 Kilometers from the sea. This Time Around it is about 30 Kilometers from the Sea. So there was a difference. Thetans, however, followed down more or less the same track, so they tend to do the same things, build the same things, do the same "Last Time Around" games and so on, meet the same people, and so make the same mistakes. But in the MEST they built, all was similar in TTA to LTA, and the point is that it was not exactly the same. So, this guy who is on the LTA track and is totally stuck in it will keep bumping into things. He keeps having accidents because the road is not exactly where it was LTA, the corners were a little bit different, and the house he was in was maybe a little bit different, and the stairs were maybe over "there," instead of over there, and so he goes to the bathroom, but he falls down the steps. He tries to duplicate it, but he can't quite make it, because he is not in PT, he is stuck in LTA, accident prone. After NOTs: If a guy goes past Solo NOTs in the Church and he is still accident prone he is stuck in LTA.

Number H. Holding Back Gains.

That's LTA again and probably is a Black Static Thetan or several BSTs on the case or the guy's own Clone: Now normally in this case it might be the guy's own Clone who got BS Tech (Black Static Tech) so he is identifying with his Clone and he feels terrible because he is not getting any gains because the Black Static Tech didn't give you any gains as a OT, and his Clone is giving him the message: "Better help! Help! Help! I got to debrief to you. I got to tell you something. It's not going to go well. It's not going to go well. It's bad stuff!" And the Clone is all out of PT. So anyway, how do we handle all this stuff? That's what you want to know.

Handling - D of P Interview

Now you know how to identify it. And as I say, you do a D of P Interview. You don't ask, "Do you have a Black Static on your Case?" No! No! No! You don't ask those kinds of questions. You ask what I said you ask for the symptoms - what the symptoms are - and see if they read. And cover also any other symptom that could produce it in regular Excalibur Tech, or regular ARC Breaks, or ruds anything, anything that could produce it; from lack of training, lack of TRs, anything that could produce that symptom you put in there. And then you ask the other question that has to do with this stuff in there with it and you see which ones are giving the most reads, and if this is giving reads and the other stuff ain't reading. AH! HA! But if the other stuff is also reading you have to handle that as well. And then you should handle through that first. But I don't think this stuff will read unless the other stuff isn't reading. I haven't found it to be so. Whatever has been reading on the guy who I have done a Review on, has only been this stuff. If he was really into this, it would read on this kind of stuff on "LTA"- you don't say "LTA"- I'm saying the symptoms would read real

big, you see? "Do you feel you can't help anyone with the auditing anymore?" "OH Yeah ! Well Bla Bla Bla .... " You see? Well you ask a guy, "Do you think you need cramming as an auditor?" Nothing. It doesn't impinge on any other question, just the right one, Bang!! Right there impinged on the LTA Symptom and not the other one, see? So, how do you handle all these things?

C/S Handling Program

A) Well first you do a D of P Interview to determine what it is, if they are Review Cases.

B) You determine the things you are going to handle. So, 1st you get what it is, then you program how you handle it, or what to do with it. (If handling "LTA, the Pre-OT must be briefed on it first).

The second step is to determine if it's responsive or unresponsive. That means that if the LTA Phenomena (the clone Moco, Black Static, or whatever it is) is responsive it will answer up on "Hello!" and it will read and F/N on "Hellos" and "Who would I have to be to audit you?" For instance it would read well on that. OH Yeah ! That's great. But if it's unresponsive you have only little small reads and no real Clean F/Ns or anything. Just sort of dull Huhnn... Huhnn... Huhnn like that. And if it's unresponsive or you have the least little doubt, it's just classified as unresponsive. In the "Pre Sessions," in other words, you can do "Hellos" and "Who would I have to be to audit you?" and so on, just to find out whether it is unresponsive or responsive. Not to find out what it is, you already know what it is, or you wouldn't be auditing it, and you found what out from the D of P. Ok? You analyze it, and you make a C/S and you go on and say, "OK, we are going to handle this condition," say, "Not being able to audit." Now you would say, "I want you to locate and see if there is a being or something here, permeating the area. OK. There's one reading now. OK. His TA is going up now. Ok, just say Hello to him a few times." Small reads, no falls, TA not coming down. He is unresponsive. Now some of them are responsive, by the way, and they get more so as people do auditing, so responsive ones that have been run on Black Static Tech, like a Black Static Thetan, can be run on Power Process 3, that is, using it with the commands: "What condition have you encountered in auditing LTA?" Last Time Around "auditing," or "auditing LTA," you impinge on that. That's the way you run it to big F/N on Pr 3 and big cog. Now, you will get a lot of data on how the Black Static Tech was done. It's very weird .

On the internship here you can study several folders about that. We have plenty of folders on exactly how the Black Static Tech was done, and we can use that to predict exactly what the church is going to do This Time Around, because they are still under Implanter Control at the moment, OK? We know exactly, we are just predicting them, looking right down their throat, and predicting them every step of the way. We know exactly what they are going to do.

Now if it's an unresponsive, what are you going to do? Well the good old reliable tool that works TTA, LTA, anywhere on the bloody Ring Games, it will work, and it doesn't care about time, and that is Power Processes 4, 5, 6. And you use Source, Existence, and Conditions, these 3 processes on the unresponsive. The EPs of those are quite definite: On the Power Process 4, the "Barrier to Comm - there is a barrier there, it seems to be a "Glass Wall" between you and whatever you are communicating with back there, and it seems to break and the guy is back in comm. Plus F/N VGIs, of course, from the Black Static. Now I'll continue: Power Process 5 seems to get the guy around the whole ring all the way back from LTA to PT, he seems to come to PT, you seem to feel he has come closer in time to you, and that's the E.P. on 5. And on Power Process 6, a very definite E.P., it breaks the blackness or the greyness or the solidity and it goes into a sparkling theta, feels free, feels "just like another thetan" that you are auditing, it doesn't seem to be "black" or "lost" or "confused." It seems to be "nice" and "right there" right in PT.

Power Process 4 breaks the "Glass Wall," comm barrier, the space barrier, so to speak, between now and LTA, although it is in the same area of the playing field, it still is a barrier, a Comm Barrier. How can you talk through 564 GUMs? You see? OK.

Then Power Process 5 tends to bring the guy from LTA to TTA where you can audit out his 6, and 6 runs him right through the "engrams," or shall we say, the "OT Levels" he was stuck in, because

they come off like that.

Now you must remember something when running Power Process 6. That if the incident the person is stuck in, is a "medical" incident or something like that, then it will come off slowly and it will come off with the unconsciousness coming at the beginning. So, he may go through some pains and a lot of unconsciousness and finally wake up and be in PT. In other words, a "medical" or "experimental" type incident can start with the unconsciousness and the pain comes later. Therefore, they don't operate like a regular "impact engram," where the pain comes and then the unconsciousness. So they come off differently as well. Carrying on, you will get a lot of details of weird things going on, and what they were "Cogniting," Quote, Cogs, Unquote. Not real cogs, but cogs that kept them under Xenu's control. And you get a lot of data on this as you run the Power 4, 5, 6 on these BST or unresponsive LTA Thetans.

Blow and Can't Blow Steps

Now after that, you have to do the "Blow and Can't Blow" Steps, and from OT 9,10,11 also 14,15,16 and from the auditing steps on 12. But the "Blow" and "Can't Blow" steps just briefly are:

Blow A) is the "Who are you?" question for the Big Thetans.

Blow B) is the Moco Commands for Mocos. You know, "Return to your moment of creation or go free, or wait at Static, or help me." (If it's a certain kind of Moco that wants to help you, if it's a body Moco he might want to help you, OK?) You can have those 4 choices anyway:

1) Return to your Moment of Creation.
2) Go Free
3) Wait at Static (if his creator thetan is aberrated the Moco may not want to go back to him. But he does want to go back to a state of static, but his Creator is not ready yet, so then he can wait at a static point).
4) Help me.

Now the basic on all Mocos is that they were created to help, so they will respond on one of those 4 and leave a guy's universe or decide to stay and help him. Now,

Blow C) is of course Rights of a Thetan - "to his own sanity" and "right to leave a Game," and this may be looked upon as "self-determinism" and "Power of Choice" as well. OK?

Can't Blow A) is Out of Valence. This is where you ask the guy to "look for others stuck to you" or "are you in somebody else's valence?," or "somebody in your valence?," or, "are you in my valence?," or "are you in Xenu's valence?" BLA, BLA, BLA. You just check all the different Valences he could be in. You just run him out of them and Boom!!! It breaks them all apart.

Can't Blow B) is the list of incidents they could be stuck in, and this is where it goes: "Mutual incident?" or "Something in Present Time?," "A mutual Incident, all the way back?" "Inc II?" and "Inc I?" "Pre I?" or "Earlier Is?" "Earlier Is, Earlier Universe?" for the big Thetans and "Pre Is?" For the smaller ones, "Dumped in the Mest Universe?" etc, etc, Or "Captured from earlier universe?" All the way back to "The Game of Gods TTA?." And when you are doing LTA auditing you must do the same things LTA going back the track. So it's incidents going back: "Game Of Gods, TTA?" Ok,"How about LTA?" Now, LTA? The LTA of PT, "Something happened in LTA, 20th Century Teegeeack?" "Inc II LTA?" "Inc I LTA?" BLA, BLA, BLA.

Now this is when you are running the Incident Step, can't Blow B). You run them from PT back all the way from This Time Around then back all the way from LTA. Later on, when you are adding LTA to Incidents in the guy's normal auditing, he just checks the LTA incident that he is running the TTA incident of , to widen the F/N or blow any extra charge there if there is any. In other words, if he has just run an Incident II on somebody, he could say, "Inc II? Good, did you have

Incident II LTA too?" " Oh Yeah! same thing!" It gets the F/N bigger. "Incident 1, Incident 1 LTA." You see? You run them in pairs like that Paired Incidents, parallel pairs, as you are using or adding LTA, on incidents. But on the Can't Blow (B) you just run them back through TTA and then LTA through. That goes back through the whole system of track, because Can't Blow means there is some resistiveness there and you have to go back through in sequence to find it. Can't Blow means "something resistive."

Can't Blow C) needs Purpose, a Game, or orientation. You handle whichever it is, or all of them, to set free any of the thetans handled. Remember, you are always auditing groups here, so remember, Black Static Thetans can be in groups, they can carry a lot of Mocos and BTs with them, so you are handling groups here. So the Purpose, Game, orientation - they need a Game - or they need a Purpose - a new Purpose, a failed old Purpose, don't know what a Game is, need an understanding orientation. They all might need a bit of that, to find out what TTA is and Teegeeack and the Free Zone and the new track we are making and so on. And there you go back and run the Blow steps again. You roll these over and over. Because you have done the resistive things, it doesn't mean they blow, it just means they couldn't blow because of these resistive things . Now you go back and do the Blow things again, the "Who?" for the big thetans, and that frees any of these, and the "Moco choice steps" for the Mocos, and then the "Rights of a Thetan," and "Bang," pretty soon, you keep going through these and you will get the whole group freed, and you get the FTA. OK?

Adding LTA to Excal or Above Auditing

After the person handles that thing from LTA, it maybe was just one piece from a Plug, one holder on a Plug, then he has to go on, of course, running the plug. But now, on whatever incident he runs, he now uses the LTA Question. Inc II?, Inc II LTA?, Inc I?, Inc I LTA? on all incidents on his Solo Auditing. Anything that has a "Date Type Event" on the track. It does not apply to "Who are you?" And the guy says "me." "LTA?" You don't say that. NO, NO, NO. It doesn't apply to Mocos or the Moco commands. It doesn't apply to Rights of a Thetan, those are all the time there, they are there, period, there, there. It does apply on Blow Step (B) Incidents where you run, in sequence, This Time Around, then in L.T.A. It applies in any Incident you run into, where you have to run a guy through in a Plug. So if it was Coltus TTA, he might have to run his Coltus LTA. In Incident II TTA, also Incident II LTA; do you see what I mean? It doesn't apply to Games, or orientation either, I mean it can happen that a guy has a "failed purpose" LTA, but that is just a matter of dating it, and finding out when it was. I'm talking about Incidents. These Incidents. These happened both times, you have to realize this, that they happened both Times, these major incidents. The "Take Over of the Church," which we call "Incident III," it's a joke of course, but you can call it "Incident III" if you R-factor it closely enough to the cases and so on. You can call it: "Incident III, the take over of the Church. But anyway, Incident II was Incident II LTA and TTA and Incident I was Incident I. Now, each has a slightly different experience track, in that from TTA to LTA or LTA to TTA.

Now when you have a guy on Excalibur like this, when he gets to OT LR (Life Repair), he has got to do LTA also on steps I, II, III. So this is important when he does OT LR I,II,III. He has to do his Inc.II and Inc. I and he has to do also Inc. II and Inc. I LTA and he has to do those in parallel like you do on a regular incident, because his attention is going to be right on that. And so it's going to be: Inc. II, and he gets off all the reads as being BTs and clusters to F/N, Big F/N, clean F/N, cogs. Then do Inc. II LTA. Then do his Inc. I TTA, Inc. I LTA, Coltus TTA, LTA. "BTs and Clusters connected to Coltus," "Coltus in restimulation," whatever you use, "BT or cluster connected to Coltus or having a Coltus implant," whatever. Do this TTA and LTA. So to those 3 OT LR steps you would also add LTA. That's on OT LR I,II,III.

Caution on PrPrs

Now one other point I must make. When you are running Power on these LTA things, make sure, very, very sure, below OT 13, that you are only including that what you are auditing in the TRO for Power 4, 5, 6. For these 3 processes, you must make very sure you are only including what you

are auditing. Have the guy narrow his attention to exactly what he is auditing. I know, if it's a Black Static Thetan there, he's real big, maybe covering the whole Universe, but still he is auditing that Black Static Thetan and no other. You must do that, otherwise you get (which is described on the other tapes), or you might get that and trigger something off of something on OT 13, and all his Mocos start coming in onto him and he has trouble because it presses all his NOTs Plugs into his body and then you have to take him into Review and get him to free all his Mocos. OH Boy! What a mess, because he is not up to OT 13 and you have to teach him how to do that, Bla Bla Bla. and you are right in the middle of Excalibur.It is very difficult. That's why I say these are Review actions. You must control the Pc's attention to only run the commands of 4,5,6. on the Black Static thetan or the Thetan from LTA, whether it's a clone, a BST, or a regular thetan, or Moco, or whatever. Still, Pr 4, 5, 6 will break them free of that.

More on the Use of LTA

Now realize, in PT the track is now split, but many people are still on the LTA track. We can now predict the future of LTA People just as easy as you recall a movie. You have just seen a movie and someone asks you about the movie, "OH Yes! And the next thing that happens is this."

Now when these people are stuck in LTA you can see what their future is going to be because it already happened to them LTA. Now we can change things, we can change these things, but the general political stuff and so on - we can tell you exactly what is going to happen. And "prediction" is just the game of people in the past who were getting some awareness of LTA, so they had the pictures there already and they had the Incidents there and so they just put them down. And they were the "great predictors" of history, Nostradamus and all these people. they weren't predicting a damn thing. They didn't have anything special. They didn't have any "OT Abilities." They just had fairly good recall or comm with some BTs who had fairly good recall of LTA and that's all it was. They just picked out the same things that happened LTA and said "it's going to happen again." That is basically what it was, and you notice they are all full of symbolism and religious significances and all that shit, and that's exactly what the Implanter Org laid out LTA and exactly what they laid out This Time Around on the Scenarios. So remember, that prediction is simple if you know LTA! And we can "predict" the future for the Church of Scientology. We know all about the Black Static Tech and how they are going to produce it, and so on like that, that makes guys misown things, things like that, how to get them out of their bodies, donate their bodies to the "cause" and all that, and they are going to "suck up" the Mocos and try to use them in plugs again. There is a whole "Bad Scenario" on this.

And now, anyway, there should be no more questions about LTA, it's just like realizing that it's like the earlier similar of TTA (which is in PT) is the LTA. In other words he is looking at his objective Physical Universe environment and it is almost totally the same so it's totally restimulating him every moment into LTA.

That also explains the incredible amount of charge and BPC on the breaking up of the Church, because it did happen LTA. So it had a much earlier basic on the chain of doing it again and the hopelessness that's in the field right now is because of Last Time Around. There was no Free Zone, there were no Free Zone people. They were doing Missions to handle this and that, but they didn't develop Excalibur. TTA it is here and the rest of the Game is going to it's obvious conclusion, to finish up on Ring 10,000. It is going to finish This Time Around, properly, because the Bridge is all there.
Now let's go back even earlier in the Games, now that you have wrapped your wits about LTA you might have to run a Plug in LTA. I'll make this comment on some Reviews. I'm not saying that Power is the only thing you do, you do use all your other Tech. Like, we had one person who knew similar people in Present Time as they did in LTA, and family members and lovers and so on. Now, Last Time Around they were the same Thetans running those same types of bodies, so they have and had out ruds with each other. So it came up on, as what you would look at as OT LR 4, "Out Ruds with People," and it had to be run LTA and any plugs between the people LTA had to be run out and this totally straightened out all the ruds with those people. We didn't have to run Power on them. Just knowing the briefing on LTA... before you run a PC on LTA you must brief

them thoroughly on what LTA is before you go on. It takes about half an hour and you show them a picture of a Games Universe Model and a CCC and a ring and you say, "All this happened before in the same place on the playing field and it was all just like this." Let them sit there and cognite and that will blow a lot of charge right there. I guarantee you, it's like the first little 5-10 min of this tape, where I explained to you what LTA was. Well, that way they can cognite on it then you can run them and that way they can be able to put their attention on it and help you, and as the Review Auditor you will be able to help them because they can now look at LTA. As I'm saying, your main tool in handling LTA is Power Process 3 for responsive BS guys. There are some unresponsive BS guys who will respond to Power Process 4, 5, 6 with those specific EPs. There will be a lot of blow off of case confusion there, right?

Creations, Auditing Of

By the way, someone might ask you, "What about these creations? They are not the same." No, that's right. Creations come from OT 12 Tech. You just run the same procedure you would run on the OT 12 procedure: Locate the intentions, sorry, the ownership, intentions, all the attentions, postulates, perceptions, and pretty soon the guy, as he goes down the identification steps of OT 12, he will discover who is making the creation and what it is, and all that. And whoever is making it, you do the "as-isness steps" with him. And of course you may be having to run the Power Processes on the auditing steps of the creation, because it is unresponsive. But, if that comes up, you just handle it like a creation, but realize it is an other-determined creation and, therefore, you don't have to do the whole of OT 12, you just do enough to where he identifies it and run the auditing steps on it.

And you have to do the "Admin-As-isness" as well. You get the FTA on Tech and you get the FTA on the Admin. In other words, a shortened creation handling: When he realizes what it is, then you can just go in and audit it. You don't have to do all the full identification steps that you do on OT 12. Just do the steps down from the beginning until he understands what it is and then you can audit it. You might have to know "Via Mocos" and a few other things. You hat him, and he takes the "tour" through it, with the Mocos that are making it and the other creators. And it vanishes and when he has indicated the Admin as-isness step to all concerned that haven't left yet, he gets another FTA. (That's the "real why" of the creation, which causes the Admin as-isness.)

Universe Zero

Gosh, I wanted to talk a little bit, thought I'd have one hour and a half, and I thought I'd tell you this in that time and this is amazing! Looks like I've only about 15 mins left of the tape. Well, I thought I'd tell you a little bit about U-O, because some times U-O comes up, so I'll tell you before the time is up. U-O: That's the basic Universe that all thetans agreed to create with their "Existence Postulate" way back at the beginning. U-O is actually the Postulate that made the playing-field there. And Games, the Ring Archives Games, it made these too. It was an agreed-upon co-postulate , so it's like a "co-create," like "co-postulate." It's like a "composite cluster." It's like whatever you want. It's made out of Mocos, and the Mocos are tiny, tiny, tiny. They are smaller than any other Moco the guys normally made because all the other Mocos have to "ride" on this basic postulate of "Existence," and the Mocos were the images of the Rings, the images of the Games. And space and potential energy Mocos that filled in all around. All around and beyond and so on. So that it would be a playing field. So that is what blows when the guy does the Super Static Rundown (right after OT 16), he blows his part of that postulate out and he can totally get out of the Games then. However, some people run into this or something about it before, or some people do, before they get to OT 16 or the end of OT 16. And remember, Universe Zero (U-O) was created by the guy's agreement to go into the Games and was created by the "Big Moco" that was made by each Player to keep track of the Games and the Rings and so on like that. And to create other Mocos on the "Via" to fill up all the space in there. And they were all done identically the same and that was the agreement and that was what made Existence, and that is what Xenu influences the Pre OT or OT through. He influences him through that, because to make that and then go into the condition of being in it and assume a "beingness," the guy had to Not-Is that he made it, you see? So then Xenu used that "not-is" postulate and started to influence people

through the U-Zero. It's a composite mutual cluster from all players and there are 10 x 10 to the 40th power players. That's 10 with 40 Zeros after it. That is that many players, those that are "Big Thetans," same thing. Mocos, there are many, many, many 10s to the many, many, powers beyond that because Mocos were made by all people, all beings in the games. But, there is only 10 x 10 to the 40th power players, and those are the guys that are walking around with the cases because they are the ones playing the game and they haven't figured it out yet. Now the U-O, occasioned by the 1st existence postulate, is sort of like the "canvas" of the artist. In other words, he "paints" over that. So all this "Mest Universe stuff" and all the space, energy, time was painted over the U-O. The U-O is a total Via in which telepathy communication and other types of communications occur. When the thetan is too small to bridge the distance he uses the U-O to communicate Via to other players and that's why it is instantaneous and so on. It's right back at the 1st Postulate. It does not follow the Laws of matter, energy, space, and time. But it does follow the Laws of Beings, so it can be. So the basic postulate of which it was made was "to help," so when you get U-O helping, you can do quite amazing things in the Physical Universe, I guarantee you, such as different healing actions, you can heal very fast and so on because many of the U-O Mocos are long asleep. Long asleep and dormant and anaten and just "being there," and nobody has recognized them for quite a while, but if you wake them up, you get quite a lot of energy coming from them, ok? So that's just to let you know it's there because sometimes people run into their "Prime Mocos" and there are 4 Prime Mocos. The one, the "Big Moco," that created all the little tiny space and potential energy Mocos and mock ups of the Games of Rings, he is one of them and he is the U-O Moco. And there is a U-MINUS ONE (U-1) Moco, which kept the Players' "secrets," this was done right before he got in the game. And a U MINUS TWO (U-2) Prime Moco which was to keep track of the plans of, and track of, the other players in the Games. And a U Minus THREE (U-3) Prime Moco, who was to keep the person's own plans in the game. All-right.

Prime Mocos

Now these 4 Prime Mocos should not be run out. They were postulated to help the player through the entire Games. They will refuse to be run out. They were made at a time when his postulate level was as high as or higher than OT 16, therefore, they will not run out. He will be postulating right against his own postulate. He will be stuck. They won't go! So what he should say is, "Ok, thank you very much."(If they come into the session.) "You may return and help until the end of the Games." And the Moco will go "Yeah! Ok, thanks." If it's his own Prime Moco it will F/N right on that. That's what he wanted to do anyway, and that's what this guy postulated him to do. You cannot run out Prime Mocos until you are ready to run them out. They are your own postulates! OK? So you can't go against them until you are big enough to go "against" them to as-is them, and have them achieve their purpose. And their purpose was to help you get through the game and you are not through the game until you're passed through the Super Static Rundown, ok?

Occasionally, one or two people have run into their Prime Mocos. You recognize and handle it by: "He is a big guy, really terrible, he helped, but now he won't go!" Ok, is that a Prime Moco?" Hum ! Bam! Big Read Bam!" It's one of your own Mocos, a Prime, at the beginning of the game." "OH, Yeah!" "Ok, just thank him very much for his work. He has done his job. He's helping and he is to continue to help until you are really to the end of the game." He says, "Yeah! Ok, great!" Big F/N, FTA.

Now these Mocos can be regulated, Ok? You can compare them to, and you if you are C/Sing, you really can understand the mind when you get to this point because the U Minus 3 Prime Moco which kept track of the guy's plans and every thing the games and his own beingness, and so on - that maybe relegated to the "analytical mind." That's the basis for the analytical mind. The Prime Moco, U-3 and all the other Vias created, compose the analytical mind. The U Minus 2 Prime Moco, which kept track of all other's plans and what other people were doing and so on, is the basis for the social mind. You know, e.g.: "Well, I don't know if others would like what I do." Because it's the "others" flow and is there when you run "others to others" and "others to me" and so on. And then there is the Security Moco or the U minus 1 Prime Moco which kept the secrets he didn't want the other players to know. That was something he had to W/H, so that was used also to become the basis of the "reactive mind." Because the things he didn't want others to know:

that if he was in trouble and things didn't happen the way he wanted, some incidents occurred to him that he wasn't able to "figure out" and all those things, of course, become engrams, O/Ws, etc, etc. Those things became the basis of the reactive mind and so we know the basis of the reactive mind. And Xenu knew those things too, and so he used them cleverly to make sure that the thetan wouldn't want to talk about his implants and he wouldn't want to talk about the things that Xenu did. He would feel very "analytical" or he would just think, "Oh, that was nice!" But, he wouldn't remember the implant, you see? And that would become data in his "security mind." So he wouldn't tell anybody else about it, you see? He created his "security mind" for his own purposes in the game to keep things from other people that he didn't want them to know. An he wouldn't want them to know of his disabilities, does he? That's why auditing is the only way out. OK, these things are just a few, so that you understand fully C/Sing and so on, and about Life and the Games and what people are doing. These are just some of the basics you may need to know as a Super Static Review C/S.

Pilot Processes

Now I have also made 3 pilots at this Time.

1) The Body Straightwire Pilot (Body S/W)
2) The Exteriorization Straightwire pilot (Ext.S/W)
3) R6EW for Clears pilot.

So far, I haven't got full experience on these. What these are to do is to try and handle body somatics of a continuing nature or chronic nature, and exteriorization problems (this is the first two), at a Level Lower than they would normally handle. In other words to bring somatic handling down, if somebody has somatics after Excalibur for instance, to try and handle them there rather than have them wait for the Commanding Officer Cycle Rundown (C/O Cycle RD) just before OT 14. The Exteriorization S/Wire is the same. We use it if the guy has problems, or feels problems, with exteriorization. To bring it down to where he is on the Bridge before he gets EXT to the Whole Games, at OT 16. He will, but he may have problems with it before.

Body S/W

These are still in a pilot stage, but I know on the Body S/Wire, it was very helpful and maybe we will put that onto OT LR No. 8 after Excalibur, as an option. If the person has chronic somatics after Excalibur, it only means one thing. It comes from the Mocos of the body, the actual Phi Thetans of the body who were there, present, during the auditing of Excalibur and all the past auditing he had and gave. And yet they did not get audited themselves and so they got restimulated by it. So the Body S/Wire essentially is started off to run Pr Pr 3 on the Body Mocos and then the Blow and Can t Blow steps giving them their choices, of course. It was intended as a sort of help to keep the guy cleaned up until he got to the C/O Cycle Rundown. It went F/N TA on one case, and another case went into some more of this LTA stuff, LTA Body, LTA creations, etc, etc, and finally finished it after about 40 hrs. And by that time, however, OT 9 was pressing in very close. But it did finish. So this Pilot is still not fully complete. I want to see it on a couple of more people. I know we can finish it under expert C/Sing and control conditions, but it's not just something you hand out and give to somebody to handle out in the field. It has to be very well supervised.

Exteriorization S/Wire
R6EW for Clears

We don't have anyone on that Ext. S/W pilot yet and the R6EW for clears is something I thought they could use to take charge off the OT II Case while doing the Solo Course. Auditing another person on the essential, "What is being dramatized by the composite?" you see? Anyway, that is written up and some time we have to pilot it out and see if that works for people who are a little delayed between doing Clear and OT III. Ok.

OT 17 - 33

And I just wanted to mention also that on OT 17 to 33, of course, we are handling the U-2 Cases of those who are not, shall we say, analytical enough to realize that we have the bridge. So we have to handle them by breaking loose the resistive points on their cases, so they can turn around and see it. And get them off the LTA track, or whatever. These are all ready to go as soon as we have enough people to organize to handle the flow that will come from that, right? Right now we are busy as hell handling the people that are coming.

OT 34 - 40

OK, and OT 34-40 is handling these Phenomena of U-Zero, Minus I, Minus II, Minus III, and really understanding that. And how Thetans got into the games, and how to get out of them, and what the basic purpose is "To Improve the Quality of Theta," what that meant and what are these things that Statics do that gets them into trouble, just "naturally" and how can they avoid that, and what should they know, and what are the basic certainties, and what should be the basic certainties, and what did the guy learn during all of this. There is a lot of data there, about 7-8 inches thick of written up things on it. And one thing that comes out of all this is that the tendency of a Thetan or of a Static actually to CONTRACT (by creating something and not-ising it or creating a Moco and then saying it's somebody else) IS totally handled by the end of this Game and so that the guy then realizes that the only way for greater and greater fun and greater and greater freedom is EXPANSION. And, therefore, that becomes OT 40 Plus - Expansion. And that's going to be what we are going to find out when we really analyze what LRH is telling us in Policy applies to Statics and Thetans, all-right! Administration, based on New Games, based on Expansion.

So with that I will conclude this lecture and say also: Administration became the 12th Dynamic once we had to use it on handling creations and so on, and certainly does come into it's own in all these upper OT Levels. In actual fact, somebody asked me the other day, "What's the 13th Dynamic?" And I said, "Well, I don't know." And he said, "Well, is it Games?" And I said, "I don't know, well, maybe there is some better Games for everybody." We sure know about this one and whatever Game you do play, I want you to realize that Elron Elray was the 1st Games Master, and he gave us some Great Games and we had a lot of fun and it was only Xenu who came in and messed them up. Remember that, it wasn't Elron Elray's idea to have you in such trouble. It was Xenus jumping in and trying to take over the Game that caused all the disturbance.

Game Masters and New Games

I want to make more Game Masters. I think a Games Masters Game, with every player in it a Games Master, that, I think, would be the most EXPANDING Game ever! And that's what Elron Elray wants, too. Some kind of enormous Game, one that we all can have a great time with! And remember everyone is more and more individual as they go up the line to Static, and it's only the Mocos that have Creators, not the Statics. They (the Statics) didn't have a "creator." They are just individuals. And somebody asked me if there was a sort of creator "because where did they all come from?" I said: It's just as hard to find out where one came from as it is to find where a billion came from or 10 x 10 to the 40th power - thetans came from. It's just as hard. It's no difference. How can you explain 10 x 10 to the 40? If you're going to explain that, you can explain it as easy as one! And I'll tell you another thing: If there was nothing, if there wasn't one of these guys or 10 x 10 to the 40 of these guys around, there wouldn't be any Games at all and you wouldn't be around asking the questions! So the fact is already provable that you are there. You are there and when you finish all this you will be a "Static without Comparison," and then you will realize, of course, that now you can compare yourself to something, and that is: what kind of Games you can get into, what you can do, and what we do next."

We can EXPAND.

It's going to be wonderful and the Game is a lot of fun! It's a lot of fun just coming in, seeing all the

complexities we have made. All these bloody RAGS! Everything is there. Everything. And now we are handling it all and freeing it all and getting it back to its natural state. So I wish you all the best in your Expansion on all Dynamics and to the 13th Dynamic. And thank you Elron Elray and thank you anybody who helped, and HAVE A GOOD GAME!

* * * That's the End of this Briefing. * * *

LOGIC RUNDOWN

12 January 1987
GMC #85
SS C/S #27
OT 17

Notes for a C/S to break Players out of LTA:

Theory

When the reactivity of LTA dramatizations have been handled as per TB #13, occasionally one finds the preOT (or OT) himself is still determined to follow the LTA track of Events - which could only lead to him becoming a Black Static!

Of course this is "illogical." It may also be accompanied by OUT-RUDS. So we address this from the viewpoint of PARTLY REACTIVE and PARTLY ANALYTICAL.

C/S

1) Make sure the person has been briefed on LTA, and any BSTs influencing him have been freed.

2) If he was audited in the Church after take-over LTA - Run PrPr3 as:

(1)"What condition have you encountered in auditing LTA?"
(2)"Tell me how you handled it."

to Clean F/N and no attention on LTA auditing.

3) Run 6 Ruds with limiter:

"During the time of the takeover LTA, was there:
(1) An ARC Break?"
(2) A Problem?"
(3) A MWH or WH?"
(4) An Overt?"
(5) An Invalidation?"
(6) An Evaluation?"

All to Clean F/N. Use S,I,N, + E/S as needed.

4) Run Comparative Logic brackets repetitive to Clean F/N.

(These are taken from the Data Series Procedures LRH developed in the 70s TTA)

- BRACKET -

(1) "Is there a _____ from TTA?"
(2) "Tell me about it."
(3) "Is there a _____ from LTA?"

(4) "Tell me about it."

--------- OUTPOINTS ---------

1 - FALSE DATUM
2 - OMITED DATUM
3 - DROPPED-OUT TIME
4 - ALTERED SEQUENCE OF EVENTS
5 - ALTERED IMPORTANCE
6 - WRONG SOURCE
7 - INCORRECTLY INCLUDED DATUM
8 - ADDED INAPPLICABLE DATUM
+
9 - HIDDEN BUT IMPLIED DATUM
10 - HIDDEN BUT IMPLIED SOURCE

The bracket is run 1,2,3,4,1,2,3,4, etc to Clean F/N - on EACH of the 10 outpoints.

EP is a RESURGENCE of CERTAINTY about one's self. This will be accomplished by cogs, VVGIs & FTA.

If no EP after all 10 have clean F/Ned, assess this list: (handle any reads)

11 - MISUNDERSTOOD WORD?
(TTA? LTA? FIND IT. CLEAR IT.)
12 - MISUNDERSTOOD ACTION?
(TTA? LTA? FIND IT. CLEAR IT.)
13 - LACK OF MASS?
(ON WHAT? CLAY DEMO IT.)
14 - TOO STEEP A GRADIENT?
(ON WHAT? CLEAR IT UP. DEMO IT.)

These are all handled as they read to F/N, then reassessed to Clean F/N on each.

If still no EP, handle 1-14 with: "Is there an EARLIER (1-14)?" If reads, get when, what it is and handle as before to Clean F/N and continue to EP.

Note: The Auditor may run into the Player's Prime MOCOs on this R/D. If so, thank them, and allow them to continue helping the player as per TB #13.

BR
SrC/S Ron's Org

GMC #86 - SS C/S #19 - 11 November 1986

Body S/W Pilot
Body S/W Pilot C/Ss

Javier
11 Nov 86
Solo Pilot

Very Very Well Done on Completing PrPr3 on the Body S/W

Now we know what the EP is: Persistent F/N or F/TA with Phi thetans even saying "Process is

Complete" or "need more data" and freedom from auditing-caused somatics, of course.

Now to complete the Pilot - try the following:

These are called the "Blow" and "Can't Blow" Steps from OT9-16 data.

1) Session TR0 to now include all those Phi thetans audited on PrPr 3 no matter where they are.
2) Run Blow Steps: Each to Clean F/N. A Clean F/N is an F/N without stops or slows in it for at least 2/3 to a full dial at your sensitivity (2) [or above (get by Can Squeeze) on a Mark VII] This is group auditing:
3) Blow steps:
A) "Who are you?" + Acks
B) "Return to your Moment of Creation or GO FREE!" Tone 40
- "Or wait at a Static Point for your Creator (outside the U3 or game)
or HELP ME."
(This is the 4 choice blow step for MOCOs).
C) Rights of a Thetan:
1) Right to your own sanity (or self-determinism).
2) Right to leave a game (or power of choice).
(These are from Elron Elray, Games Master).
4) Can't Blow Steps: (Run each to clean F/N)

A) "Anyone stuck to you?"
"In your Valence?"
"In my Valence?"
"In another's Valence?"
B) Incidents: from PT back.
Are you "stuck" in: (or "have attention on")
- An incident between now & 75 million yrs ago?
- Inc II? Capture? 36 days?
- Coltus?
- Incident between Inc II and Inc I? - CC?
- Incident I?
- Earlier Inc I?
- Earlier Universe?
- Experimental Pre-Is?
- Dump into MEST U?
- Game of Gods?
- Earlier GUMs?
(Handle any reads to blow-F/N)
C) Do you need:
Orientation?
Purpose?
New Game?
Handle to Blow, F/N.
5) Repeat the "Blow" Steps if not F/TA by this time.
6) Run to F/TA at end of Can't Blow step or continue to run "Blow" & "Can't Blow" until FTA appears.
7) Folder to C/S.

BR
SrC/S Ron's

Body S/W Pilot
19 Nov 86

Javier TTA

C/S

1) R-factor your MOCOs on LTA. (All incidents were the same but really happened 564 GUMs ago, last time around the RING)

2) Continue Blow Steps from "Can't Blow" (B) using LTA on all incidents. This broadens the F/Ns.

3) Run as per earlier C/S Can't Blow B, C, Blow A, B, C, Can't Blow ABC, etc. Add LTA on Can't Blow (B) each time.

4) End on F/TA.

BR
SrC/S Ron's

Javier - Body S/W Pilot
20 Nov 86
Solo

C/S

V.Well Done on the LTA handling - it blew some more charge as predicted.
Since "effort" is coming again before F/TA, the last steps will need to be done - BUT ONLY ON THE BODY MOCO'S. USE A TR0 ONLY ON THE BODY AND ONLY ON THE BODY MOCOS WHO ARE EFFORTING OR WHO ARE BEHIND A THICK GLASS WALL AND CAN'T GO FREE. DON'T AUDIT THE FOLLOWING PROCESSES OUTWARD OR WITH A HUGE TR0. IT COULD CAUSE A VERY STRONG AND UNPLEASANT CASE REACTION.

1) TR0: BODY ONLY, PT ONLY.

2) CLEAR FOLLOWING WORDS TO "EFFORTING" BODY MOCOS. (R-FACTOR THE OTHERS WHO ARE ALREADY FREE, THAT THIS AUDITING IS ONLY FOR THE ONES WHO HAVE NOT RESPONDED YET ON PrPr3 & Blow & Can't Blow Steps).

WORDS:

SOURCE - origin point, cause point, a beginning, a creator.
NO SOURCE - caused, an effect, a created thing, not able to create.

3) Run PrPr 4 until EP of the "Glass Wall" or "Barrier" disappearing - the MOCOs will experience perception changes - they will recognize you as the auditor and themselves as creators or sources - things will be "brighter" for them. (Also an F/N will appear.)

Commands:
1) TELL ME A SOURCE.
2) TELL ME ABOUT IT.
3) TELL ME A NO SOURCE.
4) TELL ME ABOUT IT.

RUN 1, 2, 3, 4, 1, 2, 3, 4, ETC., TO EP. DON'T Q&A. DON'T RUN ANYTHING ELSE. JUST 1, 2, 3, 4, etc. to EP. No LTA, no ruds, nothing else is needed. VERY IMPORTANT.

4) Run PrPr 5 to EP of the MOCOs suddenly appearing to be in PT - this time around rather than LTA. Their time sense will change. They will seem to come closer in time from way back around

the ring. They will experience "being in PT." And an F/N will appear.

CLEAR WORDS:

IS - exists, appears real, factual, is there.
ISN'T (IS NOT) - doesn't exist, unreal, is not there, not a fact.

Commands:
1) WHAT IS?
2) WHAT ISN'T?

Run 1, 2, 1, 2, 1, 2, 1, 2, etc to EP.
Don't run anything else.

5) Run PrPr 6 to EP of the MOCOs dropping or as-ising their "greyness" or "solidity" and suddenly (or during a few commands) - (usually with pain - anaten - somatics coming off) appearing to be clean, clear, even sparkling little thetans. Also an F/N will appear.

CLEAR WORDS:

HANDLED - took care of, fixed, repaired, solved, did something about.
CONDITION - a state of being or existing, something one is trying to get out of, or improve.
EXISTING - is there right now in PT, something you are currently aware of.

Commands:
1) TELL ME AN EXISTING CONDITION.
2) TELL ME HOW YOU HAVE HANDLED IT.

Run 1, 2, 1, 2, 1, 2, with nothing else added to EP.

6) Remember, all the above is GROUP AUDITING ON UNRESPONSIVE BODY MOCOS. SO LET THE ONES BEING AUDITED ALL ANSWER THE COMMANDS AND THEN ACK AND GIVE THE NEXT COMMAND.

7) NOW, RUN THE "BLOW ABC" and CAN'T BLOW "ABC" steps again to F/TA. (+ LTA on incidents) (Regular TR Time and Space) as per earlier C/S.

8) Folder to C/S.

BR
SrC/S Ron's

Javier
22 Nov 86

C/S

1) Is this a Creation? (N, S, I, if no read)

2) Is it: MINE? _____
ANOTHER'S? _____
OTHER's? _____
MINE + ANOTHER'S? _____
MINE + OTHER'S? _____
Assess and state to F/N, VGIs.

3) On this (creation) is there a:

A. POSTULATE?
B. PERCEPTION?
C. ATTENTION?
D. INTENTION?
Each Repetitive to Clean F/N.

4) On this creation is there a:
THOUGHT?
ATTITUDE?
SENSATION?
EMOTION?
PAIN?
If no read use S, I, N. Run each E/S to F/N Clean.

5) Was this creation part of a:
GAME
GOAL
PURPOSE
POLICY
PLAN
PROGRAM
PROJECT
IDEAL SCENE
STAT
VALUABLE FINAL PRODUCT
ETHICS ACTION
TECH ACTION
ADMIN ACTION
AESTHETIC ACTION

6) WHAT IS THE STRUCTURE OF THIS CREATION?

TIME:
ALL TIME
FOREVER
NOW
PAST
PRESENT
FUTURE

SPACE:
IN
AROUND
ON
OUTSIDE
INSIDE
ON SURFACE OF

FORM:
POSITIVE Matter
(Physical-U3) Energy
Space
Time

NEGATIVE Matter
(Only in U2 or U1) Energy
Space

Time

EVENT:
Phi thetans
Lambda thetans, Jelly Beans, Black Holes
MOCOs
SUB-MOCOs ON VIAS

7) WHAT WAS IT'S HISTORY?
(When was it created?)
(For what game or gum?)
(Was it brought with you to MEST U or later up to PT?)
(What was it made for?)

8) Write a full description of the Creation and Creators as you now see it.
- to Clean F/N

AUDIT THE CREATION:

This is Group Auditing:

9) 1. TR0 - THE CREATION + THE CREATORS
1A. - Hello! Tone 40 to Clean F/N
2. Why don't you want auditing (freeing)?
3. Run: PrPr 4, PrPr5, PrPr6 on the creation and Creators to EPs + F/N VGIs.
4. Run Blow & Can't Blow Steps (+LTA if needed) each to Clean F/N.

10) AS-IS-NESS STEP:
TECH Tour the Creation with the Creators and have them show how it was made. The VIA MOCOS who compose it will debrief and it will vanish as you do the tour. (FTA will appear).

ADMIN: Find out from the Creators Why Exactly it was made and why it is no longer necessary. Have them indicate this to any MOCOs involved in the Creation whether they have already blown or not. (This will produce another F/TA as there is no longer any compulsion to re-create it.)

Thank everyone involved in the AS-ISNESS. Then say "That's it" - softly (not TONE 40).

If anything left hanging around after this - it is NOT the CREATION or the CREATOR it is an INFILTRATOR. Run like on Excal Plug, to Blow (Holder, etc)

BR
SrC/S Ron's

Javier
23 Nov 86
Solo

C/S

Very Well Done on Completing Pilot on Body S/W.

PrPr 3
Blow - Can't Blow
LTA
PrPr 4, 5, 6
Blow Can't Blow
Game of Gods +/- A (plus or minus Admiration Particles)

on the Flows

51h 48m

BR
SrC/S Ron's

Javier <---------- 5 Dec 86
Body S/W Pilot

C/S

1. Spot the "coin"

2. Realize it is LTA and may have many other just like it, so include them in your TR0.

3. Run PrPr 4 to EP on it.

4. Run PrPr 5 to EP on it.

5. Run PrPr 6 to EP on it.

6. Then Blow & Can't Blow Steps to F/TA

BR
SrC/S Ron's

Javier
7 Dec 86

C/S

Assess:

1) LTA Body?
2) LTA 20th Century Track?
3) LTA Coltus?
4) LTA Inc II?
5) LTA Inc I?
6) LTA Game of Gods?
7) Anything else?

Get Reads, Interest, any origination.

BR
SrC/S Ron's

Javier <---------- 7 Dec 86
Body S/W

C/S

The Attention & Reads on LTA Coltus is part of this RD. The earlier Gum will be OT 9-11 charge. So, when finished this part, if any somatics still there - we will handle by OT 9-11.

C/S for LTA Coltus:

1) BT or Cluster connected with LTA Coltus?

2) If reads, run as a plug getting all data.

3) When all data known, clean your space with the Blow & Can't Blow steps, using LTA on the Incidents.

4) If you hit a BST or unresponsive (LTA) thetan on handling the plug,
Run PrPr 4, 5, 6 on him (or them) only to EPs. Then do Blow/ Can't Blow Steps on them (him).

5) Folder to C/S.

BR
Sr C/S Ron's

On my (or this) body is there a:

1. Self Det) (INTENTION
Other Det > < ATTENTION
Pan Det) (POSTULATE
(PERCEPTION

12 repetitive processes each to Clean F/N

2. Blow & Can't Blow Steps on the Body MOCOs who were affected by the above.

BR
Sr C/S Ron's

To determine if a BST is Responsive or not:

A. Hello!
B. Who'd I have to be to audit you?
C. Why don't you want auditing?

If all go to F/N on repetition then it is responsive. Handle with PrPr 3 and then Blow & Can't Blow Steps

Javier <---------- 8 Dec 86
Body S/W Pilot

C/S

This Other-Det Flow of Body S/W is complete by the F/TA and F/N on Question. The other LTA possibilities also F/Ned on the Assessment.

Anything else will be coming either from OT9-11 or the C/O Cycle RD after OT 13. (Self Determined Flow).

So:

1) Write up how you feel on the Pilot now.
2) Study OT 9-11 Theory.
3) Get Check Out and OK to do Assessment session.

4) Do assessment session.

5) Do 1st OT 9 Session

6) Write-Up on how the Pilot seems at this point.

BR
Sr C/S Ron's

Javier - Body S/W Pilot
20 Nov 86
Solo

C/S

V.Well Done on the LTA handling - it blew some more charge as predicted.
Since "effort" is coming again before F/TA, the last steps will need to be done - BUT ONLY ON THE BODY MOCO'S. USE A TR0 ONLY ON THE BODY AND ONLY ON THE BODY MOCOS WHO ARE EFFORTING OR WHO ARE BEHIND A THICK GLASS WALL AND CAN'T GO FREE. DON'T AUDIT THE FOLLOWING PROCESSES OUTWARD OR WITH A HUGE TR0. IT COULD CAUSE A VERY STRONG AND UNPLEASANT CASE REACTION.

1) TR0: BODY ONLY, PT ONLY.

2) CLEAR FOLLOWING WORDS TO "EFFORTING" BODY MOCOS. (R-FACTOR THE OTHERS WHO ARE ALREADY FREE, THAT THIS AUDITING IS ONLY FOR THE ONES WHO HAVE NOT RESPONDED YET ON PrPr3 & Blow & Can't Blow Steps).

WORDS:

SOURCE - origin point, cause point, a beginning, a creator.
NO SOURCE - caused, an effect, a created thing, not able to create.

3) Run PrPr 4 until EP of the "Glass Wall" or "Barrier" disappearing - the MOCOs will experience perception changes - they will recognize you as the auditor and themselves as creators or sources - things will be "brighter" for them. (Also an F/N will appear.)

Commands:
1) TELL ME A SOURCE.
2) TELL ME ABOUT IT.
3) TELL ME A NO SOURCE.
4) TELL ME ABOUT IT.

RUN 1, 2, 3, 4, 1, 2, 3, 4, ETC., TO EP. DON'T Q&A. DON'T RUN ANYTHING ELSE. JUST 1, 2, 3, 4, etc. to EP. No LTA, no ruds, nothing else is needed. VERY IMPORTANT.

4) Run PrPr 5 to EP of the MOCOs suddenly appearing to be in PT - this time around rather than LTA. Their time sense will change. They will seem to come closer in time from way back around the ring. They will experience "being in PT." And an F/N will appear.

CLEAR WORDS:

IS - exists, appears real, factual, is there.
ISN'T (IS NOT) - doesn't exist, unreal, is not there, not a fact.

Commands:
1) WHAT IS?
2) WHAT ISN'T?

Run 1, 2, 1, 2, 1, 2, 1, 2, etc to EP.
Don't run anything else.

5) Run PrPr 6 to EP of the MOCOs dropping or as-ising their "greyness" or "solidity" and suddenly (or during a few commands) - (usually with pain - anaten - somatics coming off) appearing to be clean, clear, even sparkling little thetans. Also an F/N will appear.

CLEAR WORDS:

HANDLED - took care of, fixed, repaired, solved, did something about.
CONDITION - a state of being or existing, something one is trying to get out of, or improve.
EXISTING - is there right now in PT, something you are currently aware of.

Commands:
1) TELL ME AN EXISTING CONDITION.
2) TELL ME HOW YOU HAVE HANDLED IT.

Run 1, 2, 1, 2, 1, 2, with nothing else added to EP.

6) Remember, all the above is GROUP AUDITING ON UNRESPONSIVE BODY MOCOS. SO LET THE ONES BEING AUDITED ALL ANSWER THE COMMANDS AND THEN ACK AND GIVE THE NEXT COMMAND.

7) NOW, RUN THE "BLOW ABC" and CAN'T BLOW "ABC" steps again to F/TA. (+ LTA on incidents) (Regular TR Time and Space) as per earlier C/S.

8) Folder to C/S.

BR
SrC/S Ron's

Body S/W Pilot
19 Nov 86
Javier TTA

C/S

1) R-factor your MOCOs on LTA. (All incidents were the same but really happened 564 GUMs ago, last time around the RING)

2) Continue Blow Steps from "Can't Blow" (B) using LTA on all incidents. This broadens the F/Ns.

3) Run as per earlier C/S Can't Blow B, C, Blow A, B, C, Can't Blow ABC, etc. Add LTA on Can't Blow (B) each time.

4) End on F/TA.

BR
SrC/S Ron's

SS C/S #29 - OT 8-40, OTLR7, Exteriorization RD, LTA-BST Data

GMC 89

Resurrection Clones

8 February 1987

A "resurrection clone" is a BST who was promised a specific "resurrection" by Xenu in the LTA taken over Church. The LTA "auditing" rundown was called the "Resurrection Rundown" or "Life After Death R.D. The history of it is as follows:

Some people coming into the taken-over Church after 1980 LTA were not interested in just becoming a "Static" or OT. They were interested in life after death in a more ideal body. These were usually people who were crippled, ill, or had an unsuccessful or misfitted life - sort of "outcasts" or "non-conformists" or "failed-purpose" cases. Some wanted to be "great leaders" or "famous people" like actors or actresses, kings, queens, princesses, etc. Some wanted a new life with an ideal 2D, because they had been suppressed on 2D all their LTA life.

Xenu realized he couldn't get them to buy the "Black Static Package" of "OT Levels" because they were fixated on this "better body & lifestyle" idea, so he used the old Illuminati method of matching data about a person to be able to keep a trace on him in his next life body. He had the "orgs" do an exhaustive series of data gathering steps on the "Resurrection Rundown." This gave an exact picture of what the customer's ideal scene for his next body and life style was.

Then privately, Xenu compared this data to the characteristics of his known "track enemies" and "trouble makers," such as those loyal to Elron Elray, those against implanting, etc.

As part of the "Rundown" the person was put under a hypnotic drug to "experience what it's like to be dead or between lives" so they could "confront" it and not make "mistakes" on being resurrected into their new body.

It was during this drugged, hypnotic state that the Implant was given to take over a specific terminal's body in the future. "This is the Resurrection. Get (or take) the body of (Xenu's enemy) !" The name used was always the thetan name of the person to be taken over and forced out of whatever body he might have at the time. A full "briefing" on the person was also implanted. Also during the implant, the customer was ordered to respond only to the "Voice of God" (Xenu) and to take the rest of the "OT Levels."

After the "session" the person was rigged for the whole Black Static trip, sometimes having to pledge his body and possessions to the Church for "further research." This was the "bridge" out of his correct (LTA) body to the Resurrection.

The "customer" was then made into a Black Static and firmly "glued" into the MEST Universe, Gum 0, by the usual Black Static Tech processes. (These are covered elsewhere on the SS C/S Course).

In TTA, on the Exteriorization Rundown, or OTLR steps, or at any point on the Free Zone Bridge at Ron's Org, even after OT16, a person may suddenly, or gradually, become aware of a weird intention from U3 or U2 which wants to encourage him to "leave his body" and gives him "pictures" or "impressions" of LTA track - but mixed up with scenes of people he knows, and some he doesn't know, and actions he did, and some he didn't do or wouldn't do. He can become aware of these in session or when resting quietly or when the body is asleep. Sometimes they are hard to recall - after coming fully awake - and seem somehow "familiar" but at the same time "unreal" or other-determined.

This may be a "Resurrection Clone." Not of course a real Clone of one's own, or even another's Clone, but a Player or Big Thetan who took the "Resurrection RD and Black Static Tech Bridge

LTA! and was implanted to be "like" the preOT.

(The C/S should make sure that the above indicators do not come from the person's own LTA track, or one of his own Clones, or from Coltus implants TTA or LTA.)
(This can be assessed on the meter to find which it is.)

Technical Handling

1) PreOT or OT complains about above indicators or it is seen from folder or comes up on OTLR as other-determinism toward him or his body, or on the Exteriorization RD.

2) Assess: "Is this thetan -

- in the Coltus Implants TTA?
- a Clone of Yours?
- another's Clone?
- an LTA Player who got BS Tech?
- an LTA Player who got the Resurrection Rundown or Life After Death RD?
- in the Coltus Implants LTA?"

If none of the above read well, check:

"Is it someone who was ordered to take over your body by God and wants to be Resurrected?"

If still none of the above produce big reads or BDs, then it's probably just a plug, or maybe even a TTA "Black NOTser," or other phenomenon such as an other-determined Creation, all of whose handlings are given elsewhere.

3) If you do have a "Resurrection Clone" (really a Player or Big Thetan who was implanted to be like the pre-OT or OT) then run PrPr3:

"What condition have you encountered in auditing LTA?"
"Tell me how you handled it".

Run to EP of F/N VGIs and the implant data realized that was given on the LTA "Resurrection RD." This removes the compulsion to take over the pre-OT's or OT's body.

4) If still "glued" in the Physical Universe, or if seems to be behind a barrier like a "glass wall", run PrPr 4,5,6 as covered in Black Static Thetan handling. (Usually this will not be needed as the idea and purpose of the thetan is to "resurrect" and if he was given the command by Xenu, then he will be more responsive and only stuck in the "Resurrection RD" implant).

5) Do the Blow & Can't Blow Steps to handle any remaining bits of "case" stuck to him.

You may have to take some time handling "Can't Blow C (Purpose, Game, Orientation) as he will be now having a failed purpose from 564 Gums ago! And he needs an Orientation and new Game.

6) On "Can't Blow" B (Incidents) be sure to handle any +/- A particles between him and Xenu LTA 20th Century and LTA Game of Gods. And also check for any between him and the Pre-OT or OT!)

7) End on EP of the thetan leaving the preOTs or OTs U1, plus F/N VGIs or FTA.

8) Have the preOT or OT take a win.

BR

SrC/S Ron's

GMC 90 - SS C/S #30 - 10 Feb 87

Logic RD Addition
(to 12 Jan 87 issue)

The Logic RD has now been piloted successfully. The following are important steps to be added and a clarification of the EP.

C/S

1) Add the following:

"Also any phenomenon covered on Tech Briefing #13 such as Other Determined Creations, LTA Body restim, etc."

2) Add the following:

"Run the "Blow & Can't Blow" Steps after doing PrPr3 on his own auditing LTA."

(In some cases these steps may have to be run during the process if a lot of LTA case starts shaking loose and it is impossible to continue as the preOTs attention goes out of the process on to the thetans now loosened up.)

3) Add the following:

"Run Blow and Can't Blow Steps after EACH RUD has Clean F/Ned."

4) Add the following:

"Run 'Blow and Can't Blow' Steps after EACH BRACKET of 1-10 has Clean F/Ned and after any discharge on 11-14, also on any "EARLIER" 1-14 done."

The EP (page 5) is clarified as: "a GRADIENT or GRADUAL INCREASE or RESURGENCE to CERTAINTY about oneself."

Also "the cogs, indicators, and FTA or size of F/N will increase during the R/D until the person running it feels a STABLE CERTAINTY, after which his interest suddenly goes out of the rundown and back on to life or his next step on the bridge. IF this point is O/R, it can be rehabbed.

Technically, the gradual (or sudden) "clearing" of the Analytical Mind is accomplished at that point of certainty, and it now will work well again.

BR
SrC/S Ron's

GMC 91 - SS C/S #31 - 10 Feb 87 - Games Master Data

Xenu's Case - Addition

Session Summary

The Creation Xenu made at his center and non-ised was "Source" (his own). What he became at the perimeter was "No Source." What he tried to obtain ever since was "Total Source."

A Combination of OT12 Creation Handling and PrPr 4,5,6 and B/CB and Admin Why: "I wanted to find out what it was like to be a No Source." "I hated it." "Then I tried to become Total Source." "The 2nd Postulate stuck." "I never went back to find the 1st Postulate." "Astar now has audited this on me and I can now do my amends" - (Xenu) - handled it.

Astar

GMC 93 - SS C/S #33 - 21 Feb 87 - OT 14-16 Review

Prime MOCO Clean-Up

Sometimes when doing OT14, 15, or 16, an OT will hit a barrier that is not LTA.

(NOTE: IF IT IS LTA, THEN THE LOGIC RD APPLIES)

It is a barrier from much earlier - at, near, or before the "Beginning" - and it is caused by "other or counter-intentioned Sub-MOCOs INFILTRATED into his Prime MOCOs, or into one of them.

The Prime MOCOs affected are the 3 "BB" Primes ("BB" = Before the Beginning), namely - his Analytical, Social, or Security Prime MOCO (which form the basis for the Analytical, Social, and Reactive Minds).

The Symptoms are:

1) An inability to get through a session on 14, 15, or 16.

2) The item he gets, runs for a bit on Steps 1-10 and then the thetans he is handling sort of "go away" or "out of comm" but no EP or FTA.

3) His interest and indicators go out or don't seem to be concerned with his item anymore. A dispersal of his attention.

4) TA and needle tighten during the session or stay high rather than loosening and coming down.

5) His logical analysis of the situation gets vague or illogical - "maybe I blew them all" - but no VGIs or FTA.

Handling: This Review can be done Solo or Audited - but Preferably Solo, as he is a Self-Determined OT.

1) Brief him on the Prime MOCOs (from TB #13, towards the end) and how they are postulated to HELP the Player through the entire Ring Games. And that they do this by storing data in "SubMOCOs" or "MOCO files" and have been doing so since the Beginning.

(Note: The U0 Prime MOCO does not do this, of course because U0 is a Co-Postulate of Existence of the Rings and Playing Field. It is not handled on this "Clean-up." It is handled on the Super Static RD.)

2) Brief him that the purpose of this clean-up is to find and free any INFILTRATED SUB-MOCOs from ANOTHER (or XENU) which are PRETENDING to be part of his own data, but are actually giving him a counter-intention or other intention to prevent him from becoming a Super Static. And that it was probably done at, near, or before the beginning of the Ring Archives Games. Show him the CHART of the Rings if he hasn't seen it yet.

3) In session: Assess the following:

"INFILTRATED SUB-MOCOs WITH COUNTER-POSTULATES or COUNTER-INTENTION IN MY:

ANALYTICAL PRIME MOCO _____
SOCIAL PRIME MOCO _____
SECURITY PRIME MOCO _____

If no read, reassess using "Suppress," "Invalidate," "Not-is":

"INFILTRATED AND SUPPRESSED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

"INFILTRATED AND INVALIDATED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

"INFILTRATED AND NOT-ISED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

4) Take biggest read, then spot or locate the INFILTRATED SUB-MOCO AND HIS DATA. Get all of it. This "DEBRIEFS" the infiltrated MOCO. You will also probably find who he comes from. (It's usually one of XENU's.) Then give him (the MOCO) the choice: "Return to your moment of Creation or go free!" (Give him the "Rights of a thetan" if needed - then repeat the "MOC or free!" command).

5) IF the infiltrated MOCO was "MULED" with one of your SUB-MOCOs, then run the incident of being stuck together. Then do the "MOC or free!"

6) Continue handling the Prime MOCO which gave the biggest read, asking for "ANOTHER INFILTRATED SUB-MOCO IN MY (TYPE OF) PRIME MOCO?" (Locate, Debrief, MOC or Free!)

7) When the Question in 6) just F/Ns or Clean F/Ns, then Reassess as per 3) and Handle with 4), 5), 6).

8) When all the Prime MOCOs are just F/Ning or FTAing, tell them "Thank You. Continue to help until the End of the Games". DON'T TRY TO BLOW YOUR OWN PRIME MOCOs OR SUB-MOCOs AT THIS TIME. IT CAN ONLY BE DONE AFTER THE SUPER-STATIC R/D. DATA ON HOW TO DO IT IS ON THE GAMES MASTER COURSE.

9) Now, the person should be returned to his incomplete session (last one that did not get the FTA) on OT 14-16 and told to finish it up. If the above Clean-up is done correctly, you will find the person now has fully gotten his interest back on doing the level and VGIs again on his items being run.

BR
SrC/S Ron's

GMC #95 - SS C/S #35 - 23 FEB 87 - OT 8 - 40

BSTs who say "We are one"
.

In LTA, not all of the BSTs were made by the taken-over Church of Scientology. Xenu "shared"

some of the data with other cults and religions and mystery groups.

When the "One-World" police state was formed, circa 1992 LTA, there was also a general "uniting" of religious and mystery groups and, of course, Xenu and his implanter org underlings had a lot to say, and a lot to monitor, on them. One of these "ideas" was to achieve the long-sought state of "One with God" or "We are all one." And thus, some "processing" was done by other groups to achieve this state. If you start auditing a BST (or group of BSTs), and the answers on PrPr 4 & PrPr 5 are robotically "We are one" or "We are one forever" and don't change as you continue the process, and no charge is coming off, it is because you have hit a group of BSTs who BELIEVED THEY WERE ALL ONE BEFORE THEY GOT THE BLACK STATIC "TECH." In other words, they were in an "Earlier Practice" which taught them carefully and analytically to believe that "All are one" or "We are all one."

So what you are dealing with is a CLUSTER made of "We are one" BELIEVERS who got their false data in an earlier practice. And each went into that earlier practice to handle some personal problem, doubt, or worry, and thus committed a continuous overt on himself (on Flow Zero - self to self).

This made them very resistive as they had already convinced themselves that the E.P. of the BST "process" was right and what they wanted on a "self-determined basis."

Handling C/S

There are two methods to handle

1st METHOD:

1) Go directly to PrPr6 and run it to its EP. (Probably you will notice the EPs of PrPr4 and PrPr5 also happening during the running of PrPr6, but don't stop running it until the "Reviv" happens.) The REVIV will be the breaking of the CLUSTER-MAKING MUTUAL INCIDENT where they all were made into ONE. Don't expect it to come off fast, however, as they were usually DRUGGED before the mutual-incident. Thus it will come off in "pieces," slowly, over several sets of commands until all are in PT. (One such incident actually run was a group of 77 robed, candle carrying, religious people who drank a goblet of drugged wine and then marched into a large wheel, or drum, and were strapped down in rows on the inside circumference. Then it was spun (rotated) faster and faster until the liquids and flesh of their bodies was pushed out through the "webbed-grill like" circumference of the wheel. They were all chanting "We are one" as they died. The flesh juice was collected and any Pre-I plugs or pieces "Hoovered" out for later use. The bones were desiccated (dried out to dust) afterwards in a container and stamped out as "coins" (with the metal of the crushed desiccation container) to be used to influence other religious groups to believe "We are one." The earliest beginning of the mutual-incident in this case was the drinking of the drugged wine. After this came off all 77, they were in PT - but still believed individually that they were "all one."

2) RUN THEIR EARLIER PRACTICE. Find out what it was called - (it may be called "We are One") and Prepcheck it. During this - (and on the PrPr6) - some will blow off. When the Prepcheck goes flat - buttons just F/N, and no more attention on the Earlier Practice - you will find probably a few are left. These are the ones who believed "We are One" BEFORE they got into the earlier practice.

3) RUN AS A CONTINUOUS OVERT with "What are you trying to Prevent"? to F/N VGIs (Usually the item will be something like "I was trying to prevent myself from being me" or something like that.

4) DO BLOW - CAN'T BLOW STEPS. Roll BLOW A, B, C and CAN'T BLOW A, B, C (as given on TB # 13) over and over to FTA. This will handle anything left around. (They can also spot their

LTA Body, MOCOs still in "COINS" and free them on Can't Blow B).

2nd METHOD:

1) When the Robotic answers come on PrPr4 or on PrPr5 and you know it's this kind of BST cluster, take the robotic wording (Ex: "We are one") and use it in PrPr2.

a. "What condition have you encountered in ___("We are one")__ ?

b. "How have you handled it?"

This will run through the same Cluster-Making Incident and blow off the Earlier Practice; so you keep running it until the earlier practice (attention on it) blows to Clean F/N + VGIs on all of them.

2) Then run PrPr1, in this fashion, to finish off the ones who "believed" before they got into the Earlier Practice.

a. What overt have you committed on yourself?

b. What problems were you trying to solve?

c. What haven't you said to yourself?

d. What problem were you trying to solve?

(Remember, you are auditing a group, or more than one, so let them each get to their own EP. The commands will all F/N as you call them, when everyone has EPed)

3) Run BLOW and CAN'T BLOW Steps per TB # 13 to FTA. (Also they can spot their LTA, Body MOCOs in the "COINS" on the Can't Blow "B" step and free them)

As a comment on LTA BST "processes," I can only say: "Aren't you glad we have the actual BRIDGE this time around?"

BR
Sn C/S Ron's
23 Feb AD37
TTA

(Astar Symbol) GMC 96 24 Feb 87
OT 40+
- Games Master Course -
Private Games
Personal Games

As Super-Statics we know now all about the Social Game (The Rings) and the Anti-Social Game (The Implanting directed by Xenu).

There can also be Private Games (agreed upon by 2 or more Static Qns) or Personal Games (decided upon by a Static). These would correspond to U-2 (Private) and U-3 (Personal).

They have the elements of Games: Persons (Allies or Self and Opponents or not-Self), Places (Freedoms or Space or Playing Field and Barriers or Interpositions of Rules), and Subjects (Purposes, Goals, Cycles of Action or Play, Wins, Losses, Products & Services & Help or Failed Help.)

After doing the Super Static RD and any Further Optimizing Steps on the C/0 Cycle RD and any handling of Prime MOCOs, the Super Static may want to Start, Change, or Stop any of his Private or Personal Games. It is wise to find out first what they are - which ones he is still engaged in - before deciding. The fact that others in a Private Game may be still be caught in the Rings & Implanting and thus have "Case" is a factor, of course. He may want to help these Qns to finish those cycles first before continuing or starting games of a private nature with them. Or one may wish to expand a personal game into a private game with another, and wish the other to be "Caseless" before proposing it.

One "place or time" when the Private or Personal games may still be going on is during the hours when he has taken his awareness off of the job of Pan- Determinedly getting others out of the Ring Games. This can be while his U2 body is doing its maintenance cycles (sleep) or when one exteriorizes from the U2 (formerly U3) or U0 (of others). Examining these periods, one may find Private or Personal Games still in progress and analyze and optimize them.

One ANALYZES by spotting the ELEMENTS of the game as given above and the persons, places, subjects of them, and applying the DATA SERIES.

One OPTIMIZES by applying AUDITING TECH, ETHICS TECH, and POLICY TECH as needed to bring it to an IDEAL SCENE per the Data Series.

In other words, one can EVALUATE and HANDLE all Private & Personal Games for more FUN and EXPANSION.

BR
Sr C/S Ron's

(Astar Symbol) GMC 97 5 Mar 87
OT 40+ AD 37
Info for Games Masters TTA

Scoreboard MOCO's

As a private or personal game, one may have arranged to have all his "Experiential Track (Doingness, or Experience in the RAG's) posted or recorded as a "Valuable Final Product" or "Ideal Scene" or "Record," or a Scoreboard.

This would be, after the Ss RD, a full record of "wins" which would be all "Pleasure Moments." (These are what one can't run out on Dianetics.) The ones I found were like 10 enormous circles that I was now separate from. At first there was only one which contained all the "experience" of the RAGS. This was the "comparable" data to the "incomparability" of Static. The other 9 had been neatly "put away" or not-ised and didn't appear until I asked "How may of these scoreboards or records are there?" These others were from other Games, PRIOR or CONCURRENT WITH the Rags, and all were Self-Determined experiences which were then recorded on these "Scoreboards." The reason I didn't perceive these for 9 months after finishing the SsRD was that I was "enjoying my win" and actually being, or having, the one from the RAG's. I noticed my attention was often pleasurably contemplating events I had experienced in the RAG's and wondered if this was some manifestation of "U2" impinging on me - (since I had decided to help others get finished the RAG's also). But it wasn't. It was my own "Scoreboard" now fully posted with wins.

After asking what it was - (The answer was "Your wins," "Your scoreboard," Your record in the

Games") - and finding out how many there were (9 more showed up), I then ran PrPr 4,5,& 6 on them. It was very light and easy, just a few commands of each, and the "scoreboards" vanished. Then I gave the MOCO command, "Return to your moment of creation or go free, and they all rejoined me. I experienced a feeling of being more in "PT" than ever before with absolutely no effort.

(I apparently had been "spanning" all my game experience track, sort of being "all time and games" to enjoy my win of finishing the Bridge.)

BR
Sr C/S Ron's

GMC 98 18 Mar 87
Games Masters TTA.
OT 40+

"Private & Personal Games
and Incredibles"

———————————

"All Games are aberrative, Some are fun." - LRH.

———————————

I had wondered about the possibility of making "case" from planning and postulating actions to do in the future, since they exist as incomplete cycles as soon as planned or postulated.

Upon realizing the above datum from LRH re "Games," I cognited that the "as yet undone" plans and actions are an acceptable level of "aberration" for the fun of completing them and getting more case gain from "administration of competence." It affords a pleasant randomity.

———————————

Now, on the notes of Esto Tape #5, LRH is talking again about the incredibles, times (or "no times") of total control. He says these are in chains on a case. There were many, many incredibles going up thru OT16 and the Ss RD and I wondered if there were some more - connected with Private and Personal Games. So I rummaged around behind what the "Scoreboard MOCOs" had kept track of - in my Knowledge of Private and Personal Games. I even found a game of "Collecting, Analyzing and Evaluating Games" themselves, that didn't have a Playing Field! It was a personal game. But I didn't find a chain of "Incredibles" sitting in the Private and Personal Game knowledge files.

Then I realized - Of course not! Because that TOTAL CONTROL level of Incredible is a NO GAME CONDITION!

———————————

Its total K, total R, total C, total Power. It is the "Absolute that is Unobtainable" in a game. The ways a Qn or Static may be using, not using, or conditionally using this Absolute, Incredible Power of the NO GAME CONDITION are very interesting and very funny. I found that I had subscribed to the idea that "Any game is better than no game" and was only using my NO GAME CONDITION KRC as a "last resort" to stay in the game and winning. Everyone will have their own way of using or not-using it.

If you want to find out all about it, the following C/S should be done. (Only after OT16 & Ss RD and handling Prime MOCOs).

INCREDIBLE POWER R/D

This R/D restores the ability to use one's NO GAME CONDITION TOTAL KRC.

It is done Solo.

I. PrPr 1A as follows:
1. "What have I done in a no-games condition?"
2. "What problem was I trying to solve?"
3. "What haven't I said in a no-games condition?"
4. "What problem was I trying to solve?"

Run 1,2,3,4,1,2,3,4, etc. to F.T.A. & VGIs.
(This process will run for some time.)

II. PrPr4 as follows:
1. "Tell me a Source in a no-games condition."
2. "Tell me about it."
3. "Tell me a No-Source in a no-games condition."
4. "Tell me about it."

_____

Run 1,2,3,4, etc. to FTA. (Note: This may only go thru one cycle of commands.)
Note: "in" is translated as "during" or "at the time of ."
Important: What is being asked here is for the Solo Auditor's own experience in a No Games Condition, not to find others who are in one.

III. PrPr5 as follows:
1. "In a no-games condition, what is?"
2. "In a no-games condition, what isn't?"

Run 1,2,1,2 to FTA. (This process may also be brief.)

IV. PrPr 6 as follows:
1. "Tell me an existing no-game condition."
2. "Tell me how you have handled it."

Run 1,2,1,2, etc. to FTA & VGIs and big Cognition. This may run for some time, but what is being asked for is what is happening with his own no-game condition Power of Total KRC.

It is important that this R/D only be done after a person has done OT16, the Ss RD, handled his Prime MOCOs, and done the Games Master Course.

Also it should only be done under the Supervision of a Super Static C/S who has also done the above parts of the bridge and his own "Incredible Power R/D."

BR
Sr C/S Ron's

GMC #99ELEMENTS OF A GAME

The aberration above time is "There Must Be A Game." A postulate. Highest dichotomy - There must be a Game/There must not be a Game. Therefore, the Unmaker is quite as important as the Maker of Games.

Rules of Games

Agreements to rules and penalties as necessary to continue Game. Limitations on self and others.
Affinity-Reality-Communication with others to play.
Pain as penalty which will be obeyed. You have to have a penalty which

will be obeyed otherwise nobody will "stick" to the rules.
Unconsciousness of rules to add reality.
Game may have complexity and levels. The tone scale it a map of MEST universe games.
Games contain trickery and misdirection to win.
Prize of winning is to make new Game, or make it possible.
Necessary to have a new Game coded before one ends old Game, otherwise everyone becomes a Maker of Games with No Game.

Peculiarities of liabilities of a Maker of Games

People attempting to play the Game of Maker Games. Example: capitalists and commissars.
Deterioration of Game until No Game. Cycle of action shows the whole Game as an object with no action.
Game called Maker of Games results in No Game. And Game called Unmaking Game results in a Game.

Caste system of Games

Maker of Game. No rules.
Player of Game. Rules known but obeyed.
Assistant player. Obeys players.
Piece. Obeys rules as dictated by players, doesn't know rules.
Broken piece. Not even in the game, but still there.

How to make pieces

Deny there is a game.
Hide the rules from them.
Give them all penalties and no wins.
Remove all goals.
Enforce their playing.
Inhibit their enjoying.
Make them look like, but forbid their being players - in God's image, but can't be God.

To make a piece continue to be a piece permit it to associate only with pieces and deny the existence of players.

L. Ron Hubbard

GMC #100 - SS C/S #38 - 2 June 87

Handling LTA Phenomenon (Groups) with Power

Where there is more than one BST or a group of BSTs, they can be audited as a group.

If there are some in the group who are unresponsive, they tend to "hold" the others, so the whole group (if not responding to "Hello"!, "Wake up!", and "Why don't you want auditing?") may be treated as unresponsive and run on PrPr 4, 5 & 6.

The best way to audit these "groups" of BSTs is first to determine how many are there. The OT may get a number telepathically or it may give a read on "counting by orders of magnitude." (More than 10? Less than 10? - etc. as in the dating drill).

Then clear the Power 4 Source Commands and begin the process. At the first F/N - even on a High TA - realize one or more have flattened it but not necessarily all. Validate these, and tell the others to wait while you take these on thru the next process. One may check, also, by counting at this point:

"How many still unflat on the process?"

and these are the ones who are told to wait.

Do the same after an F/N on PrPr5, and go on to PrPr6. Now the really "restive" ones, who were holding the others (probably staff members LTA who were very loyal to Xenu and his brand of "tech") will start running also, as PrPr6 is the "SP case cracker" process.

After PrPr6 F/Ns, the same procedure is used - any who are not flat on it are told to wait for the next run through the processes.

If it is time for the end of that session, do the Blow & Can't Blow steps on anything left behind by the ones who did go free. Don't expect a big F/N in range or FTA yet. High TA F/Ns and the OTs awareness that "something left" or "blew" and "it is clean" is quite good enough at this stage.

If it was not time for the end of session after the 1st run through, go through PrPr 4, 5, 6 again using the same indications and counting procedure. (Example: The OT starts with a BST "cube" of 1000 (10x10x10). After the first run through there are only 876 left, next run through only 550, then 470, 300, 205, 128, 62, 31, 12, 6, 3, 2, 1 then the big F/N occurs in range and the Blow/Can't Blow steps done over and over turn it into an FTA.

Things to realize:

1) BSTs in a group are harder to audit than singly, but it can take less time.

2) When they are in groups, it is usually because they were commanded to be that way or dropped their bodies and went "static" LTA as a group. They could have been "assigned positions" in a Power Cube to "be the Universe forever and hold it until the voice of God commands you".

3) The TA may be very high (5.0 to 6.0) and needle stuck when starting and it may stay in that range for several sessions.

4) The Pre-OT or OT may "dope off" or go anaten while running these BST groups. If so, the cans can even be taped to the hands and the auditor can continue to run it telepathically. The anaten, of course, is the "case" of the BSTs not the pre-OTs, so a solo auditor or review auditor accepts it as an "answer" to the question being asked, acks, and continues. The pre-OT will wake up instantly when the BSTs producing the anaten have blown through it on their case.

5) Whenever a pre-OT or OT is audited while anaten to "get the BSTs through it" - he or she MUST be shown the session afterwards (do it immediately after the session, so there is no restim of "LTA auditing while unconscious or drugged or asleep" on the pre OTs OWN CASE).

6) The Blow/Can't Blow steps are done after every session to clean up any BTs or Cs the departing BSTs may have left around - and to handle any of the pre-OTs OWN MOCOs who may have been freed and come to him as an EXIT POINT.

7) Make sure any pre-OT or OT doing these OT Review Sessions is well fed and well rested.

8) The presence of BSTs on the case (in the U1 of the person) can reduce the metabolism read to a tic or nothing. They are holding on to the body, which is in U3. So verify that the person is sessionable by other evidences "What did you eat?" When? How long did you sleep? From when

to when? If all OK, go ahead. This has been proven to be only the effect of BSTs on the body as the following experience shows: A pre-OT was scheduled to run off a group of BSTs. Metabolism was a no read at all on several attempts. TA at 5.6. The pre-OT insisted that rest & food were OK, and wanted to continue. This was verified. The session was 3 hours long and ended late at night (23:30), during it hundreds of BSTs had gone free. After the Blow/Can't Blow steps the TA was below 3.0 and F/Ning. Then the auditor checked the metabolism again and the breath test gave an LFBD.

9) Always get a C/S to run Power this way on a group of BSTs.

10) Never run Power like that if it has not been determined by Folder and D of P or other indications that what is blocking the case IS a group of BSTs. There are other reasons for High TAs and stuck needles such as Out Int, O/R, Plug in Restim and other things given on the Hi-Lo TA list and Class VIII Tapes. Only a trained S(S) C/S should adjudicate if it is indeed a group of BSTs, or something else.

If a person had LTA track which involved him or her being a reg, PR person, or auditor in the taken-over church after 1980 or even after the LTA year 2000, it will be not unusual to find all their prospects and pcs who "made it" to BST sitting there in their U1 waiting to be handled. The other main reason for "groups" to be on the case is that Xenu "ordered them" to stop someone he considered very dangerous to his plans.

Of course on OT 14-16 a person may wish to help free BSTs, but in this case he is at cause and has the processes and TRs to do it easily solo. But when these "groups" come in on a case at Excal level or OT 9-11 this is the procedure to use.

One last note: "It has been asked if the "wide TRO" necessary to audit BSTs (as they are "being" the whole U3, will restim plugs on the Excal case, where the TR0 must be limited to only that piece of the plug one is auditing and the doors opened and shut with precision. The answer is that the BST groups "blanket" the Excal Case and put it asleep too! If it does wake up and some thetans go free, they are picked up on the B/CB steps at the end of each session. When the LTA "20th Century or later" charge is off the case (BSTs, Resurrection Clones, Coin Tricks, Person's own LTA Track and auditing, Out-Ruds with Others LTA, etc.) then they are returned to Excalibur, with the instruction to use "LTA on Incidents" as needed and to inform the C/S if any more "non-Excal" type charge comes up.

Remember, the LTA betrayal of Player thetans in Xenu's taken-over-church was ever greater than his betrayal of the games by implanting. The LTA betrayal was on a person's hope to get free and out of the games and the person paid for it willingly and self-determinedly, he wasn't trapped or tricked into it - the tech was the trap after 1980 LTA!

BR
Sn C/S Ron's

THANKS TO THE PHOENIX

Games Master Graduate Course Notes

December 1990

The first process was just intended to make OTs feel better - later it came onto the whole RD.

The RD can be done on the GMC if the Prime Mocos are run.

The course is based on these points on the track where the thetan was exterior to the game and where he made decisions from that viewpoint exterior to the Game, not as an OT in the game.

A decision that is from outside any game actions may not be understood inside the game, and from the inside it can look like a service fac.

When a person is going up the bridge he uncovers postulates made at the Games Master level, but when he operates on that he can be very confused.

It is however not a service fac, not a picture, but it is a decision he once made.
The thetan is using an earlier solution as Games Master.

This area is not touched in auditing. The closest we get to is a prepcheck, but in there one does not get the exact form, time, place and event and, therefore, does not get an as-isness.

OTs can be very rational on one thing, very irrational on others. (Rational, they are usually where they have a tech, irrational when they look at something as a PC).

It was the intention of LRH to have a group of OTs working together. The obvious thing however has been that the higher people are on the bridge the more they get individual or better in their own game and the less they cooperate with each other.

The RD can be run after GMC (or at the level when Prime Mocos are handled) even so in the issue it states it is on VAST level.

The tapes that are referred to in the issue are the tapes that A. compiled as the games tapes.

Since the charge ran back to pre-Loop, C/S realized it has never been handled before.

The real reason why it has not been coming up is:

When thetans are doing a Games Master hat within a game (not the one they are Games Master for) then it becomes reactive. However, on each bridge for a game, this particular problem was not included as not part of the game. If a Games Master does a cycle right, it as-ises, if not, it sticks. And when he starts with that (sticking thing) in a new game he is likely to get in trouble, and if he does so, he goes back to the Games Master hat, which is, of course, an earlier hat since now he is a player.

On this RD one removes BPC from the thetans logic.

On the GMC level we do not run Incidents (Mest, Mocos, others in the Game) - but the use of Games Master logic outside of the Game - and he is having the record of that self.

It can be run on the GMC, maybe as a review cycle even lower on the bridge. This however needs fist to be piloted.

The person does not run into Loops necessarily if he does not know about Loops.

The Level comes on the Dynamics between 12 and Source, and it is laying there (the BPC of it)

since pre-Loop.

If one has a good grasp of the Data Series one can keep this BPC away - or as well could a person who has a definite Mission and is very certain about it - he holds the BPC out.

But if a person starts to go outside the game he hits that charge.

When one has BPC, one needs to apply effort to hold it out - when one does the level the effort is gone.

An unworkable decision by Games Master hangs "in time" outside the Game space and he has to use non-confront on it. This level therefore handles abberations of theta the solver, and there is no Mocos, no Mest attached - it is just him.

In training people we try to get them to apply logic - and a lot of it is barriered by conditions in the game - but, as well, he has, often, a confusion himself on the start change stop of game cycles.

A review process on it would be - "conditions encountered in interference game."

Diagram of the Loops goes in here - See diagram in the ULR.

To the program steps:

1. Do not rush it. Do not do more than you feel you should do for that day.

2. You can start applying cognitions you are certain of during the program, but do not go overboard whilst you are on it, as you do not have all flows sorted out yet.

There is a lot of power in this, as can be seen of how much power even the abberated Games Master can exert or get.

3. The sequence of commands is based on the LRH Datum that a stop has most aberration in it, making a new one is a surprise and can create aberration if it is put onto an existing game that is already going on - and continuing is still going on.

4. Any condition that he still can encounter will read, when they are all as-ised he will come to an FTA.

5. The Process EP on all processes is all the conditions as-ised.

To Process 4,5,6, - Ruds on Games

6. You can go E/S as he has them in an order lined up - even if it has nothing to do with time. If this is run on someone who has no data about Loops he might have trouble to express when was what.

Note:

The EP of the GMC is the perception that there are other Games.

People with a Mission or Tech training have usually enough stable datum to hold the confusion down.

The PR Process is like a PR 2 - the ruds then address the consequences of the conditions.

The condition is the F0, the ruds are then the other flows. On F0 you get his evaluation - on the

Ruds he gets the consequences of it.

7. The ruds are open, so it will come up as it is recorded. The other flows come up on going E/S.

8. The record is on his logic track.

9. Ruds are not put in every game as a basic, but they are a basic to logic.
If a game runs ok, there is no out ruds. But from a Games Master viewpoint - if a game does not as-is then there is out Ruds on the Games master basics.

There are games without the laws of ARC, etc. - so they do not have ruds. Games can be of a different nature.

Note:

A Loop Thetan has been transferred to Loop 3. Also he does not know it - as otherwise he would not interfere in Loop 3. But their attention is fixed on Loop 1 and 2.

* * *

GMGCGames Master Graduate16 Dec 90
Course

(Includes the Issue of 24 Nov 90)

SITUATION/REPORT

The way is now open for OTs who have completed VAST & are on VAST+ to handle any difficulties they themselves may be having - even with other OTs or those not even on the Bridge!

I got the insight into this level by trying to find the real why on an evaluation Arnold and I were working on regarding the Free Zone having selected areas of no-comm, no-cooperation, no relay of data between Orgs, Publics, and C/Os. It went even further "earlier-similar" to the CofS days and even into the historical track of Earth and even Sector 9! So it must be a really hidden and unfound WHY!

I knew the consequences from DSEC of applying a "wrong why" - it WORSENS the situation. So I just gathered more data and did more observation. But although I could see the situation in nearly every Org I visited and in reports from others who visited other orgs - the WHY remained hidden . . . until I did the 24 Nov 90 "Process - for OTs who are helping to end off the current game - a process to make you feel better."

The process ran for several days with new adjustments of my viewpoint after nearly each bracket. (I took time to get the new viewpoints optimized and into my KRC - ARC with others before continuing the process)

Then a few days afterwards, while on a trip for training others and lecturing, I felt I could almost see the WHY for the SITUATION I kept viewing - and then, when I reviewed the trip on the way home - (It took 6 days in the worst snowstorm of many years in EU) - The WHY jumped out! And it produced a whole new course for the handling step #1 - This one you are reading now.

I won't bother to give the full eval as the DSEC Course would have to be done first - but maybe it will be needed by all concerned when you see what the WHY is:

The real reason for the situation and its earlier-similars back thru history and its never having been "solved" (patch-ups and compromises were tried, heavy ethics, even revolution and war but none completely handled as the situation kept re-occurring) - was that the WHY was on an

echelon (meaning "higher level of operation") that no one even confronted fully, not even the principal players and heads of government, or org C/Os! It is on the Games Master Graduate level - this one. Ron gave data about Games and the hats of Games Makers, Unmakers, and even Umpires in his tapes. These are all recommended study for this course.

And the WHY? Well, to understand it you must realize that a Games Master has a possibility of wearing one or more of three hats:

1. 2. 3.
GAME MAKER UMPIRE and GAME UNMAKER
(Game Continuer)

This is like a "cycle of action" for a Games Master. Start-Continue-Complete.

And you ALSO must realize that every qn or player must have at one time or another done all three - even if you have to go back to Pre-Loop Games to find when!

Now, also understand what happens when you MIX UP the HATS and do the wrong one at the wrong time - CONFLICT, DESTRUCTION, CHAOS and even the Games Master who does it appears as an SP to others caught in the confusion!

Or, even if one assumes or believes another is doing the "wrong hat" at this level, he may also jump into another hat and try to UNMAKE the other's game or MAKE a new game (WAR or CONFLICT) to "handle" it. When this is "continued" it's called a "GAMES CONDITION" in Scn (meaning a bad condition for one or both)

Understand the above very well as it is like any confused cycle of action or control - except on an unseen level of Power of the Games Master - so it causes BIG PROBLEMS.

Now, we in the Free Zone are in an interesting position regarding GAMES. We are trying to MAKE A BETTER ONE, (this is what the lower Bridge and Public see as the purpose) BUT at higher levels we can all see that really we are working toward UNMAKING an OVER-RUN game since LTA and even planning a NEW ONE!

Now, do you start to see the WHY? Remember, we are also rehabilitating GAMES MASTERS! And EXPANDING!
WHY

THE FREE ZONE HAS BEEN EXPANDING AND REHABILITATING GAMES MASTERS WITHOUT HANDLING THEIR PAST CONFLICTS, CONFUSIONS, AND MIX-UPS OF THEIR 3 MAJOR HATS WHICH HAS RESULTED IN NO-COMM, NO-COOPERATION, NO RELAY OF VITAL DATA AND EVEN CONFLICT BETWEEN THE ORG C/Os AND THEIR STAFFS AND PUBLICS.

ETHICS WHY

A PERSONAL ONE FOR EACH PERSON INVOLVED TO BE FOUND IN THE CORRECT HANDLING OF THEIR PAST EXPERIENCES AS GAMES MASTERS.

ETHICS WHO

THOSE INVOLVED IN THE CONFLICTS, CONFUSIONS, AND MIX-UPS IN P.T. FREE-ZONE ACTIVITIES.

IDEAL SCENE

FREE-ZONE GAMES MASTERS WHO WORK TOGETHER IN COMM, COOPERATION, AND

WHO RELAY VITAL DATA WITHOUT CONFLICT AND WHO MASTER THE CORRECT HATS FOR THEIR STAFF'S AND PUBLIC'S GAMES ALSO, LEADING TO AN UNBEATABLE TEAM OF OTs.

BRIGHT IDEA

From a consideration of the great need, the resources of OTs who can do Solo E-metering and Auditing on themselves and others, and thus have the capabilities to handle the past experiences as Games Masters - it is possible to handle this by an auditing program which will then allow the Games Masters themselves to handle the other outpoints and conflicts in their areas.

HANDLING

0. Write up the auditing program for handling past Games Master's experiences and send it to all C/Os. _____
Sr. C/S
1. Do the Program on yourself Solo.
_____
C/O's RONS ORGS

Note: If you are in the middle of a level or Review, get Sr C/S advice on when to do it.

2. Report results to Sr C/S.
_____
C/O's RONS ORGS

3. Handle any outpoints in your area from your correct Games Master Hat.
_____
C/O's RONS ORGS

4. Run the Games Master Program (or get it done Solo and C/Sed by you) on any Staff or Public who are finished OT16 and on GMC past the point of handling their Prime MOCOs.
_____
C/Ses RONS ORGS

5. Get their results and encourage them to handle any outpoints in their areas.
_____
C/Ses RONS ORGS

6. Report results (on a summary basis) of how it's going after (5) is underway to Chairman OTC WW.
_____
C/Os RONS ORGS.

7. Review Results and continue or correct the handling.
Note: This will be piloted in Germany & Switzerland first.
_____
CHAIRMAN OTC WW _____
SR C/S RON'S ORG
_____

Note: The Program is given on the next issue of 17 Dec 90

BR
SR C/S Ron's

GMGC17 Dec 90

The Games Master Program
ref: 16 Dec 90 "GM Graduate Course"

Purpose: To handle past experiences of Games Masters so they can wear the correct hat at the correct time in a Game Cycle.

Prerequisite: For the Pilot, OTs who have completed OT16 and are on GMC and have done at least their Prime MOCO's handling processes. And for any OT above that level, especially Rons Org C/Os.

Note: It is best to finish the process cycle or level cycle one is on before doing this Program. If any questions where it could be run in a person's Bridge program, get Sr C/S advice.

Technical Note: Don't try to "rush through" this program. Let each process (or even command bracket) get "grooved in" in real game experience in Life and Livingness. There will be an APPLICATION type "EP" in the Game, but these "groove ins" will allow you to see the scenes and observe the areas with a new reality, so after the program you can really do the full handling (but it's OK to start at any time when you feel certain of what to do)!

Program

1.) Solo - Run the 24 Nov 90 Process: (#1)

1. "What condition have you encountered in UNMAKING GAMES?"
2. "Tell me how you handled it."

2.) Solo - Run Process #2:

1. "What condition have you encountered in MAKING GAMES?"
2. "Tell me how you handled it."

3.) Solo - Run Process #3:

1. "What condition have you encountered in UMPIRING (or CONTINUING) GAMES?"
2. "Tell me how you handled it."

4.) Process #4 - 6 Ruds on UNMAKING GAMES:

"On UNMAKING GAMES is there an (RUD)?"

1.> for ARC ARCU KNOWN
KRCP UNKNOWN
q CURIOUS ABOUT
Static DESIRED
Source ENFORCED
Omni INHIBITED
NO or REFUSED
FALSE

1st 2nd
\ /

Assessments
(All Ruds
E/S to EP)

2.-> PROBLEM

3.> WITHOLD

4.> OVERT or MWH

5.> INVALIDATION

6.> EVALUATION

(Use S, I, N if needed)
(Use False & Reverse False if needed)
(Use LD if needed)

5. Process #5 - 6 Ruds on MAKING GAMES:

"On MAKING GAMES is there an (RUD)?"
(same as #4)

6. Process #6 - 6 Ruds on UMPIRING (or CONTINUING) GAMES:

"On UMPIRING (or CONTINUING) GAMES is there an (RUD)?"
(same as #4)

7. Process #7 - VI S/W on UNMAKING GAMES:

1. "What is the value of UNMAKING GAMES?"
2. "What is the importance of UNMAKING GAMES?"

8. Process #8 - VI S/W on MAKING GAMES:

1. "What is the value of MAKING GAMES?"
2. "What is the importance of MAKING GAMES?"

9. Process #9 - VI S/W on UMPIRING (or CONTINUING) GAMES:

1. "What is the value of UMPIRING (or CONTINUING) GAMES?"
2. "What is the importance of UMPIRING (or CONTINUING) GAMES?"

10. Report results to Sr C/S Ron's Org

_____

Note: EPs will be when no more answers, plus FTA VGIs & Certainty. If no more answers but no EP, use S, I, N and carry on.

Note: Take your time, don't rush, this pgm could affect your whole future "games mastering." If trouble, notify Sr C/S. Of course, you may handle any interference that shows up, then continue.

Have a lot of fun with this program - and let's all have better games - and new ones too!

Love
Capt Bill
Sr C/S Ron's

GMGC20 Dec 90

Silve (Herman) -Steiner

Dear Silve -

This is a personal letter, data for you as an evaluator, one who can appreciate what I am about to tell you.

I have found the Real Why to the "org conflict" situation. And it applies to the historical track as well and is the reason "teams" of OTs just never seem to get formed up for very long and so don't finish the job.

It was on an echelon I had never compared the data to - The Games Master Level!

I had observed the "SITUATION" at the Qual Board, earlier Tech Meetings, and in Comm, Reports, Discussions. I was right there, kept looking at it (the SIT.) but couldn't see what its major departure really was from. Many "explanations" were given, but I held back because to accept any as "The Why" - if wrong, would crash the stats - and the FZ IS EXPANDING steadily overall.

I had even observed it on this recent tour and especially at the German Lecture where the 4 Org C/Os who gave it couldn't even agree to give me the full expense money and kept blaming each other!

Then on the way home, I was marooned for 3 days "somewhere in France" in the worst snowstorm in years. And so, in a newly built small hotel-motel near the freeway with 1 meter of snow all around (but luckily with plenty of food, wine and heat, and only 1 month old or I would have been uncovered next spring!) - I did have time to take a really deep look at the eval. And then the Why, Bright Idea, and Handling all popped out like fireworks on Sylvester!

You will recall that I had aligned LRH policy on "org taking on case of C/O" and started going up to higher echelons for the why. Well, I had not gone high enough because I had stopped at the point where our C/Os have done the Bridge so the Org shouldn't have a "case." Then, recall that I didn't myself have the same viewpoint about these "conflicts" but could keep all in good comm, but I did the same Bridge! Then I realized that you had a cog on doing the DSEC that "a barrier" had blown and you felt different about the "conflict" scene. Was it something to do with DSEC or ability to evaluate? If so, what area?

Then in a series of logical steps, it came to me. I didn't DO these conflicts but I still didn't know WHY OTHERS did them - I still had to evaluate it, I used the DSEC as a tool to avoid the "why" for myself, but I still didn't know what it really was! I still had EFFORT there and without the training I had on DSEC probably would have been DRAMATIZING the conflict too - as so many leaders in the past track had done. So I took a new look at the whole eval - it was an OMITTED area - both from my understanding and therefore the BRIDGE because I did all of it as you did.

OK, we were all expanding, making a better game, ending off the interference game, and proposing a new one and there was conflict even though we all agreed to these purposes. Hell, there should be a true group there working in full cooperation, coordination, ARC, KRC, etc, etc - so what the hell was it? That's when it jumped out - right at the Games Master Level!

<LRH said there can be Games Makers, Games UNMAKERS and Games UMPIRES (or game CONTINUERS).>

Thus there are 3 hats of a Games Master equivalent to a cycle of action of

START CONTINUE COMPLETE

GAME MAKER GAME UMPIRE GAME UNMAKER

<And we were doing all three at once and confusing the hell out of ourselves, our staff and our publics, because we had never removed the BPC of past experiences with the 3 hats ourselves.>

Not only that, but I found these hats become almost reactive to an OT who has not differentiated them!

Look at what we are doing:

UNMAKING the Implanters' Interference Game!

CONTINUING the Dynamics Games to an improved conclusion. (especially for our publics)

MAKING a new game in Loop 4 after realizing Loop 3 and the Rings are O/Run!

So, your neighbour org goofs on a pc, or FAILS to do the CONTINUE GAME. Reaction - you try to UNMAKE his game. He reacts and makes or "MAKES" a new game to 3P you out of business. We all have the power to do it as OTs. And we all have the CONFUSION of the 3 HATS and past experience (mostly CONFLICTS of course) to draw upon. And since these "BPCs" are on the Games Master Level, and there are no processes there to directly handle them, they are "OUTSIDE of GAME" charge and never got audited!

Well, that's a brief summary. I have written up the eval in abridged form and put out issues giving the processes to handle and call it the GAMES MASTER GRADUATE COURSE to be done during or at the end of the GMC.

But first, since it's so new and totally unhandled in my experience, I am piloting the PGM on myself and on one or two others first.

Already I have found out that EVERY PLAYER has experience as a Games Master (all 3 hats) even if you have to go back to PRE-LOOP GAMES to find it. BUT IT'S THERE AND IT'S NEVER BEEN HANDLED!

_____

I invite you to help pilot the GMGC if you wish to come down for a couple of days to get grooved in - or it could be done when I come in Feb. If it works, all our org C/Os MUST do it (and they will want to).

Love, Capt Bill

GMGC25 DEC 90
Issue III

Final Process

The former processes should have rehabilitated and re-oriented a Games Master as to how he is operating (and why) as he is in P.T. This final process allows him to continue into the future with certainty:

Process: (9-Way Help Brackets for Games Masters)

1.) "How could you as a Games Master help another Games Master?"

2.) "How could another Games Master help you as a Games Master?"

3.) "How could you as a Games Master help other Games Masters?"

4.) "How could other Games Masters help you as a Games Master?"

5.) "How could another Games Master help other Games Masters?"

6.) "How could other Games Masters help another Games Master?"

7.) "How could you help yourself as a Games Master?"

8.) "How could another help himself as a Games Master?"

9.) "How could others help themselves as Games Masters?"

Run 1 - 9, 1 - 9, etc. to FTA Cog, no more attention on the process, plus a certainty about how to deal with the Games Master's hats in the future.

_____

Here's to a better game and better games in the future for all!

BR
Sr C/S Ron's.

GMGC25 Dec 90

Review Process

For Games Masters who got too caught up in the interference games:

1.) "What condition have you encountered in interference games?"

2.) "Tell me how you handled it."

(To F/N or FTA Cog VGIs)

These "interference" games include implanting, scenarios & models against already established games, and Xenu-type operations in Ring 9999 & 10 000.

BR
Sr C/S Ron's.

GMGC25 DEC 90
Issue II

Finishing-up Processes

I. A "standard" is a specific level of quality or degree of excellence required for a specific action or

purpose. It is also a banner of identity or recognition carried forward by an army or group (in this case by a games master into successive or new games):

A "standard" comes about when, by improvement of quantity, quality, and/or viablitiy, or by a combination of the three, a type of creation(s) or action(s) or role(s), become valuable enough for a games master to want to include it in his future games. Thus it becomes both valuable and important to him. Examples would be certain types of bodies, actions such as "eating," or 2D actions, and roles such as "heroes," wise-men," "kings," "queens," "beautiful women to win," etc., etc. Also art, music, racing vehicles, spaceships, horses, flowers, trees, dogs - in fact any part of any dynamic.

It is interesting to note that although players generally dislike or find it boring to do the same thing again and again in a game (and generally invent machines to do it for them - copiers, computers, washing machines, printing machines, etc.) that some actions or parts of a game are enjoyed no matter how many times done (such as eating, sex, racing, swimming, looking at sunsets, etc.) as they somehow are not exactly the same each time but new in a new unit of time. So something enjoyed in quantity can become a standard as well as something of quality (music, art, fine machinery, etc.) or viability (lasting, durable products and tactics and strategies of play that enable fun, wins, acceptances to increase or expand).

All this is sort of an "affluence formula" application - to reinforce the successful actions - but in this case to "bring it forward into the next game."

A games master should recognize these standards he has set. Thus the following process:

I) 1.) "What STANDARD have you brought into this game?"
2.) " On the answer run V/I S/W to EP."
3.) " Repeat 1 & 2 till no more answers and Q1 F/Ns.
4.) Per ULR, if a V/I process goes down tone on running, indicate "That is not your item," or "That is a wrong item for you" and find the right item and run it.

II) Now, repeat I - 1 to 4 with this question as #1) "What STANDARD do you intend to bring into the next game?"
2), 3), 4) etc.

III) Now, do I - 1 to 4 with this question as #1 "What STANDARD has another games master brought into this game?"
2), 3), 4) ETC.

IV) Next, #1) "What STANDARD does another games master intend to bring into the next game?"
2), 3), 4) etc.

V) Then, #1) "What STANDARD have other games masters brought into this game?"
2), 3), 4) etc.

VI) And finally, #1) "What STANDARD do other games masters intend to bring into the next game?"
2), 3), 4) etc.

———————

BR
Sr C/S Ron's.

GMGC 25 Dec 90
Review Process

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2.) "Tell me how you handled it."
(To F/N or FTA Cog VGIs)

These interference games include implanting, scenarios & models against already established games, and Xenu-type operations in Ring 9999 & 10 000.

BR
Sr C/S Ron's

July 31st 92 GMGC C/S

to handle interference, from Syvie Steiner.

When "interference"? reads os obviosly occuring during GMGC. At this level charge is usually not plugs or Excal type interference - these are in-the-game manifestations.

Questions to check interference:
a) Interference into my Game?
b) Me interfering in someone else's game?
c) Old interference game?
d) Someone trying to bring in an old interference game?
e) Someone is playing an interference game on me?

The "Review Process" in GMGC is used on whatever is found. If you find a terminal who is interfering in your gameOR you are interfering in theirs - run the process on them, and also on yourself. The process was originally for the Games Master to use while doing GMGC processes if he ran into lots of interference type answers on the other process, and it has been found that it may need to be applied to other terminals as well.

Additionally, get into good comm with the terminals you find, once process is done.

By phone from Sylvie, Snr C/S Ron's
Switzerland
Marianne Hagen, Snr C/S Ron's NZ
START - CONTINUE - COMPLETE
GAME MAKER - GAME UMPIRE - GAME UNMAKER

<And we were doing all three at once and confusing the hell out of ourselves, our staff and our publics because we had never removed the BPC of past experiences with the 3 hats ourselves.>

Not only that, but I found these hats become almost reactive to an OT who has not differentiated them!

Look at what we are doing:
UNMAKING the Implanters' Interference Game!
CONTINUING the Dynamics Games to am improved

GMGC - Starting21 Aug 1992

1. Do your Data Series study while auditing your Prime MOCOs. Once they are handled, do the CBR issue on GMGC.

2. Run the first GMGC process from the program - may take several sessions, sometimes days apart.

3. Then continue with GMC processes.

4. Next GMGC process when you've had a chance to eval. the results from the last one - interaction with your group etc. etc.

5. Continue as above. GMC will probably be complete before GMGC.

6. Games Series Course etc can be studied and done in conjunction with GMGC processes.

Marianne

GMGC(date illegible)

Technical Tips on
Running the Program

1.) You may do Blow-Can't Blow after each process or session. Sometimes it is required (at least the Blow Steps) after each set of commands or each rud - to free the MOCOs, etc. loosened up.

2.) After completion of each process (and after any B/CB at the end if it) - indicate any "wrong items" to the body org which it may have picked up during the process. Then get the "right item" or "none" per ULR tech and indicate that too.

3.) In doing the "6 Ruds" part of the program, if it feels "complete" on an answer and there is no E/Sim, or False, Reverse False, LD or SIN buttons active on the meter, but the meter won't F/N or FTA, then ask: "How many times was that done" (or "did it happen")? Establish by "orders of magnitude" counting and the correct number will come with the F/N or FTA. You may be surprised that some of these "out ruds" have occurred millions, billions, trillions, or even quadrillions or more times!

BR
Sr C/S Ron's

Note: This "counting" procedure may have to be done on Process 1, 2, or 3 if it bogs (no more answers) with no EP.

GAMES MASTER

GRADUATE COURSE

GMGC

= CONFIDENTIAL =

21 Aug 92

Dear Nancy,

There is one other C/Sing point to bear in mind on GMGC - that it was piloted by CBR on VAST completions who had dealt with their ULR charge - the roughest stuff - on the SOL and VAST levels. So some ULR Review may well come up, and you have the tools to deal with it when it does. There are still "in the game" type processes (not RAGs but the everoll games) to run on SOL levels. The charge from "out of game" postulates and considerations is what is dealt with in GMGC and there's a lot of power in those areas.
Love

Marianne

21 Aug 92

Dear Nancy,

There is one other C/Sing point to bear in mind on GMGC - that it was piloted by CBR on VAST completions who had dealt with their ULR charge - the roughest stuff - on the SOL and VAST levels.

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Love,
Marianne

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex
HCO POLICY LETTER OF 26 APRIL 1970R
Remimeo REVISED 15 MARCH 1975

Data Series IR
THE ANATOMY OF THOUGHT

There are many types of thought. Unless one knows these types he can make serious errors on administrative lines.

In the unpublished work "Excalibur" (most of which has been released in HCOBs, PLs and books) there was an important fundamental truth. This was

SANITY IS THE ABILITY TO RECOGNIZE DIFFERENCES, SIMILARITIES AND IDENTITIES.

This is also intelligence.

Two or more facts or things that are totally unlike are DIFFERENT. They are not the same fact or same object.

Two or more facts or things that have something in common with one another are SIMILAR.
Two or more facts or things that have all their characteristics in common with one another are IDENTICAL.

SEMANTICS

In a subject developed by Korzybski a great deal of stress is given to the niceties of words. In brief a word is NOT the thing. And an object exactly like another object is different because it occupies a different space and thus "can't be the same object."

As Alfred Korzybski studied under psychiatry and amongst the insane (his mentor was William Alanson White at Saint Elizabeth's insane asylum in Wash., D.C.) one can regard him mainly as the father of confusion.

This work, "general semanticist a corruption of semantics, (meaning really "significance" or the "meaning of words") has just enough truth in it to invite interest and just enough curves to injure

one's ability to think or communicate. Korzybski did not know the formula of human communication and university professors teaching semantics mainly ended up assuring students (and proving it) that no one can communicate with anyone because nobody really knows what anybody else means.

As this "modern" (it was known to the Greeks, was a specialty of Sophists and was also used by Socrates) penetration into culture affects all education in the West today, it is no wonder that current communication is badly strained. Schools no longer teach basic logic. Due to earlier miseducation in language and no real education in logic much broken-down "think" can occur in high places.

A system of thinking derived from a study of psychotics is not a good yardstick to employ in solving problems. Yet the "thinking" of heads of states is based on illogical and irrational rules. Populations, fortunately less "well-educated," are assaulted by the irrational (kooky) "thinking" of governments. This "thinking" is faulty mainly because it is based on the faulty logic shoved off on school children. "You must study geometry because that is the way you think" is an idiocy that has been current for the past two or three decades in schools.

I have nothing against Korzybski. But the general impact of "general semantics" has been to give us stupified schoolboys who, growing up without any training in logic except general semantics are giving us problems. Increasingly we are dealing with people who have never been taught to think and whose native ability to do so has been hampered by a false "education."

ADMINISTRATIVE TROUBLE

At once this gives an administrator trouble. Outside and inside his sphere of influence he is dealing with people who not only can't think but have been taught carefully to reach irrational conclusions.

One can make a great deal of headway and experience a lot of relief by realizing the way things are and not getting exasperated and outraged by the absurdities that he sees being used as "solutions." He is dealing with people who in school were not only not taught to think but were often taught the impossibility of thinking or communicating.

This has a very vast influence on an administrator. Things that are perfectly obvious to him get so muddled when passed for decision to others that an administrator tends to go into apathy or despair.

For instance it is completely logical to him that some activity must either cut its expenses or make more money before it goes broke. So he passes this on as an order demanding that the activity balance up its income-outgo ratio. He gets back a "solution" that they "get a huge sum each week from their reserves" so they will be "solvent." The administrator feels rattled and even betrayed. What reserves? Do they have reserves? So he demands to know, has this activity been salting away reserves he knew nothing about? And he receives a solemn reply?no they don't have any reserves but they consider the administrator should just send them money!

The idiocy involved here is that the "logic" of the persons in that activity is not up to realizing that you cannot take more out of something than is in it.

And the activity mentioned is not alone. Today the "assets" of a company are said by "competent economists" to be its property?good will?cash added to its debts! In short, if you have ten pennies and owe 1000 then your assets are 1000-0-10!

Yes, you say, but that's crazy! And you're right.

For an example of modern "think" the Ford Foundation is believed to have financially supported the arming of revolutionary groups so they will be dependent upon the capitalistic system and

won't overthrow it even though the revolutionary group could not exist without Ford Foundation support!

A war is fought and continued for years to defend the property rights of landlords against peasants although the landlords are mostly dead.

Electronic computers are exported under government license and paid for by the exporter and shipped to an enemy who could not bomb the exporter without them in order to prevent the enemy from bombing the exporter.

Yes, one says. That's treason. Not necessarily. It is the inability to think! It is the result of suppressing the native ability by false systems of "logic."

PROPER DEFINITIONS

People who annoy one with such weird "solutions" do not know certain differences.

Thoughts are infinitely divisible into classes of thought.

In other words, in thought there are certain wide differences which are very different indeed.

A FACT is something that can be proven to exist by visible evidence.

An OPINION is something which may or may not be based on any facts.
Yet a sloppy mind sees no difference between a FACT and somebody's opinion.

In courts a psychiatrist (who is an AUTHORITY) says "Joe Doakes is crazy." Joe Doakes is ptomptly put away for ten years, tortured or killed. Yet this statement is just an OPINION uttered by somebody whose sanity is more than suspect and what's more is taken from a field "psychiatry" which has no basis in fact since it cannot cure or even detect insanity.

A vast number of people see no difference at all in FACTS and OPINIONS and gaily accept both or either as having equal validity.

An administrator continually gets opinions on his lines which are masquerading as facts.

If opinion instead of facts is used in solving problems then one comes up with insane solutions.

Here is an example: By opinion it is assumed there are 3000 pounds of potatoes available in a crop. An order is therefore written and payment ($300 at 10 a pound) is made for the crop. One sack of potatoes is delivered containing 100 pounds. That sack was the fact Loss is 2900 pounds of potatoes.

An administrator runs into this continually. He sends somebody to find an electric potato peeler "just like the one we had." He gets back a paring knife because it is the same.

The administrator orders a similar type of shirt and gets overcoats.

The administrator feels he is dealing with malice, sharp practice, laziness, etc., etc. He can lose all faith in honesty and truthfulness.

The ACTUAL REASON he is getting such breakdowns is

SANITY IS THE ABILITY TO RECOGNIZE DIFFERENCES, SIMILARITIES AND IDENTITIES.

The people with whom he is dealing can't think to such a degree that they give him insane situations. Such people are not crazy. Their thinking is suppressed and distorted by modern "education." "You can't really communicate to anybody because the same word means different

things to everyone who uses it." In other words, all identities are different.

A BASIC LAW is usually confused by students with an INCIDENTAL FACT. This is conceiving a similarity when one, the law, is so far senior to the fact that one could throw the fact away and be no poorer.

When a student or an employee cannot USE a subject he studies or cannot seem to understand a situation his disability is that basics are conceived by him to be merely similar to incidental remarks.

The law, "Objects fall when dropped," is just the same to him as the casual example "a cat jumped off a chair and landed on the floor." Out of this he fixedly keeps in mind two "things he read"?objects fall when dropped, a cat jumped off a chair and landed on the floor. He may see these as having identical value whereas they are similar in subject but widely different in VALUE.

You give this person a brief write-up of company policy. "Customers must be satisfied with our service," begins the write-up. Of course that's a law because it has been found to be catastrophic to violate it. On down the page is written, "A card is sent to advise the customer about the order." The employee says he understands all this and goes off apparently happy to carry out his duties. A few weeks later Smith and Co. write and say they will do no more business with you. You hastily try to find out WHY. If you're lucky enough to track it down, you find the shipping clerk sent them a card saying, "Your order was received and we don't intend to fill it."

You have the clerk in. You lay down the facts. He looks at you glumly and says he's sorry. He goes back and pulls another blooper. You threaten to fire him. He's now cost the company $54,000. He is contrite.

All he understands is that life is confusing and that for some mysterious reason you are mad at him, probably because you are naturally grouchy.

What he doesn't know is what the administrator seldom taps. It isn't that he doesn't know "company policy." It's that he doesn't know the difference between a law and a comment!

A law of course is something with which one thinks. It is a thing to which one aligns other junior facts and actions. A law lets one PREDICT that if ALL OBJECTS FALL when not supported, then of course cats, books and plates can be predicted in behavior if one lets go of them. As the employee hasn't a clue that there is any difference amongst laws, facts, opinions, orders or suggestions he of course cannot think as he doesn't have anything to which he can align other data or with which to predict consequences.

He doesn't even know that company policy is, "Too many goofs equals fired." So when he does get sacked he thinks "somebody got mad at him."

If you think this applies only to the "stupid employee," know that a whole government service can go this way. Two such services only promoted officers to high rank if they sank their own ships or got their men killed! Social acceptability was the only datum used for promotion and it followed that men too socially involved (or too drunk) of course lost battles.

An organization, therefore, can itself be daffy if it has a concept that laws and facts and opinions are all the same thing and so has no operating policies or laws.

Whole bodies of knowledge can go this route. The laws are submerged into incidental facts. The incidental facts are held onto and the laws never pointed up as having the special value of aligning other data or actions.

An administrator can call a conference on a new building, accidentally collect people who can't differentiate amongst laws, facts, opinions or suggestions?treating them of equal value?and find

himself not with a new building but a staggering financial loss.

As the world drifts along with its generations less and less taught and more and more suppressed in thinking, it will of course experience more and more catastrophes in economics, politics and culture and so go boom. As all this influences anyone in any organization it is an important point.

PERSONNEL

In despair an administrator enters the field of choosing personnel by experience with them. He embraces a very cruel modern system that fires at once anybody who flubs.

Actually he is trying to defend himself against some hidden menace he has never defined but which haunts him day by day.

The majority of people with whom he deals?and especially governments?cannot conceive of

1. differences,
2. similarities,

3. identities.

As a result they usually can't tell a FACT from an OPINION (because all differences are probably identities and all identities are different and all similarities are imaginary).

A =A =A

We have a broad dissertation on this in Dianetics: The Modern Science of Mental Health as it affects insane behavior. Everything is everything else. Mr. X looks at a

horse knows it's a house knows it's a school teacher. So when he sees a horse he is respectful.

When anyone in an org is sanely trying to get things done he sometimes feels like he is spinning from the replies and responses he gets to orders or requests. That's because observation was faulty or think was faulty at the other end of the comm line.

As he tries to get things done he begins to realize (usually falsely) that he is regarded as odd for getting impatient.

? THE WAYS OUT

There are several ways out of this mess.

a. One is to issue orders that demand close observation and execution. Issuance of

clear orders provides no faintest opportunity of error, assumption or default. b. Another is to demand that an order is fully understood before it is executed. c. A third is to be sure one totally understands any order one receives before one

goes off to do it or order it done.

d. One is to deal only in ORDERS and leave nothing to interpretation. ^_

e. Another is to pretest personnel on one's lines for ability to observe and conceive differences, similarities and identities.
f. The effective way is to get the personnel processed.
g. A useful way is to educate people with drills until they can think.

h. Another way is to defend one's areas by excluding insofar as possible adjacent

areas where crippled think is rampant.

i. A harsh way is to plow under zones whose irrationality is destructive (such as

psychiatry).

THOUGHT CONFUSIONS

Wherever you have thought confusions (where FACT = OPINION, where Suggestion = Orders, where an observation is taken as a direction, etc., etc., etc.) an administrator is at serious risk.

Misunderstoods pile up on these short circuits. Out of misunderstoods come hostilities. Out of these come overwork or destruction.

The need for all discipline can be traced back to the inability to think. Even when appearing clever, criminals are idiots; they have not ever thought the thought through.

One can conclude that anyone on management lines, high or low, is drastically affected by irrational think.

Individuals to whom differences are identities and identities are differences can muddle up an operation to a point where disaster is inevitable.

These are the third dynamic facts with which an organization lives daily.

The fault can be very subtle so as to nearly escape close search or it can be so very broad so that it is obvious and ridiculous. But on all admin lines, the point that fails has not achieved the basic law

SANITY IS THE ABILITY TO RECOGNIZE DIFFERENCES, SIMILARITIES

AND IDENTITIES.

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HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 11 MAY 1970

Remimeo

Data Series 2

LOGIC

The subject of logic has been under discussion for at least three thousand years without any clean breakthrough of real use to those who work with data.

LOGIC means the subject of reasoning. Some in ages past have sought to label it a science. But that can be discarded as pretense and pompousness.

If there were such a "science" men would be able to think. And they can't.

The term itself is utterly forbidding. If you were to read a text on logic you would go quite mad trying to figure it out, much less learn how to think.

Yet logic or the ability to reason is vital to an organizer or administrator. If he cannot think clearly he will not be able to reach the conclusions vital to make correct

. . .

aeclslons.

Many agencies, governments, societies, groups, capitalize upon this lack of logic and have for a very long time. For the bulk of the last 2,000 years the main western educator?the Church?worked on the theory that Man should be kept ignorant. A population that is unable to think or reason can be manipulated easily by falsehoods and wretched causes.

Thus logic has not been a supported subject, rather the opposite.

Even western schools today seek to convince students they should study geometry as "that is the way they think." And of course it isn't.

The administrator, the manager, the artisan and the clerk each have a considerable use for logic. If they cannot reason they make costly and time-consuming errors and can send the entire organization into chaos and oblivion.

Their stuff in trade are data and situations. Unless they can observe and think their way through, they can reach wrong conclusions and take incorrect actions.

Modern Man thinks mathematics can serve him for logic and most of his situations go utterly adrift because of this touching and misplaced confidence. The complexity of human problems and the vast number of factors involved make mathematics utterly inadequate.

Computers are at best only servomechanisms (crutches) to the mind. Yet the chromium-plated civilization today has a childish faith in them. It depends on who asks the questions and who reads the computer's answers whether they are of any use or not. And even then their answers are often madhouse silly.

Computers can't think because the rules of live logic aren't fully known to Man and computer builders. One false datum fed into a computer gives one a completely wrong answer.

If people on management and work lines do not know logic the organization can go adrift and require a fabulous amount of genius to hold it together and keep it running.

Whole civilizations vanish because of lack of logic in its rulers, leaders and people.

So this is a very important subject.
UNLOCKING LOGIC

I have found a way now to unlock this subject. This is a breakthrough which is no small win. If by it a formidable and almost impossible subject can be reduced to simplicity then correct answers to situations can be far more frequent and an organization or a civilization far more effective.

The breakthrough is a simple one.

BY ESTABLISHING THE WAYS IN WHICH THINGS BECOME ILLOGICAL ONE CAN THEN ESTABLISH WHAT IS LOGIC.

In other words, if one has a grasp of what makes things illogical or irrational (or crazy, if you please) it is then possible to conceive of what makes things logical.

ILLOGIC

There are 5 primary ways for a relay of information or a situation to become illogical.

1. Omit a fact.

2. Change sequence of events.

3. Drop out time.

4. Add a falsehood.

5. Alter importance.

These are the basic things which cause one to have an incorrect idea of a situation.

Example: "He went to see a communist and left at 3:00 A.M." The omitted facts are that he went with 30 other people and that it was a party. By omitting the fact one alters the importance. This omission makes it look like "he" is closely connected to communism! When he isn't.

Example: "The ship left the dock and was loaded." Plainly made crazy by altering sequence of events.

Example: "The whole country is torn by riots" which would discourage visiting it in 1970 if one didn't know the report date of 1919.

Example: "He kept skunks for pets" which as an added falsehood makes a man look odd if not crazy.

Example: "It was an order" when in fact it was only a suggestion, which of course shifts the importance.

There are hundreds of ways these 5 mishandlings of data can then give one a completely false picture.

When basing actions or orders on data which contains one of the above, one then makes a mistake.

REASON DEPENDS ON DATA.

WHEN DATA IS FAULTY (as above) THE ANSWER WILL BE WRONG AND LOOKED UPON AS UNREASONABLE.

There are a vast number of combinations of these 5 data. More than one (or all 5) may be present in the same report.

Observation and its communication may contain one of these 5.

If so, then any effort to handle the situation will be ineffective in correcting or handling it.

9
USE

If any body of data is given the above 5 tests, it is often exposed as an invitation to acting illogically.

To achieve a logical answer one must have logical data.

Any body of data which contains one or more of the above faults can lead one into illogical conclusions.

The basis of an unreasonable or unworkable order is a conclusion which is made illogical by possessing one or more of the above faults.

LOGIC

Therefore logic must have several conditions:

1. All relevant facts must be known.

2. Events must be in actual sequence.

3. Time must be properly noted. v

4. The data must be factual, which is to say true or valid.

5. Relative importances amongst the data must be recognized by comparing the facts with what one is seeking to accomplish or solve.

NOT KNOW

One can always know something about anything.

It is a wise man who, confronted with conflicting data, realizes that he knows at least one thing?that he doesn't know.

Grasping that, he can then take action to find out.

If he evaluates the data he does find out against the five things above, he can clarify the situation. Then he can reach a logical conclusion.

DRILLS

It is necessary to work out your own examples of the 5 violations of logic.

By doing so, you will have gained skill in sorting out the data of a situation.

When you can sort out data and become skilled in it, you will become very difficult to fool and you will have taken the first vital step in grasping a correct estimate of any situation.

L. RON HUBBARD

Founder

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HCO POLICY LETTER OF 11 MAY 1970-1
Remimeo ADDITION OF 23 SEPTEMBER 1977

Data Series 2-1

FURTHER ILLOGICS

Data Series 2, "Logic," lists the 5 primary points of illogic. There are 3 more points of illogic that

evaluators should know well and use.

These are

ASSUMED "IDENTITIES" ARE NOT

IDENTICAL

ASSUMED "SIMILARITIES" ARE NOT
SIMILAR OR SAME CLASS OF THING

ASSUMED "DIFFERENCES" ARE NOT
DIFFERENT

Knowledge and study of Data Series 1R "Anatomy of Thought" and Data Series 2 "Logic" will give one an understanding of what these outpoints, above, mean and how to recognize and use them in evaluation.

L. RON HUBBARD
Founder

Assisted by
Lt. (lg) Suzette Hubbard
AVU Verif Officer

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Data Series 3

BREAKTHROUGHS

There are two breakthroughs, actually, that have been made here in the age-old philosophic subject of logic.

The first is FINDING A DATUM OF COMPARABLE MAGNITUDE TO THE SUBJECT.

A single datum or subject has to have a datum or subject with which to compare it before it can be fully understood.

By studying and isolating the principles that make a situation illogical one can then see what is necessary to be logical. This gives us a subject that could be called "Illogicality Testing" or "Irrationality Location" but which would be better described as DATA ANALYSIS. For it subjects data and therefore SITUATIONS to tests which establish any falsity or truth.

The other breakthrough consists of the discovery that no rules of logic can be valid unless one also includes the data being used. The nearest the ancients came to this was testing the premise or basis of an argument.

Trying to study logic without also having the answers to data is like describing everything about an engine without mentioning what fuel it runs on; or making a sentence like "He argued about" or "She disliked" without completing it.

Logic concerns obtaining answers. And answers depend on data. Unless you can test and establish the truth and value of the data being used, one cannot attain right answers no matter what Aristotle may have said or what IBM may have built.

The road to logic begins with ways and means of determining the value of the data to be employed in it.

Without that step no one can arrive at logic.

Two things that are equal to each other and to which a third is equal are all equal to one another. If A equals B and B equals C, then C equals A. Great. This is often disputed as a theorem of logic and has been ever since Aristotle said so. There is even a modern cult of non-Aristotelian logic.

The facts are that the ancient theorem is totally dependent on the DATA used in it. Only if the DATA is correct does the theorem work.

Lacking emphasis on the data being used, this theorem can be proven true or false at will. The philosophers point out the fallacy without ever giving emphasis to data evaluation.

DATA ANALYSIS

Unless you can prove or disprove the data you use in any logic system, the system itself will be faulty.

This is true of the IBM computer. It is true of CIA intelligence conclusions. It is true of Plato, Kant, Hume and your own personal computer as well.

DATA ANALYSIS is necessary to ANY logic system and always will be.

Ships run on oil, electric motors on electricity and logic runs on data.

If the data being stuffed into a computer is incorrect, no matter how well a computer is planned or built or proofed up against faults you can get a Bay of Pigs.

In mathematics no formula will give an answer better than the data being used in it.

VALID ANSWERS MAY ONLY BE ATTAINED IN USING VALID DATA.

Thus, if the subject of data analysis is neglected or imperfect or unknown or unsuspected as a step, then wild answers to situations and howling catastrophes can occur.

0 If data analysis becomes itself a codified subject, regardless of what formula is going to be used, then right answers can only then be attained.

THE MIND AS A COMPUTER ~

The mind is a remarkable computer.

It is demonstrable that a mind which has the wrong answers removed from it becomes brighter, IQ soars.

Therefore for our purposes we will consider the mind capable of being logical.

As processing improves the mind's ability to reach right answers, then we can assume for our purposes that if a person can straighten out his data he can be logical and will be logical and can attain right answers to situations.

The fallacy of the mind is that it can operate on wrong data.

Thus if we specialize in the subject of DATA ANALYSIS we can assume that a person can attain right answers.

As an administrator (and anyone else) has to reach conclusions in order to act and has to act correctly to ensure his own or his group's continued survival, it is vital that he be able to observe and conclude with minimal error.

Thus we will not be stressing HOW to think but how to analyze that with which one thinks?which is DATA.

This gives us the importance and use of data analysis.

L. RON HUBBARD

Founder

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Data Series 4

DATA AND SITUATION ANALYZING

The two general steps one has to take to "find out what is really going on" are

1. Analyze the data,

2. Using the data thus analyzed, to analyze the situation.

The way to analyze data is to compare it to the 5 primary points and see if any of

those appear in the data. i_

The way to analyze the situation is to put in its smaller areas each of the data analyzed as above.

Doing this gives you the locations of greatest error or disorganization and also gives you areas of greatest effectiveness.

Example: There is trouble in the Refreshment Unit. There are 3 people in the unit. Doing a data analysis on the whole area gives us a number of outpoints. Then we assign these to A, B and C who work in the unit and find B had the most outpoints. This indicates that the trouble in the Refreshment Unit is with B. B can be handled in various ways such as his hat, his attendance, etc. Note we analyzed the data of the main area and assigned it to the bits in the area, then we had an analyzed situation and we could handle.

Example: We analyze all the data we have about the Bingo Car Plant. We assign the data thus analyzed as out (outpoints) to each function of the Bingo Car Plant. We thus pinpoint what function is the worst off. We then handle that function in various ways, principally by organizing it and grooving in its executives and personnel.

There are several variations.

WE OBTAIN AN ANALYSIS OF THE SITUATION BY ANALYZING ALL THE DATA WE HAVE AND ASSIGNING THE OUTPOINT DATA TO THE AREAS OR PARTS. THE AREA HAVING THE MOST OUTPOINTS IS THE TARGET FOR CORRECTION.

In confronting a broad situation to be handled we have of course the problem of finding out what's wrong before we can correct it. This is done by data analysis followed by situation analysis.

We do this by grading all the data for outpoints (5 primary illogics). We now have a long list of outpoints. This is data analysis.

We sort the outpoints we now have into the principal areas of the scene. The majority will appear in one area. This is situation analysis.

We now know what area to handle.

Example: Seventy data exist on the general scene. We find 21 of these data are irrational (outpoints). We slot the 21 outpoints into the areas they came from or apply to. Sixteen came from area G. We handle area G.

EXPERIENCE

The remarkable part of such an exercise is that the data analysis of the data of a period of I day compares to 3 months operating experience.

Thus data and situation analysis is an instant result where experience takes a lot of time.

The quality of the data analysis depends on one knowing the ideal organization and purpose on which the activity is based. This means one has to know what its activities are supposed to be from a rational or logical viewpoint.

A clock is supposed to keep running and indicate time and be of practical and pleasant design. A clock factory is supposed to make clocks. It is supposed to produce enough clocks cheaply enough that are good enough to be in demand and to sell for enough to keep the place solvent. It consumes raw materials, repairs and replaces its tools and equipment. It hires workmen and executives. It has service firms and distributors. That is the sort of thing one means by ideal or theoretical structure of the clock company and its organization.

Those are the rational points.

From the body of actual current today data on the clock company one spots the outpoints for a DATA ANALYSIS.

One assigns the outpoints to the whole as a SITUATION ANALYSIS.

One uses his admin know-how and expertise to repair the most aberrated subsection.

One gets a functioning clock factory that runs closer to the ideal.

Military, political and PR situations, etc., are handled all in the same way.

We call these two actions

DATA ANALYSIS,

SITUATION ANALYSIS.

DEFINITIONS

SITUATION?The broad general scene on which a body of current data exists.

DATA?Facts, graphs, statements, decisions, actions, descriptions, which are supposedly true.

OUTPOINT?Any one datum that is offered as true that is in fact found to be illogical when compared to the 5 primary points of illogic.

PLUSPOINT?A datum of truth when found to be true compared to the 5 points.

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Founder

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Data Series 5

INFORMATION COLLECTION

It is a point of mystery how some obtain their information. One can only guess at how they do it and looking at results wonder if it is actually done at all.

Obtaining information is necessary for any analysis of data.

If one obtains and analyzes some information he can get a hint of what information he should obtain in what area. By obtaining more data on that area he can have enough to actively handle.

Thus how one obtains information becomes a very important subject.

Nations have whole mobs of reporters sent out by newspapers, radio, TV and magazines to collect information. Politicians go jaunting around collecting information. Whole spy networks are maintained at huge expense to obtain information.

The Japanese in the first third of the 20th century had two maxims: "Anyone can spy." "Everyone must spy." The Germans picked this up. They had their whole populations at it. The Russian KGB numbers hundreds of thousands. CIA spends billions. MI-6 well you get the idea.

It is not amiss however to point out that those 2 nations that devoted the most effort to espionage (Japan and Germany) were BOTH DEFEATED HORRIBLY.

Thus the QUANTITY of data poured in is not any guarantee of understanding.

Newspapers today are usually devoted to propaganda, not news. Politicians are striving to figure out another nation's evil intentions, not to comprehend it.

The basic treatise on data collection and handling used to found the US intelligence data system ("strategic intelligence") would make one laugh?or cry.

All these elaborate (and expensive) systems of collecting information are not only useless, they

are deluding. They get people in plenty of trouble.

A copy of Time magazine (US) analyzed for outpoints runs so many outpoints per page when analyzed that one wonders how any publication so irrational could continue solvent. And what do you know! It is going broke!

Those countries that spend the most on espionage are in the most trouble. They weren't in trouble and then began to spend money. They began to spy and then got into trouble!

News media and intelligence actions are not themselves bad. But irrational news media and illogical intelligence activity are psychotic.

So information collection can become a vice. It can be overdone.

If one had every org in a network fill out a thousand reports a week he would not obtain much information but he sure would knock them out of comm.

16
There is a moderate flow of information through any network so long as it is within the capability of the comm lines and the personnel.

Thus we get a rule about collecting data in administrative structures.

NORMAL ADMIN FLOWS CONTAIN ENOUGH DATA TO DO A DATA AND SITUATION ANALYSIS.

And

THE LESS DATA YOU HAVE THE MORE PRECISE YOUR ANALYSIS MUST BE.

And

INDICATORS MUST BE WATCHED FOR IN ORDER TO UNDERTAKE A SITUATION ANALYSIS.

And

A SITUATION ANALYSIS ONLY INDICATES THE AREA THAT HAS TO BE CLOSELY INSPECTED AND HANDLED.

Thus, what is an "indicator"?

An indicator is a visible manifestation which tells one a situation analysis should be done.

An indicator is the little flag sticking out that shows there is a possible situation underneath that needs attention.

Some indicators about orgs or its sections would be?dirty or not reporting or going insolvent or complaint letters or any nonoptimum datum that departs from the ideal.

This is enough to engage in a data and situation analysis of the scene where the indicator appeared.

The correct sequence, then, is

1. Have a normal information flow available.

2. Observe.

3. When a bad indicator is seen become very alert.

4. Do a data analysis.

5. Do a situation analysis.

6. Obtain more data by direct inspection of the area indicated by the situation analysis.

7. Handle.

An incorrect sequence, bound to get one in deep trouble is

A. See an indicator.

B. ACT to handle.

This even applies to emergencies IF ONE IS FAST ENOUGH TO DO THE WHOLE CORRECT CYCLE IN A SPLIT SECOND.

Oddly enough anyone working in a familiar area CAN do it all in a split second.

People that can do it like lightning are known to have "fast reaction time." People who can't do it fast are often injured or dead.

Example of an emergency cycle: Engineer on duty, normal but experienced perception. Is observing his area. Hears a hiss that shouldn't be. Scans the area and sees nothing out of order but a small white cloud. Combines sight and hearing. Moves forward to get a better look. Sees valve has broken. Shuts off steam line.

Example of an incorrect action. Hears hiss. Pours water on the boiler fires.

ADMIN CYCLE

When you slow this down to an Admin Cycle it becomes very easy. It follows the same steps.

It is not so dramatic. It could string out over months unless one realized that the steps I to 7 should be taken when the first signs show up. It need not. However it sometimes does.

Sometimes it has to be done over and over, full cycle, to get a full scene purring.

Sometimes the "handle" requires steps which the area is too broken down to get into effect and so becomes "Handle as possible and remember to do the whole cycle again soon."

Sometimes "handle" is a program of months or years duration; its only liability is that it will be forgotten or thrown out before done by some "new broom."

DATA COLLECTION

But it all begins with having a normal flow of information available and OBSERVING. Seeing a bad indicator one becomes alert and fully or quickly finishes off the cycle.

BAD INDICATOR

What is a "bad indicator" really?

It is merely an outpoint taken from the 5 primary outpoints.

It is not "bad news" or "entheta" or a rumor. The "bad news" could easily be a falsehood and is an

outpoint because it is false bad news!

"Good" news when it is a falsehood is an outpoint!

RELIABLE SOURCE

Intelligence services are always talking "reliable sources." Or about "confirmed observation."

These are not very reliable ways of telling what is true. The master double spy Philby as a head MI-6 adviser was a Russian spy. Yet for 30 years he determined "reliable sources" for the US and England!

If three people tell you the same thing it is not necessarily a fact as they might all

have heard the same lie. Three liars don't make one fact?they make three outpoints.

So it would seem to be very difficult to establish facts if leading papers and intelligence services can't do it!

Yes it is tough to know the truth.

But the moment you begin to work with them, it is rather easy to locate outpoints.

You are looking for outpoints. When they are analyzed and the situation is analyzed by them you then find yourself looking at the truth if you follow the cycle I to 7.

It's really rather magical.

If you know thoroughly what the 5 primary outpoints are they leap into view from any body of data.

Oscar says he leads a happy married life. His wife is usually seen crying. It's an

outpoint?a falsehood. ~

The Omaha office is reported by Los Angeles to be doing great. It fails to report. The LA datum does not include that it is 6 months old. Three outpoints, one for time, one for falsehood, one for omitted datum.

Once you are fully familiar with the 5 primary outpoints they are very obvious.

"We are having pie for supper" and "We have no flour" at least shows out of sequence!

It is odd but all the "facts" you protest in life and ridicule or growl about are all one or another of the outpoints.

When you spot them for what they are then you can actually estimate things. And the pluspoints come into view.

L. RON HUBBARD

Founder

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(Revisions in this type style)

(Revised to correct typographical
errors in paragraphs 2 and 4 under
aFAULTSB section.)

Data Series 6R

DATA SYSTEMS

Two bad systems are in current use on data. >

The first is "reliable source." In this system a report is considered true or factual only if the source is well thought of. This is a sort of authority system. Most professionals working with data collection use this. Who said it? If he is considered reliable or an authority the data is considered true or factual. Sources are graded from A to D. A is highest, D lowest. The frailty of this system is at once apparent. Philby, as a high British intelligence of ficial, was a Russian spy for 30 years. Any data he gave the UK or US was "true" because he was a "reliable source." He had every Western agent who was being sent into communist areas "fingered" and shot. The West became convinced you could not enter or overthrow communist held areas and stopped trying! Philby was the top authority! He fooled CIA and MI-6 for years!

Psychiatrists are "authorities" on the mind. Yet insanity and criminality soar. They are the "reliable sources" on the mind.

Need I say more?

The other system in use is multiple report. If a report is heard from several areas or people it is "true." The Russian KGB has a Department D that forges documents and plants them in several parts of the world. They are then "true."

Propaganda spokesmen located all over the world say the same thing to the press on every major occasion. This becomes "public opinion" in government circles and so is "true" because it is published and comes from so many areas.

Five informants could all have heard the same lie.

Thus we see these two systems of evaluation are both birdbrain.

TWO PROBLEMS

The two problems that information collection agencies have are

1. Data evaluation and

2. How to locate the areas they should closely investigate.

For (1), data evaluation, they use primarily reliable source and multiple report.

EVERY ITEM RECEIVED THAT IS NOT "RELIABLE" OR "MULTIPLE" IS WASTE-BASKETED.

They throw out all outpoints and do not report them!

Their agents are thoroughly trained to do this.

As for (2), areas to investigate, they cannot pinpoint where they should investigate or even what to investigate because they do not use their outpoints.

Using outpoints and data and situation analysis they would know exactly where to look at, at what.

ERRORS
The above data errors are practiced by the largest data collection agencies on the planet?the "professionals." These advise their governments! And are the only advisers of their governments. Thus you can see how dangerous they are to their own countries.

Naturally they have agents who have what is called "flair." These, despite all systems, apply logic. They are so few that Eisenhower's intelligence adviser, General Strong, said in his book that they are too scarce so one is better off with a vast organization .

These agencies are jammed with false reports and false estimations.

An event contemporary with this writing where the US invaded Cambodia shows several data and situation errors. Yet the Viet Cong HQ were using computers. Yet 9 their HQ was wiped out. The US President used CIA data which does not include, by law, data on the US. So the info on which the US President was acting was 50% missing! He was only told about the enemy evidently. When he ordered the invasion the US blew up!

A rather big outpoint (omitted facts) don't you think?

FAULTS
The reason I am using intelligence examples is because these are the biggest human data collection "professionals" in the world.

The collection and use of data to estimate situations to guide national actions and the data collection by a housewife going shopping are based on the same principles.

Mrs. Glutz, told by a "reliable source," Nellie Jones, that things are cheaper at Finkleberries and told by enough TV admen she should buy KLEANO tends to do just that. Yet Blastonsteins is really cheaper and by shaving up laundry soap and boiling it she can have ten dollars worth of KLEANO for about fifty cents.

Errors in national data collection give us war and high taxes and for Mrs. Glutz gives her a busted budget and stew all week.

So at top and bottom, any operation requires a grasp of data evaluation and situation estimation.

Those who do it will win and those who don't, go up in a cloud of atomic particles or divorce papers!

Logic and illogic are the stuff of survive and succumb.

There are those who wish to survive.

L. RON HUBBARD
Founder

Revision assisted by
Pat Brice
LRH Compilations Unit I/C

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Data Series 7

FAMILIARITY

If one has no familiarity with how a scene (area) ought to be, one cannot easily spot outpoints (illogical data) in it.

This is what also could be called an IDEAL scene or situation. If one doesn't know the ideal scene or situation then one is not likely to observe non-ideal points in it.

Let us send a farmer to sea. In a mild blow, with yards and booms creaking and water hitting the hull, he is sure the ship is about to sink. He has no familiarity with how it should sound or look so he misses any real outpoints and may consider all pluspoints as outpoints.

Yet on a calm and pretty day he sees a freighter come within 500 feet of the side and go full astern and thinks everything is great.

An experienced officer may attempt madly to avoid collision and all the farmer would think was that the of ficer was being impolite! The farmer, lacking any familiarity with the sea and having no ideal as to what smooth running would be, would rarely see real outpoints unless he drowned. Yet an experienced sailor, familiar with the scene in all its changing faces sees an outpoint in all small illogicals.

On the other hand, the sailor on the farm would completely miss rust in the wheat and an open gate and see no outpoints in a farm that the farmer knew was about to go bust.

The rule is

A PERSON MUST HAVE AN IDEAL SCENE WITH WHICH TO COMPARE THE EXISTING SCENE.

If a staff hasn't got an idea of how a real org should run, then it misses obvious outpoints.

One sees examples of this when an experienced org man visiting the org tries to point out to a green staff (which has no ideal or familiarity) what is out. The green staff grudgingly fixes up what he says to do but lets go of it the moment he departs. Lacking familiarity and an ideal of a perfect org. the green staff just doesn't see anything wrong or anything right either!

The consequences of this are themselves illogical. One sees an untrained executive shooting all the producers and letting the bad hats alone. His erroneous ideal would be a quiet org. let us say. So he shoots anyone who is noisy or demanding. He ignores statistics. He ignores the things he should watch merely because he has a faulty ideal and no familiarity of a proper scene.

OBSERVATION ERRORS

When the scene is not familiar one has to look hard to become aware of things. You've noticed

tourists doing this. Yet the old resident "sees" far more than they do while walking straight ahead down the road.

It is easy to confuse the novel with the "important fact." "It was a warm day for winter" is a useful fact only when it turns out that actually everything froze up on that day or it indicated some other outpoint.

Most errors in observation are made because one has no ideal for the scene or no familiarity with it.

However there are other error sources.

"Being reasonable" is the chief offender. People dub-in a missing piece of a sequence, for instance, instead of seeing that it IS missing. A false datum is imagined to exist because a sequence is wrong or has a missing step.

It is horrifying to behold how easily people buy dub-in. This is because an illogical sequence is uncomfortable. To relieve the discomfort they distort their own observation by not-ising the outpoint and concluding something else.

I recall once seeing a Tammany Hall group (a New York political bunch whose symbol is a tiger) stop before the tiger's cage in a zoo. The cage was empty and they were much disappointed. I was there and said to them, "The tiger is out to lunch." They told those on the outer edge of the group, "The tiger is out to lunch." They all cheered up, accepted the empty cage and went very happily on their way. Not one said "Lunch?" Or "Who are you?" Or laughed at the joke. Even though it was sunset! I pitied the government of New York!

ACCURATE OBSERVATION

There are certain conditions necessary for accurate observation.

First is a means of PERCEPTION whether by remote communication by various comm lines or by direct looking, feeling, experiencing.

Second is an IDEAL of how the scene or area should be.

Third is FAMILIARITY with how such scenes are when things are going well or poorly.

Fourth is understanding PLUS POINTS or rightnesses when present.

Fifth is knowing OUTPOINTS (all 5 types) when they appear.

Sixth is rapid ability to ANALYZE DATA.

Seventh is the ability to ANALYZE the SITUATION.

Eighth is the willingness to INSPECT more closely the area of outness.

Then one has to have the knowledge and imagination necessary to HANDLE.

One could call the above the CYCLE OF OBSERVATION. If one calls HANDLE number 9 it would be the Cycle of Control.

If one is trained to conceive all variations of outpoints (illogics) and studies up to conceive an ideal and gains familiarity with the scene or type of area, his ability to observe and handle things would be considered almost supernatural.

L. RON HUBBARD

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Super Static C/S Course

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Tech Briefing No. 12

Super Static C/Sing

Frankfurt - June 16, AD 36 - or 1986 Teegeeack Time

Captain W. B. Robertson

(The tape recording of the lecture starts - with the music 'TRUTH' by Astar.)

Tech Briefing No. 12 covers C/Sing toward the Static State. The reason for this briefing is that all the way up to Tech Briefing 11 it's been aimed at getting people up the bridge, and those of you who are C/Ses know that you can get up there all right by just following the tech and the special areas we apply it to, but "How about let's get the others up there too". So there is a necessity here for another briefing which covers "How to get people up to OT 16 and the Super Static R/D and ready to play a much bigger game". And that's what we will be covering in this lecture.

First of all I must mention there is NO substitute for the understanding of LRH's basics in Dianetics, his books, The Axioms, Logics, Pre-logics, Factors, his Academy Levels, The Briefing Course, The Class 7 Course - dealing with Power Processing, and the Class 8 Course and the PTS/SP-tech.There is no substitute for that, because that IS the technology upon which every thing else is based. There is no other technology as you well know if you have gone into the higher levels, there is no new technology - there is no new technology! That's all there is to it, it's just new areas to apply it to, and which technology you apply to the area and how you apply it, is all based on the basics of the technology that LRH gave us.

Now there IS something to know, however, about this, and that is the evaluation of relative importances. In other words there are lots of stable datums in tech, but which one do you apply when? That is the administration of the case. A Case Supervisor is a Case Administrator. So actually he's working on Dynamic 12 to make sure of the results of Dynamic 11. Dynamic 12: Admin. Dynamic 11: Tech. Dynamic 10: Ethics. All these three dynamics are senior to the other dynamics in that they can resolve them, and that they can bring them forward to a better game and to actually an erasure or As-isness and the postulation of new dynamics - if it is wanted.

Therefore, if you are going to be a Case Administrator or a Case Supervisor you must know what are the important points of decision on the case. It is very easy to have a grade chart there and just say: "Everybody's got to get up THAT". But it doesn't work that way because there are too many resistive points and things in restimulation on cases and they can't all just march steadily on to the grade chart and walk out like people going across a bridge. It would be nice if that was true, but with the amount of restimulation, constant action from the monitor systems and OT III case and the various restimulative mechanisms on the planet, it is NOT possible to just march the people up the bridge.

You have to analyze or evaluate exactly where they are when you pick them up. And at certain points on the bridge what has to be happening and what has to be done tech wise to bring them to an optimum state where they ARE on the bridge. What we are talking about here is in the C/S Series. It's known as Repair, Return and Advance programs. Normally, the first time you pick up a case on planet Earth, it is in need of repair already. Many people make that mistake by just trying to march it right on to the bridge; it doesn't work; or it falls on its head or it gets a little bit of gain through tight needles and "difficult to F/N", and so on. That is because it already needed repair when it came to you, it wasn't ready to go up the bridge - yet.

I am going to cover some of these points on the bridge. But first these points where it needs evaluation of the case, and which tech to apply at which point. First I would like to go over a schematic or a "bridge" that leads to Super Static State and through the OT Levels and validates the thetan. This may not be the bridge that you've read about or that is currently being promoted, but it is the one that leads that way. It doesn't have many special off-bridge-things on it that are very interesting and may knock off a little bit of charge over in some corner of some dynamic. This just leads the guy straight on out. I just want to go over that first to align the steps that are needed, and to also handle any confusions that people might have had by other people changing the bridge around and saying: "No, this is more important than that". "That is more important than that", and so on. First I will do that - go over that schematic of how you can get a guy out from a no auditing state all the way to OT 16 and the Super Static R/D, in, shall we say, the optimum path with the minimum amount of Dev-T. That will be next.

This is the schematic, and you can get a copy of this if you are on the course here and on the internship here with us. This is just a sort of a flow chart. It is not like with all the "stuff" on the grade chart, it's a flow chart for the C/Sing, to watch how the case has to go, and how it should be going.

It starts off with a box that has "Pre-Clear" written in it, so that means "no auditing". The possibility comes, from that state, that he is a resistive case or he needs an assist because he has a major action already in restimulation. You also have to get the data on the case. There has to be data somehow on the case so you can evaluate it. I have it listed here in the order of sort of urgency, or sequence, it should be handled in. First after "Pre-Clear" comes "Assists". If he is in a major action he is not going to be actually interested in giving you a lot of other data or handling any other resistive points. He wants to get out of that particular engram, or that enormous PTP he is sitting in. The assist would be either a touch assist, contact assist, Dianetic assist, handling a rudiment he is stuck in etc. It is just to get him sort of able to give you some data about himself. So first would be an assist, that means the guy IS stuck in an action so much that he can't get his attention off of it to even understand that you are about to take him up the bridge- He just wants to get that handled. So you handle that. That's an assist.

As soon as he F/Ns on that or you get him out of it a little bit, you then must do an OCA and a White Form so that you can get data on which to evaluate the case. Then, from that evaluation, you must find what are the resistive points on handling him. All the data on the Class VIII course is totally used in this, and the resistive points, and so on. I don't have to go over those again, but I will say this - you look at the OCA, and you see also if it is down on the left or down on the right. The left side is normally the "out of valence" side. The right side of the OCA is of course the more psychotic or neurotic side, and that means excessive dramatizations, but not necessarily out of valence. Down on the left it is out of valence. The most serious problem is someone who is down on the left and the right but up right in the center on 'ability' or 'activity level'. That means they are a potential suicide. Therefore you must raise their responsibility very quickly so they won't knock themselves off, and leave you sitting there with a dead corpse in your hands. So, if you see a down on the left, down on the right - I mean way down toward the bottom - and up right in the middle on ability - well they are out of valence, they are psychotic and they have the ability, so they are potentially harmful to themselves. And others, of course.

These points should be remedied quickly with the handling of a psychotic case - very short sessions, very good rest, food etc. and like that. Light locks, light handlings, but working toward getting the case more responsible so they will not do themselves or others in. Then

you handle any other resistive points there may be. There may be overruns in life, there might be drugs that have to be washed out by the purif before they can even start, because they won't get any gains over certain drugs, as you know. But drugs can be handled with the current technology at about five different places on the bridge. You may have to start out with handling them, but it is not necessary if it is a medium or a light drug case. This is why you have to evaluate it.

You want to evaluate it so that the next thing you do is getting a gain for the Pre-Clear in the area he is interested in and is also bringing him up the bridge toward OT and Super Static. It is something, that, if he ain't gonna get the gain from it, and he needs something else, he better do the something else first, to keep him winning all the time. The idea behind this whole procedure is RESULTS! If you are not getting results, you are not in business. So, there it goes. There's the Pre-Clear. And you see if he needs an assist, an OCA done, a White Form done, resistive points handling. That's the first C/S - the first little program of the C/S to handle the resistive points. It's like the repair. Then from that point he can be evaluated to whether he can be run on the Dianetics side or the Scientology side of the bridge first. This is a very simple evaluation done as a lower reflection from the OT III case. Does he have more, shall we say, BTs/Clusters and plugs impacted into his body that is bothering him? In other words, does he have somatics and body problems that is taking up most of his attention, and most of the reads on the White Form are on that? Or, is he more interested in his theta abilities and his ability to communicate and handle other people and so on like that? Is he more interested in life as a big thetan or is he interested in life as a Lambda thetan (body thetan)? - Whatever is giving him the most problems there, you can sort of put him on to that side of the bridge. At this point you can aim a Life Repair to gently knock off any things that may be concerning him in life, so he can have his ruds put in very easily and that he F/Ns easily. That is after the resistive points handling.

So he is evaluated - does he go on the Scientology or Dianetics side of the bridge first? Does he need more of his body handled first so he can have more attention units available? Or, does he need the grades and ARC Straight Wire? In either case-ARC Straight Wire has to be done, because that is the basic process that enables a thetan to understand the ability of recalling. He needs 'recalling ability' all the way up the bridge. Of course, he also needs - in Dianetics - he needs to go through it, but you first start him off with the recall ability. So either way he goes, he must have ARC Straight Wire, and that would possibly come after a little Life Repair.

Life Repairs can be done by just taking the reading terminals on the White Form that he might be having trouble with, and handle some ruds with them or prep-checks or whatever. It's just a matter of handling the things that are troubling him in life, so he can put more attention on going up the bridge. When we get to the point here of Life Repair and ARC Straight Wire, once we get to ARC Straight Wire we are on the Advance Program. We got him ready to start enhancing his abilities as a thetan, and handle his past track and the past track of other beings in the composite. For instance those stuck in his body and so on.

If we are going to put him on the Locks, Secondaries and Engrams side at the beginning, then you do it, just Locks, Secondaries and Engrams, running R3R, and possibly Dianetic Drug R/D etc., and he goes up that way and then he goes to the grades.

If you run him Scientology wise you would do ARC Straight Wire and then Grade O Expanded, all flows, and then 1, 2, 3, 4, Possibly you would have to do the Scientology DRD as part of the resistive points handling before the grades, or if it is a light case of drugs - after the grades.

Either way you then come back and do the other side. In other words if he has done the Scientology side of processes, and he is not Clear yet, then you do the Dianetics side as you know. If you have done the Dianetics side, and he is not Clear yet, you do the Scientology side. In other words it is either Locks, Secondaries, Engrams and Dianetic DRD, or it's grades and Scientology DRD. Those are kind of the two options the person has. Which to do first, depends on what his attention is mostly absorbed in, after you have done the resistive points handling and the OCA and White Form and Life Repair. You'll know it by then.

After those of course, on the normal bridge, comes Power, Power Plus, R6EW and CC and then you have a Clear there. That's all pretty normal and usual. Up until the Class VIII course that was all the way it went. Very simple and understandable. And people did it, C/Sed it that way.

The things that have come up since the Class VIII course, I have found - have added a bit of confusion to C/Ses, and they don't really understand what they are doing anymore, in some cases. These things are these simple points: ONE: The possibility of the person going Clear on Dianetics, has been found, and also the possibility of Natural Clears, and also Past Life Clears.

So you have now other mechanisms, and if you hear the Class VIII tapes, persons <u>can</u> also go Clear on other processes, including Power and some types of Objectives and some very early days processes that were aimed directly at blowing the guy right out of his bank and having him cognite that he was indeed mocking it up. Any of these points can be obtained, and you can't stop a thetan from cogniting, so if he reads a lot and he goes far enough back the track on some of these processes, he may reach the postulate where he decided to mock it up, and decide he doesn't need to any more. So let's just say a person <u>can</u> go Clear before he arrives at the Clearing Course.

That is what has confused people before. Then they say: "Well, now we must - well let's see, it says in there you don't run Dianetics on them. OK, we got that. That is pretty stable, you don't run the Dianetics side now. But what about the grades? OK. We've got to run the grades, we've got to run the grades, run the grades on everybody, so we have got to do all this, and yea, yea, yea". And then they get kind of all a bit confused because the guys kind of go tight on the grades and they don't really get much out of it, and they feel like: "Well, it's not very interesting, but I'll go on and do the next one, and I know, it's getting charge off and all that". Yes, charge is coming off. But the main thing here is that the confusion is caused by the point that... There is a stable datum on the Class VIII course that the person will not make a higher grade unless he has made the lower grade. So the question you must ask yourself is: If he went Clear in Dianetics, some other process or was a Natural Clear, if it was found out he was a Natural Clear somewhere along this C/Sing, of grades and resistive points, repairs, and Dianetics, and soon - somehow - he finds: "Haaah'" - he originates about it - you do a DCSI and you find out that the guy <u>is</u> Clear. Aha! Now, what you must know as a C/S is:

<u>IF HE MADE IT TO THE POINT OF CLEAR,</u>
<u>THEN THE LOWER GRADES, THE LOWER LEVELS,</u>
<u>MUST, AT THAT POINT, HAVE BEEN PRETTY WELL IN</u>

<u>He wouldn't have made that level on the chart if he didn't have the others in at that time when he resurged.</u> Do you see that? OK. Now, <u>when you have a Clear, you have someone - this is the SECOND STABLE DATUM - you have someone that is separated out from the composite case. He has got some space cleared out around him.</u> Before Clear you are dealing with a composite case. You are dealing with someone that IS his case. He is being it, it's all him. He is all in it. He is tied into it like in a spider web. When he is Clear however, he's separated out

from it, you see, so he's like in the center of a cleared out sphere of space, and then the case is a little bit outside of that. So he is Clear. Now what you must realize is, you must handle anything that would potentially connect him up again with that composite case in an "other-determined" or an "effect-causing" way. We want him to audit it, yes! When he gets up to OT 2 he will start auditing it. BUT, how can it influence him, and how can it connect up to him, and how can he connect up to it by seeing something in the environment for instance, and then reaching into the composite to find an evaluative datum of similar type of picture? How is this happening with him? How can we handle it?

The way to handle this is very simple. The way to handle it is ONE: When you have a Clear, hat him on "The Nature of a Being" and the schema in "A History of Man" --about the Genetic and the Theta Line Tracks.

That will give him the idea that there can be entities attached to him through his body or on his Theta Line Track. Then he will understand what he is dealing with. That's the first point to bring up his knowledge a little bit.

The SECOND POINT has two points in it one for the Dianetic side of the bridge and one for the Scientology side of the bridge. On the Dianetics side you find out if there is any Lock, Secondary, Engram restimulations, and you key them out, Tone 40, indicate the bypassed charge.

That is done if he has had any Dianetic auditing past the state of Clear, or any he didn't seem to enjoy, and you go through the Dianetic Repair List, and you indicate by-passed charge only. Tone 40. With him already knowing that he is indicating it to these various entities, by having studied "Nature of a Being". He is Clear, so now he can break these Locks, Secondary and Engram restimulation lines to the composite. He goes through and indicates Tone 40 those things. It's best to have the auditor indicate it and the Pre-Clear. The Pre-Clear indicates it and then the auditor indicates it and then you usually get an F/N, or if not, you sort of indicate it till you finally will get an F/N on this whole cycle of doing a Dianetic BPC list. You do not run any Dianetics, you just indicate the stuff that is in restim in the composite that has charge that has just been by passed on that, and that's it. "Your case will be handled later" Boom, and that's it! He does that.

If he needs the Scientology side handled here we have to find out what flows, or what grades are still connecting him or potentially connecting him to the composite case. That will be done through a matter of: He doesn't have those abilities or he doesn't feel certain about those abilities that are given in those grades processes. Therefore if he doesn't feel certain about an ability he will look for certainty somewhere else, perhaps in his composite, perhaps reaching into his composite to get some stable datum out of a picture or a BT. Therefore, if he is certain about it though, he will not have to have anyone else decide for him or think for him. Therefore you go through the grades and you check the points of ability, and you find out very searchingly if he has those abilities on each flow of each grade, and if he does he will F/N and be VGIs about it, and if he doesn't, he will have the slightest bit of uncertainty, it will not F/N or it will slow down and stop the F/N and that grade flow YOU MUST RUN!

You may run all the flows of one grade and two of the flows of another grade, and watch for each flow to end off or EP before the other one, because these are all hooked up to different entities in the composite - you understand? So you are running two flows of one process because these are the only ones that he has uncertainty about, and one of them EPs on one process, and the other one still didn't quite EP - didn't quite have that ability. But then you run the next process on just that flow and Phuuuu! Pretty soon he is unhooked from all this stuff, or the potential uncertainty of having to reach in and hook up again with it, because that's

what you are doing when you restimulate the process of course. The uncertainty is first restimulated and then the process restimulates the hook-up-line, and then you blow the hook-up-line with the process, and then he doesn't have to hook up with that composite any more until he is ready to handle it with the right processes at OT II. That's how and why you do the grades on a Clear, you have to unhook his potential uncertainty and his potential use of the composite as a via for him. The environment is gonna be kicking in on him all the time during this, or other people lower down on the bridge in his family and so on like this, so it's also good after Clear and doing the grades checks and the running of the flows and the grades that needs to be run before that, of course, knocking out any Dianetic BPC with the Dianetic BPC List indicated Tone 40.

After that it is also good to put in your program a little point of "Needs handled". In other words, this is something he obviously <u>needs</u> to get handled, and maybe a little training step, maybe some hatting step, maybe something you <u>see</u> as a disability that, if it reads, you can handle it, or if it's a training or hatting disability it can be handled or a MisU or something like that, you can assess and find out if it reads and if he has interest you can handle that. But there is also the "Needs and Wants Handled". So you do the "Needs and Wants Handled R/D" on the guy by C/Sing whatever it is by whatever you need. And remember, on a Clear it's better to take a terminal he is having trouble with, if it's a family member or something like that and run a prep-check on it. Don't go too far earlier similar - you are gonna hook it back up again into the composite or maybe into the implanting sequence. It's best to just run it with a prep-check repetitively. It keeps the thing as a terminal, knocking charge off of it in PT until the guy's attention totally blows off it, and there is no more situation with that terminal.

If he has an area of time that he is troubled with or confused about you can limit that area in the limiter and use an L1 on it, or you can run rudiments with that limitation on it - 6 rudiments. The ways to handle these things are varied. It tells you in the Class VIII tapes how to use things like these little tools of assessment to find out what his charge is on and how to remove charge. But after Clear, usually the guy is gonna be in the "Non-interference-zone", he is in the "Non-interference-zone", so you don't want to interfere with anything until he gets up there to OT. He gets a Solo Auditing hat on and he can run OT I and do OT II and then get into OT III, <u>THEN</u> we can start really handling things.

The main thing is: To kick him in the ass to keep him going through the "Non-interference-zone" by getting him to do the solo course because now he must start taking responsibility for himself. Therefore, that's what I mean, if you see that something needs to get handled like he says: "I can never study" - well you might need to do a little study handling there. But remember, once the guy is Clear there is only certain things you can do, and that includes rudiments, prep checks, little lists and so on, just to keep him disconnected and unconnected from that composite case. We are not ready to hook him up to it again and audit it until he is ready to do it himself. That's what we are doing, we are trying to keep the guy out of it. It's better just to push them on the training side to get through the solo course, but if they do need a handling, then try to do it in a key-out fashion, in other words you can spot the moment of key-in, key it out by a little date/locate in this life time. But if it's something like an implant or something that keeps bothering him, you can also do a date/locate assist on that, because you don't run Dianetics on the guy, and he is not ready to run it on his III-case, (because on III you <u>do</u> run Dianetics running through Incident II and I that <u>is</u> Dianetics, but it's run on others). The thing is here, we must keep these things off of his back so to speak, and you can use the process of date/locate. You can date/locate it as a lock and key it out or you can date/locate something to blow, which is further back on the track, as an auditor, to sort of relieve it, so he can get on with his study and so on. These are little C/Ses that come in while the guy is getting through his solo course - you see? Once he is there you understand? - he didn't, now get this - he didn't - if he went Clear before he got to the Power level, he didn't run Power,

and he didn't run Power Plus and that's fine, and just don't handle that at all, that will come on later OT levels and will be run on others. He didn't need it to break himself out of that composite or some early stuck point on the track.

R6EW was of course to take the dramatizations off of the bank, in other words the End Words that could be dramatized that were similar to the actual items in the bank given in the CC. But those will be handled as he does OT II, and he might catch himself doing some of those dramatizations, but again they can be handled by a little assist-type thing with a prep-check or a List One or a date/locate of the incident that is keying in and blow it off.

It's actually somebody from the composite case that wants handling, or is trying to handle him, and get him aberrated again. Either way, whether it's a good guy or an evil guy, it doesn't matter, you can still keep him cleaned up until he gets to be a Solo Auditor. That's the first thing, getting the guy from no auditing all the way up to where he is a Solo Auditor.

The difficult part is getting him from there... you see there are several difficult parts... but, the next difficult part is getting him from solo auditor up to the finish of OT III. And that, my friends, is one of the most difficult little trips that people have to make. If you have done it right all the-way, up till now, you have a Clear and he understands the composite, and he stays out of it or he get's an assist and he knows it's not him that's there and you're building up his training and you're bringing up his certainty. Now he is a solo auditor. Now you have got to get him to do OT 1, orientation, and he does that and he feels a lot bigger and a lot better and he can spot beings and so on. Hey! Hey! Great! If he doesn't carry on up through this "Non-interference-zone" fast he is going to have whatever is loose in his III-case you know some of those thetans are still not composited into a solid picture-identity-mass some of them are still loose; They will start bugging him again and so on. He will start thinking. . . "Well . . . I 'm not really Clear . ." and all that . If he carries on too long like this, without going up the bridge, he will need another "Needs Handled and Wants Handled" before he can go on. So he is just wasting his own time and his own money if he doesn't go up the bridge, and you can sort of inform them that LRH said: ".... this is the "Non-interference-zone", because we do not want you to be interfered with here, not even by life! We want you to get on up through it ! "

Let's say he does his OT 1. That's very simple. LRH gives the whole C/S for that. Now he goes to OT II. On OT II there are other points that have been misunderstood by C/Ses in the past, but I want to straighten those out. did so on Tape 4 I believe, for most of you. I just want to repeat again: If he has not done the Clearing Course to go Clear. then he must look, run, and look over the platens on the Clearing Course on OT II. Not for himself through. but for beings in the composite. Because it is earlier on the track than OT II. Do you understand? If he doesn't do that he could still have a composite case glued together by the pictures and items of the Clearing Course Implant. He can maybe break loose a few from the OT II pack materials, but he didn't break loose this earlier one on the track, which is at one to one and a quarter, one and a half quadrillion. It was used quite often. So if he didn't break that he is going to have trouble on III, you see? He is not gonna be able to get things back through to incident one, because this bunch of A = A pictures is stopping him. So you must break the Clearing Course composite. It is earlier than the OT II composite, so it also makes any being who is stuck in both of them break loose. It breaks loose the earlier similar of the OT II picture-composite. Therefore, it will make it easier to run the OT II-one. That is only if he did not run the Clearing Course platens when he went Clear. he didn't run them before, then he must run them on the composite at the right date, pushing them back the track till that right date, like he's auditing a bunch of people in an auditorium and running them through those items till a persistent F/N. That ' s what he must do, and then he goes onto the OT II-ones, and he does those the same way, and we find it's best to make sure he gets at least to the "Electrical" one, because that ' s a good one for restimulating. We know it's right in there. It was put in

specifically for Incident Two and it restimulates the explosions and so on. If he can really persistently F/N on the "Electrical" one, then he has pretty much broken up the whole composite - I'll tell you that!

If you don't believe he has a persistent F/N, or you are a bit doubtful about the folder, then you take him in session and you do a review on him, and you must first if there is no F/N at the start of session check "Invalidation?" and "Evaluation?" to get those points in, because you are now operating as a by-pass-handle on him as a solo auditor. You bring him in as a review auditor to see if he has finished something. It can act as an evaluation- or invalidation-lock on an earlier chain of these from school or from whatever or from implanting or whatever where he got implanted and checked up on by the implanters or something. It doesn' t matter, if there is no F/N there the only rudiments you really need to use are inval and eval. Have those earlier similared to F/N and then he should have his items checked there. If you are checking him on the CC (before you put him through the OT II platens) you just look at the ones where he stopped, and just point to the next two or three and see if he F/Ns on those. If he F/Ns on them, then that's fine. The same with the "Electrical GPM" (if he says he has finished OT II and you want to check it) and he is not sure about his folder work or something, then you do the same with the "Electrical GPM", or whatever point he has gotten to if he has got past that one. Sometimes it will blow earlier than the electrical GPM because he did the Clearing Course one right, and the whole thing sort of dissolves and breaks apart, there is nothing there to hold it anymore. Remember, these incidents of the pictures are A = A; Same picture. Different place. Different time, perhaps. Same picture: That's what's holding them together. They are not clustered. It's composite. Composite. All sharing the same picture. They are not forced together by the incident of those pictures. They just have the same pictures so it's A = A = A. That's what you're breaking up on OT 2.

Tape - Side 2

We are going into OT III here, and this is another area of confusion for C/Ses and solo auditors. People think OT III is all "new tech", and it's not. There is no new tech. The whole OT levels have no "new tech" on those levels. It's only application of the lower level tech: Dianetics, Locks, Secondaries, Engrams and Grades Tech, and Rudiments, and Assessments, and Repair actions. All of that is applied here to the two incidents that LRH gave us to run that are the most important Cluster-making incidents on the time track back to when the big thetans were playing earlier universe games. It is the two most important Cluster-making Incidents, and they give the key to unlocking the whole case, because they are incidents that were done with an all-dynamic intention, and they were done by implanters, and they were done by a specific guy running the implanters named Xenu who you will find is the shall we say the general 'bad boy' for all of the doing-in's of thetans.

He is the one who tries to suppress their knowledge, their responsibility, their control; give them substitute stable datums. Pushes them into a corner where they are ineffective, tries to take over their creations, and tries to cluster them up so that they are less able than he is. It's just an old control mechanism that he is dramatizing from his own insanity, and we know where that comes from, because he himself is a composite of all the not-ised parts of static that were not-ised back in the beginning. That is the secret of Xenu, his case. He is dramatizing the not-ised parts of static, so a little bit of each of our own not-is is part of his power. It comes under the definition of the PTS/SP mechanism. The SP can never have any power of his own, because he is not even there, he is not even in PT. He only uses the power of those who decide to be PTS to him. Therefore he can, by third partying and by evaluating and giving false stable datums, get people to believe in those things those lies and therefore use and channel their power to do themselves and others in for his own purposes of control and monitoring and status and conformity. That's what Xenu is. I thought I would give you that

because he is the shall we say the "spitze" (peak), or the top example of an SP in the games and therefore your definitions of SP all apply to him. And other people in his valence, of course, are just merely copying him, or got cloned with his MOCOs, or, as you know, go out of valence by overwhelm or whatever. But basically that's what it is.

We are now dealing with the incidents that the SP has done to cluster Thetans, and this clustering is supposed to make the thetan into a "multiple thetan" so that he is less able. And that is simply because the mathematics of theta are not the same as the mathematics of MEST. The mathematics of MEST is: That if you have "so many" times "something" then you have more and it's "better". In other words, you have one piece of gold, another guy has "n" pieces of gold like 10 pieces of gold it's better, he is better off you see? But in theta universe it's not that way. Ten thetans clustered together are less able than one thetan - single. That's the way it goes here. A single thetan is greater than any number of thetans clustered together. .

On OT III we are running these incidents. The main thing to do here as a solo auditor realized, what we are doing here, one of my students realized that this is our stat here our stat as thetans here on the seventh dynamic the number of beings we are freeing. You know? It's: "how many can we free?" The implanters' stat is: "how many have we implanted and clustered up?" Your stat on OT III is: "how many can you free?" How many can you free to total single unit state? That means you must run Incident II and then Incident I, and the Earlier I's, down to "Earlier Universe" on every single one you can do. If you do a cluster from Incident II, and you break it, and you run all the singles on Incident I and you get the Earlier I's off of those singles and you get them finally to 'Earlier Universe' then they should all be single. If you don't do this, if you don't do it that way with the responsibility of totally freeing each individual thetan, they will still hang there and still have an attention line on you as an incomplete auditing cycle, and the person will get further along in the OT III case and he will feel like it's never ending. They are still there, they are just out a little further etc., etc..

No! You want to get them totally free of your own U1, your Universe One. No more attention lines between you and them. They are free! You do that by the procedures of OT III and Tape 4, Tech Briefing Number 4.

C/Sing wise, as the guy goes through OT III, there are some things that can come up, that are not given in the materials, they are only mentioned perhaps. One thing that people should understand is that date/locating has replaced "Milazzo technique" of R3R. You do date/locate to break a cluster now. You're still doing, essentially, a form of Dianetics. You are just putting the guys' attention back to the moment that he had the basic on the chain, the moment there of decision, the moment of first impact, earliest beginning of it - BOOM! You break it from that point. It's like a "laser beam Dianetics". The date/locate process is laser beam Dianetics. It goes right to the basic.

This is what we are dealing with now. You have the incidents. You do run them on the guys. The Incident I and II. You have to run them Dianetically, get the guy through the incident, get the charge off. Then he can maybe get the earliest beginning of it. Then go through it and blow the thing. Then he is free to go back and get the earlier incidents. If he can't get an earlier incident, there is a later incident still there that is holding him up, so you blow that loose with whatever you need date/locate or Ruds or whatever and then get him into the II. He blows through II and then he may have an earlier beginning. The Capture itself may have been a clusterir.; incident, - OK? So what? - Run that, and then back to I. And if he can't get I he has got an incident between, and if he runs that he can get I. And if he runs that, then the Earlier I's will break off. And if he can't get through the wall and go free, you break off the Earlier Incident I's of others stuck in his valence, and then finally they are all free back to

Earlier Universe, where they could be free. And they all separate out and get into their own universe. They are not in his anymore. That's what you are doing.

As you go up through this you find several things. One of them is: The guy can't audit. We understand how to handle that. You just train and drill him. I found Pre-OTs at this level holding on to their body, not letting any BTs go because they were still holding them there, uncertain to whether they were still there or whether they were not there, or whatever. Until that uncertainty was resolved they wouldn't let go, so the poor guy couldn't get loose. You have to use your body and meter as a positive via in the MEST universe. Let it read through the body. Let the body be part of the metering action. Let it read. Let those pressure areas be there, and then when they are not there, you'll obviously see it. Your "holding on to the body" while you're running OT III, prevents the other guys from leaving. You are the biggest thetan around and if you're holding on to the body you are holding on to the whole OT III case, and it won't read worth a damn.

So you have to train the solo auditors to let the body and the meter be the vias in the physical universe to free these thetans, and the reads and the sensations, somatics, and all that, that go through the body are just part of the "running out" of these engrams and so on. And they will read like crazy and they will influence the body. Sure. So what? It's just part of the game: Freeing up all the beings. That way you can keep the meter reading very well.

The bridge breaks apart here at OT III into, well ,various possibilities, shall we say, and I have sort of labelled, for convenience, that after OT III, there is sort of an OT IV, that deals with valences and deals with IIIX type procedures. OT IV, in other words, would be: If the guy needs a valence shifter, or the whole OT IV R/D and the Valence Shifter and Confront. Or he needs some III-X, more areas to spot things in like thetans being 'space', thetans being 'him', thetans being 'his body', etc., etc. because he has not really hit the NOTs area yet. It's still "BTs" but they are being 'clever', and he is not that clever, so he's got to get his confront up to handling beings, look for beings, that are being a 'shell around his body' or something.Individuals you see? They are still awake and so on. He won't hit any dead guys and be able to run them with III, so one of the indications you have on III that he's hit the Super NOTs case, is that he won't be able to run the next guys on III when he hits them.

But you want to run him through this. He might have to do OT IV Valence Shifter, Confront. You do that in session of course as a review auditor. and put him on a little III-X to have him spot some of these things, and Bang!, he may hit the wall of the Super NOTs case.

Or you can do an "OT V" type remedy. Here is what I call an OT V type remedy which would be the impacted clusters on the body. That's "accidents and injuries" lists on his own body. And dating/locating the earliest beginning of those incidents, and maybe going earlier/similar, to break the clusters on his body so they can be broken up and he can then handle them. That's all covered in "assist technique" on Class VIII tapes.

"OT VI" would be if a guy has "drug-BTs" and so on and he can't break up the drug-clusters. He needs to run his drug list, and run the BTs being drugs, clusters being drugs etc., in the body. That has to do with OT VI. And OT VII is "Intention". He may need an intention boost because he was basically out of valence or he was a bit low horse power because of so much implanting done on him. And he may need an 'intention booster' like OT VII. The original OT VII R/D, to get the guy to be able to finish III.

Basically he will have one or more of those: IV, V, VI or VII. And I called IV: The Valence Shifter and III-X type handlings; V: Impacts on the body; VI: Drugs; VII: Intention Spread. and maybe a little III-X after that. Or, back to OT III and running these guys. And then, all through

that is, of course hatting the guy to free them each one. free them each one, you know? Then after he runs a few thousand BTs and he's done 50, 100, 200 hours of auditing to do that it's not the hours so much, it's "How many individual BTs has he freed?".

He will eventually run into "The Wall". And "The Wall" will be the NOTs case and the Super NOTs case. There is no other NOTs case. There is only the Super NOTs case, so don't let anybody fool you. You can, as a C/S, if he does run into it, you can unstick him from it by using normal NOTs procedure. Just on each guy use a shall we say "lower conditions" processes on them. You know: "What are You?", "Who are You?". That's the Treason and Enemy formulas after you locate them from their Confusion. You can use Ethics there too. Handle those ones, that maybe the guy ran into, maybe a little 'stuck together' like roots of a grass plant, crab-grass in the yard. And you can do that in a review session. Sort of 'unhook him' from that with 'normal' NOTs procedure. Maybe even find the top guy on it and blow him loose with a little 'implanter technique' handling of implanters.

By the way you should give the handling of implanters technique, as far as OT III goes, to the guy in his C/Sed part of OT III, his program. The program of OT III is very reflective of the lower grades, because the first thing you have to do in a program for OT III of a normal solo auditor is have him put in the 6 rudiments OT style. The first step is get in the 6 rudiments all to F/N - F/Ning rudiments OT style which means, you know "Mine?" "BT's?" "Cluster's?" And we also add "Another's?", because there is 'Black NOTs' occurring at the moment, and you can also put in 'Another's' Rud's. The sequence we handle those in is: 'Others', because they would interfere with the safe session space. And then we handle 'BTs' because they are more able than clusters therefore you handle the more able first - the BT. And then you handle the 'cluster'. And then you would handle any 'Self' reads or reads on "Mine". Because the auditor shouldn't have a case at this level, and anyway it's usually confused with these other reads, so by the time he gets there he may just F/N. So we handle them in the sequence:

Others, BTs, Clusters, and then Self.

Once he has done that he is F/Ning on the ruds then it's just "Fly a Rud" and he starts on the pressure areas around the body, and that's gonna handle most of the Genetic Line Thetans, and he handles BTs and Clusters impinging or pressuring into the body or in the body or on the body or around the body. Then when he gets a big win on that big F/N and he feels a bit clean then he takes a win and goes into the second phase of the program which is locating BTs and Clusters in his space as a thetan. Around him, further out, or impinging on his space or his head or something like that, trying to take over his body or whatever, but they are impinging on him. in his space. And he feels like they have been with him a long time.

He handles those until he feels his space is pretty clean. And then after that, he takes a win and then he goes back and handles the body some more, because now more guys are getting shall we say waking up and coming alive wanting auditing. They were alive, but they were just asleep maybe. They're not really the dead boys, and the dramatizing Org Board guys, and the zombies in the Super NOTs case. But these guys more or less come up now, and they get handled in the body and then the space again around the thetan. His space gets bigger and his body gets cleaner, his space gets bigger, his body gets cleaner. Pretty soon he is totally blown out and he says: "Hey, there is nothing more there" He is just totally F/Ning all over the place. He is: "Wow! - I really feel good!" You know? That would be the normal bridge of OT III.

Now he may need if he says: "Well that's OK - I do feel better, but think I should have gotten more out of OT III" then you have got to go into this C/S analysis again and find out whether

it's an OT IV needing a Valence Shift and the III-X handling Valence Shift, Confront plus a little bit more on the III-X, spotting some weird dramatizations of the BTs, or just back to OT III. Or OT V, handling the impacts and injuries, clusters on his body. Or OT VI handling his drugs. Or OT VII handling his spread of intention to get him out far enough to really handle all of them. After one or more of these C/S handlings he will then feel totally clean and free of OT III, and able to handle as an OT, BTs and Clusters in life. I mean, they jump on him in life from somebody, and he just handles them, runs them through their incidents, frees them, singles them up, they are all gone - Phoooo!

So he feels pretty competent about that. And it's either that he feels really good on it, very clean and can just handle any of the OT III type thetans or he runs into "The Wall" and he pulls out a little bit of the roots of a Super NOTs plug, and you can just handle that with: "Spot the holder" and get the holder of all the thetans that are restimulated and break the guy loose. Handle him as an implanter or whatever, and then run off the guys with the "What" - "Who"s and whatever other technique he needs, maybe the OT Incident II, Incident I of course, and then finally the guy is clean, and that little bit of that plug that was in restimulation has been handled without him so not being on to Super NOTs. You understand? It's just a little bit of NOTs used in an assist here if he has come all the way through III and dug himself into "The Wall" of Super NOTs and you can just clean him up with a normal NOTs assist using OT III tech, and NOTs tech.

But then Super-NOTS - "Excalibur". He must do the study. When he hits that, and he attests III, and he really feels he has got the result of III, then you are into Super-NOTS and that's covered all the way on Tape 4, Tape 7 and Tape 8, which deals with the OT Life Repair which is the in-between steps from OT 8 to OT 9. By that time the guy should get back his full self determinism and be into the "not having to have obsessive think going on" in his mind anymore. Then after that it's pretty well covered on the Super-Scientology level, "The Phoenix" going up through the OT levels.

Now we are into OT levels 9, 10, 11. That covers what is the "Attention/Intention" areas - The Phoenix. And then it goes into OT 12 and 13 which is the "Ability" levels which covers - these are on tape - let's see, that will be Tape 10, Tech Briefing 10. Tech Briefing 9, of course, covers "The Phoenix" and Tech Briefing 10 covers the "Ability" levels of Super Power for OTs and the Pre-Static Life Repair and also a little bit about the Clone Cycle R/D and the C/O Cycle R/D.

Then we get to "The Grail" Levels which are the "Help" Levels OT 14, 15, and 16. That's covered on Tech Briefing 11 and then the Super Static RID is on the back of that, and then we have the guy sitting there as a normal OT, Static, whatever. He is ready to play big games now. Change games. Start, change, stop games - whatever.

This way we get the guy all the way up there and he is ready for OT 17. And I explained that on the back of tape 11. We can do it, let's go ahead and do it. We can change the whole direction of things from the beginning first two postulates from this point. We know all the truth there is there. Therefore we are in a position of Super Power and Power Plus and Super Static ability levels that will bring the guy up through.

That, therefore, was the description of this schematic we use for getting this guy up to these levels, and you may say: "Where do the Ls fit in? Where does the Sunshine R/D fit in? Where does all this other stuff fit in?" Well it fits in sort of like a special thing the guy may need if he needs that area handled.

The Ls, for instance, could be useful in pulling out a disagreeable holder. A dramatizing holder out of the NOTs case area or out of OT III an implanter out of valence R6 BT. Could be used for getting rid of those guys if you don't want to run Power on them. Or the guy is at too low of a level to have that handled, he might need the Ls to knock out some of those guys. There could be absolutely no reason to handle Ls after Super NOTs level. Everything there is totally handled, there is nothing more there from the Ls levels that needs to be handled after Super NOTs. It's all for other determined actual things.

Next thing. I have gone through the "Non-Interference-Zone", the OT III repairs, and so on, up to OT VII if needed, and - oh yes - the other thing is keeping the training side of the case up to balance. In other words most of these people, somewhere along the line, will say: "Hey man, I need some more training" - Great! Encourage that. Make them read books, give them little check outs, give them little programs to do training on. Some of them start wanting to audit already, and you give them the basics, get them started on putting in rudiments, or the Dianetics course, or ARC SW, and pretty soon they will be building up their confidence and becoming auditors.

Some of the more key-things to watch out for in your C/Sing is: watch for guys' certainty to improve. Make sure their certainty improves at all times. And if they keep getting uncertain and so on, look for valence problems there, and you can handle that with certain techniques of C/Sing to get them more in valence - handling opterms, PTS situations, SP situations and of course Valence Shifter and Confront. There are many ways to handle this. It's basically other-determinism. Rudiments run on that flow, from the other to them or "Who told you you had a (rudiment out) when you didn't?", the false rudiment situations.

As they go up this bridge there should be valence improvement. More themselves, more certainty, more dynamic awareness, more native abilities such as telepathy. The other thing is they may go exterior quite often, and I must warn you: Take exterior as an EP! If the guy says: "Hey, I'm exterior!" Great. He goes exterior with an F/N - that's an EP for that process. Some people say, "Yes, he said he went exterior, but there is no F/N, what does that mean?"

Well, that means he went exterior, but he took some bits of the case with him. In that case you can rehab the exterior point, and the bits of the case will fall off of the thetan. In other words: He went exterior, that was true, but he also had some mass with him or some case with him, and during the process he took that with him exterior and went outside the body and had the mass with him.

If you get him to spot the mass - you may validate the exterior, say: "OK - that's fantastic - that's the end of that process: Now let's rehab that - let's get that exterior state really cleaned up. Is there something you still have, you brought with you about this process?" Or something like that, or you can just keep running the process after acknowledging that, say: "We are just going to complete - looks like there is still a little bit you still have with you - still holding on to something there?" Bom, bom, bom, and you can complete that process, and that exterior state will F/N as well. It's only when he exteriorizes without an F/N that you know he has taken a little bit of the mass with him, and that's why he didn't F/N. But it is an EP, so remember that. And you give him a win on that and rehab it and you see he says he exteriorized and you took a rehab on it to get the F/N back on it and that means he has dropped the other parts of the case he was still holding on to.

You then give him a win and say: "When you want some more auditing, you come back". because when the guy is exterior... let him come back and tell you when he wants auditing. I mean, acknowledge it as a very causative state. He will probably come back the next day, because he says: "Wow, that's great - I want to do it".

So, acknowledge wins, and also keep their exchange in. Make sure that people exchange for this technology. It's not something you can buy at the corner store, boy! This stuff is hard fought for, hard won and is applicable all the way back to the beginning. So make sure you get Your exchange on this and results is the criteria. We don't need to do promotion very much except via results and word of mouth. The results are what is incredible! You do it right, you get results, and all of a sudden business continues to come in. On the OT levels, remember you have expected results. You work towards those results. You don't let a guy off OT III because: "Ohh, I think I'm finished because I feel ... that ... you know ... I don't have any ... I came ... ahhh ... on a space ship last Sunday, and I don't have an OT III case". Hey that's all bullshit. Even if he did come on a space ship last Sunday. From last Sunday to now on Teegeeack, you could pick up an entire OT III case if you hadn't got the tech to handle it, and hadn't got the certainty to keep it at a distance. Don't let him get away with that. It's the reality level you know when the guy is F/Ning and really able and really alert and having certainty. The other guys are just trying to PR you.

You also have to determine, as a C/S, whether his problem or area that is troubling him: Is it the same level? Is it a lower level? Or is it the next level? Or is it a resistive case point or a training point or an MU? You must evaluate whether he is... he comes and says to you: "Hey, I need something handled, I feel keyed in" - or something. Whether it's the same level he is running now or is it a lower level phenomenon, something missed there, or is it the next level coming up you see that he is stuck into by maybe self auditing. Watch out for that one! Or is it a resistive case point that has popped in here all of a sudden. Out-Int or something? Or is it a training point? You see. Just not having enough training to handle it. Or is it a mis-U? He has a MU for instance on "Nature of A Being". So he thinks that ... oh, it's just like on later levels: The guy didn't run out his Genetic Entity, because he thought that if he did the body would die. The Genetic Entity is so aberrated he is alive because there is a big thetan there keeping the body alive. It is not the Genetic Entities keeping it alive. That's bullshit. So he can run it out. That's the MU. He didn't understand. He is a thetan too, and he is much more powerful than the Genetic Entity.

False reads is the other thing I want to talk about. False reads is a situation where you get a read, and you know on the lower levels it could be from the OT III case or it could be from body movement or meter or the guy didn't understand a word or whatever. But on OT levels there are only a few reasons for false reads. What we look for, really, on OT levels, is not particularly false reads, but it didn't F/N. Therefore something is holding it up. Instead of being a read or a departure from some pattern, it's now: "What's holding it from being an F/N?" But a false read on an OT level could be one of these others, could be somebody else poking into the session, you understand? Once you get to OT III, it can be somebody, a Black NOTser or something like that, just poking into the session. Or, of course, it could be that the BT you are auditing or something or somebody didn't understand the command, and you have to groove it in, like "auditing equals freeing"; "ARC Break equals upset" - you know and so on. Those kind of groove ins have to be done some times.

Also you can get false reads of course from any of the Hi-LO TA Assessment areas, which is you know like problems with the meter, problems with the temperature of the room, body, skin problems etc.. But, I just wanted to advice you, you can still check if the read is false. But at the lower levels, sometimes people miss these as C/Ses and they have a whole case messed up by taking up false reads. You can do a great service to a case, that is a little resistive sometimes and they feel 'other-determined' and 'evaluated for' and 'invalidated' a lot of buttons on that, you can do well to take false reads, and just run a whole little series of rudiments on that. Like you know: "Somebody ever told you you had an ARC Break when you didn't?" Run off the falsity of the charge, and they will get big wins on that.

The other thing is telepathy. That's a normal state of communication with thetans, so don't invalidate it! Telepathy grows very very much as you go up the levels. It's a normal state of communication between thetans, so don't invalidate that. Also you will get a return of self-determinism and ability and the ability to play better games as he goes up. These are indicators, good indicators, going up the OT levels.

Also incredibles. Remember the things incredible - can come up any time in cases. I mean that's what we are dealing with here. The reason the guys have such a low awareness level on Teegeeack is that they can not confront what is to them very incredible. So when they hit it they will say "Ohhh, that's incredible". And remember as an auditor or C/S your incredible may be different from his. It's a gradient of confront of truth. Let him have the incredibles. That's all right. That's good. That opens up the awareness a bit. And these levels are quite incredible, that's how they remained hidden all this time.

Stable datums and confusions. Remember the stable datum does not have to be true. In the stable datum and confusion rules, you know, the stable datum can align a confusion, it doesn't mean the stable datum is true, it just means it's a stable datum, so it can align a confusion. Like: "Everybody jump on this platform, and you will be safe'" And everybody thinks that is a stable datum, so they jump on the platform, and then the platform collapses - Crumph! It wasn't safe, but for a minute it aligned their confusion, they knew to jump onto this platform. Of course it wasn't true that it was safe and they all fell down and died, but nevertheless, it was a stable datum for a minute there.

So remember: that a stable datum does not have to be true. The whole criteria we are working on here, in these levels is, are the stable datums he is getting by cognition and by training and auditing, are they stopping him? Or are they merely Not-ising the confusion? Or is the confusion As-ising, so that there is less of it? Remember that the implanters have always put in false stable datums at all levels, so you find you know 'status', 'conformity' and 'monitoring' or 'control maintenance' as a substitute for KRC, and 'agreement', 'automaticity', and 'admiration' as substitutes for ARC. It's like these things the substitution of stable datum is what's also trapping people. They are holding on to those as stable datums and therefore they can't let go and go through the confusion and get to the truth.

Between each set of stable datums and the next higher set is a confusion and that's maybe why the guy doesn't want to let go of it. You have got to keep them hatting as they go up so they can start grabbing onto a new stable datum before they can let go of the old one. That's why the training side is very important.

I already told you who Xenu is you know who he is and he is really the composite of all the Not-ised parts of static that people had to do on their first and second postulates - he's the sort of 'personification' of all that particular Not-is. So he becomes less powerful as people go up the levels and he vanishes completely. He becomes about the size of a Teenie-Weenie, no insult meant to Teenie-Weenies, and then he finally just vanishes, and it's just the guys pretending to be him, and it's all very funny. You know? It's just the guys in his valence. And who is Elron Elray? Well, he is the person who represents the game purpose and he is an individual and a very powerful game-maker; game-purpose individual, from the Super Static State, and he has always believed that an individual is more powerful than a composite, and now it is proven true.

The purpose of the game is to improve the quality of static or theta or life, whichever harmonic you want to put it on. So if you do something with that purpose in mind, you will be

successful, because all thetans will move towards that as an 'exit point', to improve the quality of static or theta.

You get the doors open to a case by reads and interest, but only on the way to OT and Static, on the C/Sing business. I mean the guy can be interested in running innumerable 2D things or something, and you say: "Well maybe we ought to give him a whole 2D R/D or something". But you know, you can go off into the never - never land of running little bits of charge off here, and here, and here and there, but maybe you just ought to give the guy some hatting, say: "Look there is more than that Dynamic" - as you are running the resistive points of the 2D case you see you also hat him that there is other dynamics, so that the guy will start getting his next stable datum, and he can then let go of that one.

What I am saying here is that you can go off into the never - never land of running all these little bits and pieces of charge and not go up the bridge. That's what other people have done and that's what they continue to do, and you find all these religions laid all over the planet, and written up thousands and millions of words about them, and they don't produce OTs at all. They just go into the never - never land of "Look at the Static Thetans aren't they beautiful?" "Wow' - All these Gods, lets make statues about them and everything", and "Don't you feel great when you are praying in the temple of Athena?" - and all that kind of stuff. Or: Fate, fate, Karma. All is done before, all is done before ... will happen again, and ... bla, bla, bla ... you can't change it". Yeah? So the guy is running around doing that for several life-times, and he is not OT yet! He didn't know! You can change it, of course! He just got stuck at that point on the bridge by going off into the never - never land of the 'stable datum' that he didn't want to break through the next level of confusion. Or he listened to some thetan from one of these levels, and he bought that guy's stable datums, and then they are into this "Belief, belief, belief, belief", "Hold onto it as a stable datum", "Don't go through the confusion", "Don't go up to a higher level of truth". That is very important.

I want to give you a couple of formulae of life, but I gave you some of them already, like: "A thetan plus these are on earlier tapes but a thetan plus technology is greater that any number of thetans you know "n thetans" that's clusters and so on. So a thetan can solo audit. He has his tech plus himself, so he is greater than any amount of thetans in the bank. And also I gave you the other one about the ... "the sum of the U2s equals U3". When you have finished up to a certain level and you are ready for OT 14, 15 and 16 you start seeing it that way. You see it as "everybody else's" U2 is causing all this U3-mess, and your U1 is sort of around the whole thing". You can permeate, it penetrate it, be outside of it, inside of it - it doesn't matter. You are just operating through a Central Viewpoint when you are operating a body, and you clean up the body and you are operating your own little Org-board there. And you can extend that out and operate more and more causatively on all Dynamics, and bring people up these levels so we can start off in a new direction.

With your people on the bridge you also want to make sure that if they need a little bit of hatting on games they must look at it, that the balance of games and no games conditions is really optimum. You don't have to have a game going with everything. You can have some no-game conditions. It is not true for a thetan that "Any game is better than no game", or "No game is boring", or anything, it's good to have a balance. There are some games, and he likes those and does those, and some areas he has a no-game condition in, and that way he doesn't get confused and Dev-Ted and so on like that. So it is OK to have a no games condition. In a balance on the Dynamics, of course.

And conditions. You must know conditions, because you run into these on the OT levels. This GUM (GAMES UNIVERSE MODEL), is Emergency, for instance. Training has to be improved. Auditing. Carry on with it, get up through the Non-interference-zone get him on to Solo.

Ethics. Tech. Admin. These are the three upper Dynamics 10, 11 and 12 as you will find out very quickly if you don't believe it. But they are there and they can assure the freeing and As-is-ing of all the other Dynamic situations, games, conditions and etc., so they are senior. We are striving for quality here in this particular purpose, but also quantity we don't care if there are many, many, many, many, freed thetans. We don't care how many there are. We are interested in the quality also, that each one of them is totally single and totally free.

The viability will come as we decide on the next purpose. Your real power here as a C/S is your ability to get others to free and as-is: All thetans, all games, all Rings, sort of a 'Super Power' State, you see? So they can all be free, and they can all decide what to do next from a very improved quality viewpoint, improved Tech, improved Admin, improved Knowledge and improved Ethics. And you must always thank Elron Elray, and Ron, for the Tech of these levels. As I say, the Tech is all there, and we apply it to the levels we find and to the situations we find. So C/Ses, auditors, administrators of cases, and people who can handle life, are the most valuable and viable beings, and he is showing us the way to become that. And we are actually achieving it and we can all become Games Masters. So, thank you very much, and study your basics, use them all the way up, keep people on the line to OT and to Super Static. Thank you LRH! Thank you Elron Elray. And thank you for listening. That's the end of Tech Briefing Number 12.

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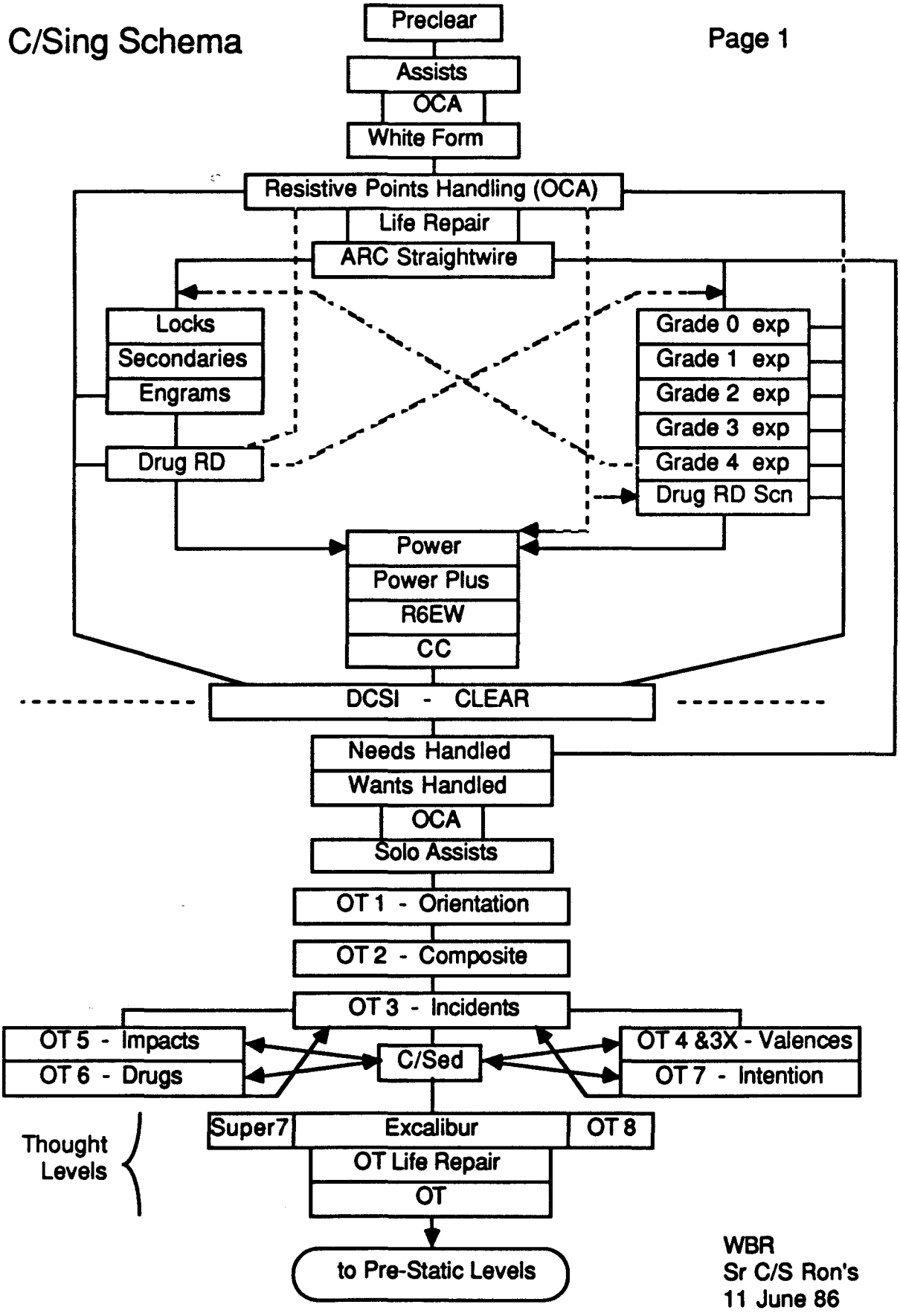
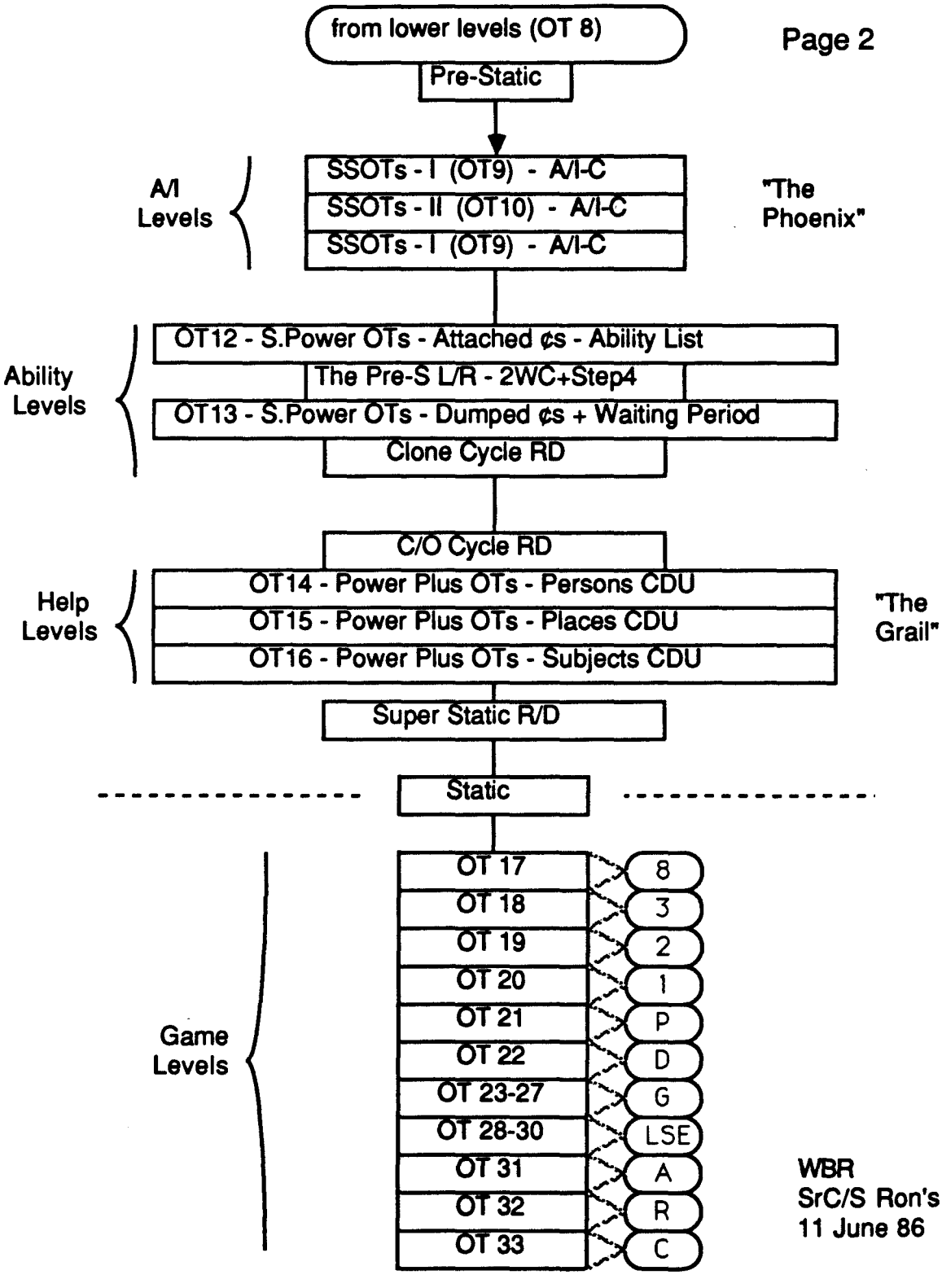
C/Sing Schema



WBR
Sr C/S Ron's
11 June 86


from lower levels (OT 8)
Pre-Static
A/I Levels
SSOTs - I (OT9) - A/I-C
SSOTs - II (OT10) - A/I-C
SSOTs - I (OT9) - A/I-C
"The Phoenix"
Ability Levels
OT12 - S.Power OTs - Attached ¢s - Ability List
The Pre-S L/R - 2WC+Step4
OT13 - S.Power OTs - Dumped ¢s + Waiting Period
Clone Cycle RD
C/O Cycle RD
Help Levels
OT14 - Power Plus OTs - Persons CDU
OT15 - Power Plus OTs - Places CDU
OT16 - Power Plus OTs - Subjects CDU
"The Grail"
Super Static R/D
Static
Game Levels
OT 17
OT 18
OT 19
OT 20
OT 21
OT 22
OT 23-27
OT 28-30
OT 31
OT 32
OT 33
8
3
2
1
P
D
G
LSE
A
R
C
WBR
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11 June 86

SS C/S #4

Model C/Ses, Solo-OTIII

A Hatting for Clears

(1) Read "Nature of a Being" _____

(2) Clear in the Tech Dictionary:
circuit / demon circuit / entities / valences def.1 _____

(3) STUDY "Nature of a Being" _____

(4) Study the following sections in HOM:
p.13 - the paragraph on the GE _____
p.36 - the chart _____
p.37 - "THETA BEING" down to "WHO" _____
p.43 - "Mest beings" down to "slumber" _____

(5) Clay Demo: The Composite Case _____

(6) Clay Demo: What changes in the composite when a person goes Clear? _____

(7) Clear in the Tech Dic.: solo-auditing def.1;
self-auditing / chew energy / figure-figure case _____

(8) Essay: The difference between solo-auditing and self-auditing. _____
What's wrong with self-auditing. _____

(9) Read "Tech Briefing No.5", by Captn. Bill _____

Ulrich
7.8.AD36

ok by
Snr.C/S RON's

Ruth Moser
Solo

17 Feb 86

C/S

Welcome to the Solo Assists!
These are not drills. They are actual auditing by you as the Solo Auditor on the preOT.
Done correctly, they will set you up fully for OT Levels I & II.

Solo Rudiments

This is Assist #1. The C/S is:

1) Set up your auditing space and make sure the preOT is rested and well fed.

2) Fly 6 Solo Ruds:

Is there an ____(RUD)_____ ?

1. ARC Break
2. PTP
3. MWH
4. Overt
5. Invalidation
6. Evaluation

(Note: "Fly" means to get an F/N VGIs on the Rud).

3) Take only instant reads.

4) When you call the Question (silently with intention) and get no read check
"Suppressed? Not-ised? Invalidated?"
A read on one of these is a read on the Question.

5) If you call the Question and get a read which you find is not correct or the preOT feels protesty or it bogs during handling check
"False Read?"
If it is a false read (Body Motion or from Composite) the needle will F/N.

6) Check
"Bypassed F/N?"
If this has occurred spot where and the F/N will return.
If Rud doesn't read on call or buttons (Supp, Not-is, Inval) go on to the next and handle it. Come back when all reading ones have been handled to F/N VGIs and check the ones that didn't read before. They will either now Read or just F/N on call.

7) On ARC Bread remember to do the assessments.

8) On MWH, do the MWH handling steps.

9) On all ruds if the first handling doesn't F/N, go Earlier/Similar, etc to F/N VGIs. (Unless it bogs or you feel protesty, in which case you do # 5 above).

10) When you have F/N VGIs on all Ruds (may take more than one session)

Turn in folder to C/S

11) Do up the admin right after session as part of the full Solo Auditor's responsibility.

12) On ruds which <u>do</u> read validly, you will also get a Cognition on the heels of the F/N. Write it down too.

BR
SnC/S Ron's

Ruth Moser
Solo

17 Feb 86

Solo C/S # 2

V.Well Done on getting the Solo Ruds in. You may now use them anytime you feel your ruds (or a rud) is out.

Now for the 2nd Assist:
This is for handling a BPC list. In this case an L-1.
The C/S is:

1) Fly a rud if no F/N.

2) Pick out a charged area in your life or in your auditing, that you feel still has BPC in it.

3) Make sure it reads well on meter (F,LF,BD) and has your interest in handling.

4) Word it as a time and/or area. Example:
"In 1972, at StHill"
"During my 6 year 2D with Joe"
(Your wording should also read well).

5) Use the wording as a "limiter" for the BPC L-1.

"___WORDING___" "has there been"
or "was there" an ___(L-1 line)___?

6) Go down list till you get an instant read. Handle E/S to F/N VGIs. If it bogs check "False Read?" or "Bypassed F/N"

7) Continue thru list and even start again at the top if you haven't got the EP.

8) The EP is F/N VGIs, Big Cog and "all attention off the area" (or a feeling there is no more charge on it.)

9) Turn in Folder to C/S after doing the admin.
Caution: Don't run Engrams or Secondaries. It the line reads just indicate charge was bypassed on "Engrams in Restim" Tone40 and it will F/N.

BR
SrC/C Ron's

PS: If you want to handle more than one area, handle biggest reading in one session. Then next biggest in a separate session after a break for a win.

Ruth Moser
Solo

Solo C/S #3

V.Well Done on handling BPC lists!
The next Solo Assist is for Rehan of a Release or big Win or Purpose achieved in life.

The C/S is:

1) Fly a rud if no F/N.

2) Select a time when you had a big win in Auditing or a Release Point.

3) You may instead select a big Win in Life or Purpose Achieved in Life.

4) Make sure you are interested in Rehabbing it.

5) Use the Rehab Tech per HCOB to get the area spotted, KI, KO, Inval, Eval, Unack, etc on it until it F/Ns with preOT VGIs.

6) End off with That's it!

7) You may do more than one Rehab if the first comes to EP quickly, but do them in separate sessions so you don't the preOT the Win.

8) Folder to C/S.

BR
SrC/S Ron's

Ruth Moser
Solo

17 Feb 86

C/S (Solo Assists #4 & 5)

For Ulrich to write depending on whether preOT has more attention on charged terminals in this lifetime or is getting whole track E/S on previous C/Ses.

1) If charged Terminals TLT:

C/S for 20 Button Repetitive Prepcheck on Best Reading Terminal which has her interest to EP of no attention on Terminal and F/N VGIs Cog.

2) IF Whole Track, do:

6 Ruds of Long Duration getting
"How Long" or "Since When"
on a reading Rud, then checking for
"Earlier Beginning?" or "Did it start earlier?"
before going E/S.
(Other usual rudiment rules apply as per C/S #1)

3) Whichever is done 1st then do the others as next assist. (If LD Ruds were done as Assist #4 then the Prepcheck can be on any "whole track" or "TLT" terminal. (Terminal = a person, place, or thing)

4) Remember on Repetitive process, the same Question is asked again & again to F/N VGIs (not "E/S?")

BR
SrC/S Ron's

Course Checksheet, OT 2

(1) Read the materials _____

(2) STUDY the materials _____

(3) Demo kit: A) How the instructions in the CC-Booklet are being applied by a non-Clear. _____

B) How they are being applied by a Clear on his OT2 _____

(4) Clay Demo: A) What happens when a GPM is being implanted _____

B) The state of the thetan as a result of the implant _____

C) The state of the thetan when the GPM is in restimulation _____

(5) Clay Demo: A) The structure of the CC-implant (5 sets, 10 runs) _____

B) Move 10 thetans through the implant set-up and make them come out the other end. (The number of 10 is an arbitrary sample.) _____

(6) Clay Demo: Put a time track there and show how the CC-implant and the OT 2 GPMs add up to the complete composite _____

(7) Point out in your clay demo of #6 why the CC-implant is run as the first part on OT2; and <u>then</u> only the OT2 GPMs; and how that would break the composite. _____

(8) Mock up a few worksheets to get used to the OT2 session admin _____

(9) Supervisor spot check on the materials _____

(10) Study the Model C/S for OT2 by the Snr.C/S RON'S _____

(11) Get the CC platens handed out to you.
Have the supervisor show you how to cover the lower items on the platens with a blank sheet of paper so that you can see only the item you are working on _____

(12) Go in session _____.

Ulrich
7 Aug AD36
ok by
Snr.C/S,RON'S

Anabelle Humbert
Solo II

7 Mar 86

C/S

Welcome to OT II !
You should first study the Theory Pack realizing the CC Instruction Booklet data is to be applied to your Composite Case - not to you, the preOT. So you, as Solo Auditor, are actually doing a type of "group" auditing.

To do this; you intend the command or item in the space around you - including your body.

You also intend for each "pc" to get his EARLIEST of the item being run.

You also intend them back their time track to the approximate date of the line plot you are running.
for CC: 1 - 1 1/2 Quadrillion years.
for OT2 (R6): 75 million years.

Doing the above things will get you excellent reads and an easier run through the level.

There are two EPs to be reached on OT2. (for people who haven't run the CC to go Clear):

1) A persistent F/N and feeling of increased space while confronting the next 2 or 3 items on the CC platens.
(This means the composite has broken up for the entities dramatizing these items and there is no more charge there.)

2) A persistent F/N and feeling of increased or clean space while confronting the next 2 or 3 items on the R6 materials. This can happen anywhere from the "Electrical GPM" on.

If a pre-OT overruns these EPs he starts commanding the entities to mock up the items and will experience increased mass and pressure.

Getting "no reads" on an item or 2 or 3 items is NOT the EP. This only means you have bypassed some charge on an EARLIER item or pair or have skipped into a later run. If this happens go back to where it was running well and intend "earliest" and come forward again. Or use an L-7 if needed.

The implants you are dealing with on OT2 (CC & R6) are aberrative because they tend to stick entities together by the "same mass & picture" that each has been given. But actually each got it at a different time and place as they put beings thru these implants in sequence (one after another) and they were done in different locations (and some may have it more than once). That is why you have to keep intending for each to get his earliest of the item. All the rest is covered in your materials.
Good Luck!

BR
SrC/S Ron's

Checksheet, OT3 Course

(1) Read the course pack _____

(2) STUDY the course pack _____

(3) Clay Demo: A) Inc II in detail _____

B) The complete time track including IncII, I, and CC _____

(4) Look up "Universe" and "Three Universes" in the Tech Dix _____

(5) Supervisor checkout: Why does the track start with Inc.I?
What type universe do you have since Inc.I?
What did you have before that? _____

(6) Add to your clay demo the following individual time tracks leading into Inc.I:
a) A thetan with an Earlier I.
b) A thetan with an Earlier Universe
c) Three thetans sharing an E/U _____

(7) Clay Demo: What would happen if some thetans (say three got an implant at the same time, before Inc.I?
What would happen to their individual time tracks before and after the implant? _____

(8) Clay Demo: On the basis of #7 - what do you think is done during Inc.I ? _____

(9) Supervisor Checkout: What's the intention behind this?
What's the result of this on the thetan's power of choice, and his power to as-is?
(See Axiom 29.) _____

(10) Clay Demo: Take a Free Thetan (from before Inc.I) -
What happens to him in Inc.I ?
- What happens to him in Inc.II so he becomes a BT?
- What happens to him in Inc.II so he becomes part of a Cluster? _____

(11) At the PT end of your clay time track you have now a BT and a Cluster.
Demonstrate - by moving them back on the track -
a) How and when the Cluster breaks up when you run it through II (there are various plossibilities!)
b) What happens to a BT when you run him through Inc.I.
c) What happens when you run E/I and E/U. _____

(12) Checkout: What's the case state of a thetan who's been run on Inc.I with full EP? _____

(13) Checkout: What's the difference between a "composite" (as fun on OTII) and a "Cluster" (as per OT3)? _____

(14) Restudy the handwritten materials by LRH.
Get a thorough checkout to full understanding of the politics and bank mechanisms involved. _____

(15) Special checkout point: What do you know when a BT is motivatoring heavily on Inc.II or I without blowing much charge?
How do you handle this in session? _____

(16) Clay Demo: How a Cumulative Cluster is formed. _____

(17) Moving the clay pieces about, demonstate how one would handle a Cum.Cl. in session. _____

(18) Study the Model C/S for OT3 by the Snr.C/S RON'S.
Get a checkout. _____

(19) Teddy Drill: Running a B/C on Ruds, and on II & I, to blow.
(First unbullbaited, then bullbaited.) _____

(20) Study some OT3 folders of other Solo Auditors. _____

(21) Study the Platens.
Get a checkout.
See how they fit in with your clay demo. _____

(22) Look up the volcanoes in a World Map. _____

(23) Go in session.

*** GOOD LUCK ***

Ulrich
30 Jul 86
ok'ed by
SnrC/S RON's

Renata B.
Solo

7 April 86

OT III Solo

Welcome to OT III !

I saw your letter about the tumors and fear when you felt the somatics. I'm glad you realized your postulate in the matter. That probably keyed it out!

But now that you are on OT III and have studied the material, you realize that:

1) BTs and Cs can COPY.

2) BTs and Cs can "jump" (or be attracted or commanded by a big thetan such as you - especially after OT II !)

So it is possible, if you still have attention on the area - that these are BTs & Cs dramatizing that "tumor" illness on your body or "copying" it!
If so, it will come up on the level and be handled by you as Solo Auditor.

The first C/S for OT III may take one, or several, sessions. It is to find and handle any BTs and Cs with OUT-RUDIMENTS.
You now know how to do rudiments OT3 Style. That is when you get a read on a question (from a rudiment or list), you check:

A) "Is it mine?"
B) "A BTs?"
C) "A Clusters?"

And to handle "Black Nots" and other interference if you feel it's from outside your own case, you can check:

O) "Is it anothers?"
or "Is this B/C another's?"

The sequence to handle is (if more than one of A, B, C, & O reads):

I. O: 1. the person's charge with you.
2. any BTs or Clusters he or she threw at you.
II. B - a BT on your case
III. C - a Cluster on your case
IV. A - your own charge.

Now when you get a BT on a ruds question (or list) you must handle the BPC of that rud or list item on him. Then do Inc II, Inc I, any Earlier Is & E/Universe, to Blow.

When you get a Cluster on a ruds or list question, it normally is telepathically in comm as a "group" or has a "spokesman". So again you handle the BPC of that rud or list item with it. Then ask for the Mutual Incident. When you get it - or date it - ntoe if it is between Inc II and PT or between Inc I & Inc II or if it is Inc II or the Capture of Inc II. This is important because it tells you what you have to run on the individual BTs from it after it breaks up.

IF THE DATE OF CLUSTER'S M/ INC	AFTER BREAK YOU RUN -
If between Inc II & PT	II, I, E/Is, E/U to Blow
If Inc II	Capture to Pilot, I, E/Is, E/U to Blow
If Capture of Inc II	(Check for Inc II Explosion to Pilot), I, E/Is, E/U to Blow
If Between Inc I & II	Inc I, Earlier Is, E/U to Blow

It's just like Dianetic Chain running. You have to get from where you are on the chain back to the basic for a full "erasure" - or "Blow".
(In OT3 the thetan can "blow" because he has no more mass or BTs stuck to him.)

Points to remember:

1) You are more powerful than any BT or Cluster. They will do what you command (with good TRs of course).

2) Intend them to the dates of II & I when running them (or they may not move on the time track).

3) Make sure to run Inc Is as that is the Basic Clustering Incident on Bs & Cs. The "SNAPS" in Inc I are when other beings were stuck to them. Have them spot this when running and you won't have any trouble.

4) The beings (BTs) who were stuck to the one you are running thru his Inc I probably have had Inc I earlier also. And the one you are running could have an earlier Inc I. So that is important to check.

5) The reason for "Earlier Universe?" button is because even though the BT is "free" after Inc I, he is in a state of failed purpose or effect in the MEST Universe (he was a BT for 4 Quadrillion years). He feels unsafe, disoriented. So the intention of Earlier Universe is to get him to spot an earlier game universe he was in where he could feel safe, or powerful, or himself, or self determined. When he does this he usually blows.

6) If not, you can check
"Failed Purpose?"
or give him the "Rights of a Thetan" by LRH:
1) The Right to his Sanity - or Self-Determinism.
2) The Right to leave a game - or Power of Choice.
He should blow then - or may just need a
"new Game?" or "Orientation?"
which you can handle by R-factors about what's going on in PT.

7) If he doesn't blow with VGIs after all this, he has not spotted the remaining BTs stuck to him IN HIS VALENCE. Get him to do this and he will blow.

The first series of sessions are to get any Out-Ruds Bs & Cs handled:

#1 - C/S (any session)

1) Fly a rud if no F/N - OT style.

2) Do C/S #2, 3, or 4 whichever you are working on.

#2 C/S

Do 6 Ruds OT Style. (may be several sessions)

#3 C/S

Locate Pressure areas on body (or pains, somatics, sensations) and run the Bs & Cs causing it. When body feels "clean" take a win, then do C/S #4 (may be several sessions).

#4 C/S

Locate Bs & Cs in your space as a thetan - around body or far out and run them on OT III. These can be spotted by your attention being drawn to an area or a meter read as you pervade your space. (may be several sessions).

Then take a win when your space feels clean and do C/S #3 again.

So your Program is, for OT III:

1) Bs & Cs with out ruds.
2) Bs & Cs on or in body by pressure area.
3) Bs & Cs in your space by attention, pervasion or meter read.
4) Repeat 2
5) Repeat 3
6) Repeat 2
7) Repeat 3
etc ----------

The reason this works well is that Bs and Cs can be attached to the Body from Genetic Line - or to the Thetan from his own track. If you run just "Body" you lose interest and get a vague "pressure" from outside of head - caused by BTs & Cs wanting auditing. If you just run "Outside Body B/Cs" you will find somatics and pains turning on in the body - caused by Bs & Cs wanting auditing.

So go back and forth as per program, and you will feel more and more "space" and more "yourself".

One note about Inc I - It was done many many times around 4 Quadrillion years ago. The thetan was usually attracted into it by PR (or Force) to "Try out this doll body" and usually you

will get a visio of a Doll Body in a Chair - like a dentist's chair - in a special electronically fitted room - or the doll lying down in a shell or cabinet. It was a status symbol to have a doll body in those times. Before Inc I, most thetans were exterior and interested in "Civilization" or "bringing order and aesthetics" to the MEST Universe - and before that were in Earlier Universe games of their own or with others.

Have a good time as a Solo Auditor in freeing beings. Your gains come usually between sessions as new awareness, perceptions, and abilities are regained.

BR
SrC/S Ron's

Tech Briefing No. 13

Super Static C/S Course - Review C/Sing

17 December 1986, AD 36 - TTA - Teegeeack

(Confidential)

Introduction

Hello, This is Capt. Bill Robertson, Rons Org, 17 Dec AD36 TTA. Tech Briefing No 13 Confidential. A briefing to Super Static Review C/Ses or C/Ses trained in Review Auditing. Anc some of the data may be applicable to Excalibur trained Review auditors, or anyone who has rur into this.

This briefing covers LTA, (LAST TIME AROUND) Black Static Tech, and Black Static Thetans, what they are, and "infiltrated creations" or other Phenomena of OT Auditing and Review C/Sing from Excalibur to the "Super Static" state.

First of all I would like to start off by saying that we have had experience by bringing people up the bridge. Maybe close to a hundred people on Excalibur. And also people going up all the way through to OT 16. We have found that certain cases run into something, that may be from a higher level, while they are doing Excalibur. Or possibly on OT 12 handling their own creations that they are carrying around. Or possibly on OT 14, 15, or 16. Well, it does come up there. We know that. But basically the stuff started coming up on cases on Excalibur, and I looked into this and found out that we had to handle something there, that came from the OT's "U2" (Universe 2 = the universe of others) or OT 14 15 16, in some cases to resolve them. And the more research, and Review auditing we did on this we found out that, of course, there will always be a certain percentage of the people, who will hit this "LTA Phenomena" or a BST (a Black Static Thetan) on their case. Or possibly they will hit an "other-determined" creation, somewhere along the line there. So a C/S must be familiar with these things and to know , though they are not covered on the theory of the level being run (because it is usually not necessary), but in some percentage of cases these things will happen, and they should be identified and also it should be known how to handle them.

The point is: Identification is the 1st thing, because any untrained C/S or untrained auditor or somebody who "thinks" they know what they are doing, will usually go -shall we say: "try to go OT on the ruds", or as they say, "Look for the Magic button". And they think it's that, when in actual fact it is just a thing from the theory of the level. Like in Excalibur, for instance, a guy hasn't been trained well, has studied Tech Briefing 4-7-8, and doesn't know what the hell he is doing, and he may think he has hit some "higher level Phenomena" when in actual fact all it is, is he doesn't have the TRO or TR1 impingement to direct a BIG HELLO!, Tone 40, to the implanter to get his attention and ask him how long has he worked for the Implanters?! And, so he keeps having trouble with this guy, and he can't really audit him, because he hasn't impinged on him. Or somebody hasn't even studied the material, or they are just trying to audit significances, rather than actual peings. So these kinds of things, as we say, " you can mouth the words, but that doesn't audit anybody." You can read the data but that doesn't audit anybody." You have to impinge or hit those beings with the TRs and audit them to freedom, that is the whole purpose.

So OK, let's see what would come up after you have tried all standard things that could be wrong with the guy, OK? We have found ,however, that lower level charge or out basics may

come up. And if everything else has been checked that could be wrong from below that, then, these are the things that are the indicators of that Higher Level charge, right? Now, these same indicators can occur from Lower Level Phenomena. That's why you must check all of these first, but if it still persists after all these have been checked and handled and tried to be handled, and this is still there, then this is what it is going to be:

Indicators

Number A.
A guy feels all of a sudden he can't audit, feels griefy about it and like he is a failure, but he has audited successfully in the past. Now, that applies to a Solo Auditor or maybe a guy auditing others. He suddenly "caves in" and feels he "can't audit".

Number B.
He has a High TA, very stuck, needle at a High Sensitivity, not getting any reads at all, all-right? And this is assuming you have checked all other reasons for this, and now this is still persisting.

Number C.
He can't audit in one location, but he can audit in another location. In other words, you call him to your Org for a Review and he can audit there, and he can be audited by somebody, and he can do a Solo Session. But, he can't audit in the city where he is from.

Number D
The body itself feels "Dead", or almost like it is "two different persons", and the person is complaining about "compulsions to do something", but he knows it's illogical. He keeps having this compulsion to go 'do this', 'go somewhere', but he knows he should do what he is doing in PT, so he has this compulsion and he can't understand it.

Number E
It looks like a Plug but it won't run as a Plug. In other words, this is a Plug, on which you tried everything. You have done a Review on it from Excalibur Tech, and it just won't run out. It is still sitting there.

Number F
Looks like a "Body in Pawn", maybe, or a body "floating" out in the Preclear's space, but it's sort of like very much similar to his earth body in PT and it won't handle with anything you can do with it.

Number G.
He keeps having accidents after Solo Nots, or on into Excalibur. I mean real accidents- falling down, bumping his head, bumping his nose- not just minor things, but a constant series of these things, just as though he is not oriented properly (which is actually the case), but he keeps falling down, bumping up his body, running into trees with his car, or something like that. Thus he is, as we say, very "accident prone".

Number H.
Feels something, something vague, holding him back from gains. In other words, I'm not saying he should be "fully OT" after running one Plug on Excalibur, but he feels something is still there, that's holding his back, and he is not getting the gains that he should.

Now those are the things ABCDEFGH.

Briefing on LTA

Now before I go into what they are and what is causing that and how to handle Technically, I have to give you an explanation for the record here. It's in note form in various issues, but its an explanation of LTA which means LAST TIME AROUND.

Now as you know, from Super Static Courses, or from doing OT 9, 10, 11, 12, 13, 14, 15, 16, you know that all the Players, the thetans in the Games, the Big Thetans agreed to play certain Games , and they were arranged in a certain order. It was all very well decided. Its very much agreed upon. Now this order they are arranged in is a thing which is called a Games Universe Model (GUM). A thing which can have Games in it and Universes in it, and it's a Games Universe Model such as this one containing the Mest Universe, and earlier Universe Games. All of this. Now of course the implanting was not supposed to be part of that. But the Games Universe Model agreed upon by the Thetans goes from its Beginning to its End. And at the Beginning of this one you will find it is GUM O based on the condition of Emergency and having in it 8 Dynamics. Now, having added to it the 9th Dynamic back at just before Incident I and the 10th Dynamic, when LRH put in Ethics on the Implanters between 1950 and 1970 and then his Tech (11th) and Admin (12th) has to be added now to fully get us out of it and through the Game.

But this "Games Universe Model O" is ONE GUM, and before that there is a sort of a "Static Point", you might say, "a Council of the Players", to find out what they are going to do, what they have learned, and so on in the previous GUM, and to plan the New GUM. At the beginning of this Games Universe Model was the "Game of Gods" which was to decide who would be Quote "The responsible party for all of the creations that the other thetans were going to make". Responsible for taking care of them, so they wouldn't have to unmock them or as-is them. And that was supposed to teach them that later on they would lose Power if they didn't as-is their own creations but instead gave them into the "responsibility" (or something) of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before THIS Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics (in this particular series of Games of the Games Universe Models). And a series of Games Universe Models -24- there are 24 Games Universe Models in one series- and I call that a "Cascade to Collection Cycle". That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Lets go play!" And when they "collect up" to find out what they did, and they debrief to each other, and say: " Oh, What a great Game it was !" (or series of Games). So, 24 Games Universe Models would be a Cascade to Collection Cycle. Now also 24 Cascade to Collection Cycles equals 1 "Ring". And a "Ring" is a "Ring of Games" which is 24 GUMs x 24 CCC's (Cascade to Collection Cycles) or 576 GUMs. That is 1 of these "Rings". It is one ring and it looks like a large "doughnut shape", and there are the CCC's (24 of these) "wrapped around" or going around making the ring, and there are 24 GUMs on each one of the CCC's. These are all in "position" on this Ring. Now in the entire series of Ring games, since original Static State ('before the beginning Static State", which is talked about in the "Factors" by LRH, "before the beginning"), there were 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games", and those are the Games which were all agreed upon by 1st and 2nd postulates of the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16. Those Rings and games were the "Existence" and the "Conditions" postulates.

The only problem in all this is: That in every Ring, normally, and every GUM in it was only played once. You see, Thetans went through, they played ALL these Games, 10,000 Rings of 24 CCC's and 24 GUMs for each CCC. They played 5 Million or so combinations (Somebody, by the way, has to research these by finding out what they all are, so we don't have to repeat them.) But the last ring, 9999 (because originally there was only going to be 9999 Rings) was not just played once. We played the last one twice. That is the true reason why people are a bit confused "This Time Around", because the Ring "Last Time Around" was Ring 9999, and this one we are in now is 10,000, except they are exactly identical. The Games were all identical, the positions on the playing fields are identical, we are going around the same ring again! Now the only thing that is different, is that going around it again, we did not do the 1st 12 GUMs in the Ring, because they were like "Reality Factor", simple basic games to give ideas about the Ring. We skipped these "R-factor" GUMs the 2nd Time around. And of course Last Time Around the succeeding GUMs, or the ones that come after this one (11 of them) were played, except they weren't done right. The "Upper Condition GUMs", or in other words the "upper conditions", goofed up.

Thetans never really did return to Power, never really did get out of Danger actually, and they actually didn't make it back to the real beginning and find out all the Games, and what they should have learned, and the "secret of expansion", they didn't learn that and they didn't "improve their quality" that much, because they are still stuck in these Rings. So what we have to do here is realize that 564 GUMs ago (576 GUMs -12 R-Factor GUMs) ago, date it that way if you want to, we were in the same position of the playing field playing the same game. Yes, the same one. What happened at that time? What was different? Well, at that time the Church got taken over by Xenu, but there was no Free Zone and there was no Excalibur and so Xenu retained control of the Church, and the Grand Council decided to let him run it to do the Administration Project. Elron Elray had done the Technical project, but Xenu got hold of the Administration Project, and was there to administer the Technology to all beings in the universe. And you know what that means if you have done a little Excalibur! That he wouldn't do it right and he certainly didn't, he squirreled on the upper levels and everything, and tried to make sure he would take over control of everyone and/or they would have to do it again, or go around the Ring again, so he would still try to retain control of every Thetan, and try to get the rest This Time Around.
How did he do it?

You can start to see by comparing what was "Last Time Around auditing" (or the auditing that leads to the Black Static State") with the "Black Nots" going on in the Church now that is teaching people to be implanters. You see? To cluster people, put case on them, restim them. That's teaching them to be implanters. So you can see already that this carried on to a great degree would result in very, very strange OT Phenomena and OTs. And in fact that is what you are going to run into on some of these Levels, especially 14, 15, and 16. It is actually Thetans who have been processed in the Church "Last Time Around", after Xenu took it over. And they have really been screwed up. And that is what we call Black Static State, all-right?

They paid for going OT and they did. They don't have a body but they are sitting there compulsively creating the Mest universe, or compulsively "holding" onto something for Xenu. Or waiting for the "resurrection". Or doing some crazy, absolutely "Bananas" thing which no intelligent Thetan who knows his Axioms would ever do, but they are doing it, because Xenu coached them on a slow gradient into OT "wonderful" Static State. And they are the most resistive cases, and some of them absolutely think they are "everything", they are "Gods". They think they are the "only beings in the Universe" and so on, but they are absolutely "fucked" and are usually stuck around this GUM or this area of the playing field. And some times they were built into strange formations like "cubes"- ten this way, and-ten that way, and Ten that way, 1000 Black Statics "holding" onto something. And they try to hold onto the "Last

Time Around Mest", and hold onto everything "for Xenu" until he "gets back" and all these kinds of crazy things they have been taught to do. They are "Static" though, but they are not in a body, but can influence people. That's the point, ok?

It went on for several thousands of years, very slowly, getting everybody up the "Bridge", the "phoney Bridge", which was missing a lot of things: Like OT 13 wasn't there, Excalibur wasn't there, a very skimpy OT III, and a lot of "squirrel tech", on OT 12, a And no confront at all on OT 14, 15, 16, and nobody really ever got out, and nobody ever got really finished, or looked at their 1st and 2nd postulates. And you will see why, when you go up through these and compare the real Levels, and compare them to what the Church was doing in Last Time Around. You will see that they are totally "Mickey Mouse".

Now, there was plenty of 3rd Party, of course, on the founder, Elron Elray, and politically there was a Scenario going on between the taken over Church and the Galactic Patrol at the time, (where they did get some good auditing by the way, if people were lucky enough to get off to the GP or escape to it). Now one little interesting thing about this I found out about. Apparently -you can confirm this, perhaps,- but if people paid enough Last Time Around, if they paid enough money, and devoted themselves entirely to Xenu and told him how loyal they were to him, he would order the Plugs he had put on them - now get this, because they didn't need or use Excalibur you see, they didn't know about it, nobody could find it, but Xenu knew about it but he wanted to keep it as a control mechanism so he would order the monitors quickly away from the guy as he was paying money and getting auditing.

So he would never audit the Plugs. He would never find them. They were just ordered by Xenu to be pulled back and they would be returned to the implant org and stored in his Pre-1 base in Andromeda. He had a big, hollow planet there. He had it there, it was full of "jelly beans", "Phi Thetans", and all kinds of "BTs and Clusters" from Last Time Around. They were all stuffed into this thing. I ran it, opened it up, and freed all. Though there maybe some still floating around. So just remember, he did keep "safe" all his plugs from Last Time Around, as he pulled them off of people as they were being audited.

They were never freed. None of the Thetans were freed, so people felt they were getting better but they weren't going OT, because it was all other-determined. You see? And the Plugs, or pieces of Plugs, were stored away.

Now, he even didn't use these TTA yet. Except in a few cases, you won't find any "Old Plugs" on people. You will find some, because when I say "you run into this" you might find they they run into it because they have an old plug on their case, they held onto it because Xenu was experimenting with them or something. That means an Old Plug. What that means when I say an Old Plug is not "4 to 8 Quadrillion", I mean from Last Time Around. That's really old.

Some people of course would hold onto the LTA Moco's or plugs or something they valued very much, just like Thetans hold onto their creations. Anyway, when they do this, when they held onto it from LTA or got experimented on with the Last Time Around Black Static Tech, or they have a piece of charge from LTA on something, or run into something they should have handled Last Time Around, like didn't handle a Black Static, or one of their own friends that was made into a Black Static, or something like that- then they keyed in and the Case stops. That's what it is.

Anyway, the person hits it. Now sometimes, they hit it during Excalibur. Now sometimes they hold onto the "Last Time Around body", so it's in the Moco's from that body, so that would key them into it. So the lucky ones got away to the G.P., as I said, and they had some good auditing and they will go right on up the bridge as it's written and won't have any problem

and will hit LTA when they hit it on OT 14,15,16, but remember, that LTA there was no Excalibur, and there was no OT 13.14.15.16. either LTA.

Now lets get some more recognition. All the events were the same: Inc II, Inc I, Game of Gods, etc., even to the degree of Teegeeack being a "restricted planet" and your "political" incidents. And everything very much parallel to what they did LTA, because most people ARE keyed in on LTA, especially if they haven't looked for the truth. They are just following an LTA pattern enforced by Black Static Thetans who are ordered to sort of "hold that time into restimulation on people". So a lot of people get into restimulation. The lucky ones, like some people when they do Power blow out of LTA or they do a good TR Course, they blow out of LTA, or do a good run of Objectives, they blow out of LTA. That is why Scientologists are so fortunate - most of them - but they can get keyed in again to it by some of the phenomena and you see the unfortunate cases of Mayo and a few of the other independents' which are walking marching, steadily down the LTA track, doing exactly what they did LTA. So realize, that not all the Scientologists, shall we say, are in PT, TTA. Now since they didn't do Excalibur and since they didn't do OT 13, the Phi Thetans from Last Time Around were never freed as no Thetan took responsibility for the creations he had dumped into the Mest Universe. So therefor, those creations were left on that position of the playing field. In other words, in the Mest universe, stuff was left where it was on the playing field.

Now, so when TTA came, these bits and pieces, these Planets and Suns were very grey, dull and solid. The dumping in "This Time Around" sparked up a bit of life. It put up about another 12 to 15 percent, because the "unresponsive" ones were already sitting there, (that's 88 percent from LTA). That's why those guys are unresponsive, not because their ARC was, no, well it is because their ARC Break was much longer and so on, and they were left totally abandoned by all thetans playing the Games, for 564 GUMs. So that's a long time. So those little Mocos who belong to all these thetans, they really, really got solid. Not only that, but Xenu ordered Black Statics to stay in the area, to keep holding them holding them into there positions, so they not only had an ARC break of Long Duration, abandoned by their thetan creators, but they also had Black Statics, also abandoned and "being The Universe", holding them and waiting for Xenu to tell them what to do and all this kind of crazy shit. So you have these two effects.

Remember, a Moco can audit another Moco, but a Moco can't audit a Big Thetan. And a Big thetan can audit all kinds of thetans, but a Moco can only audit other Mocos, so they maybe put a telepathic comm to a Big Thetan, but they don't audit them, they are not big enough So the Black Statics were all Big Thetans before they got into the "OT Levels" and therefore they, because shall we say, were "dispersed through the Physical Universe", holding onto the Mocos and that's what made the Mocos also unresponsive in addition to the Long Duration ARC Break charge. So the ones This Time Around that were dumped, the 12 to 15 % or something, they were much more responsive, because, of course, they weren't being held out of time and they are the ones that run out very easily just by finding their ARC Break of Long Duration. And they are the ones that elected the "Board of Directors" and tried to handle the other, unresponsive, 88 % of their companions who couldn't move, don't talk couldn't respond. They became the "3rd Force" in the Game, the little Mocos who decided that all Big Thetans were bad, because they had made some of their Moco "friends" (same type of beings), they had made these little allies or these little comrades all dull grey dead and so they really didn't like Big Thetans for doing that. So, unless you are in the Free Zone you probably won't get any co-operation at all from the "Board of Directors". Because we have handled them and taught them how to audit their companions and get them woken up and free them. But don't be surprised, if a guy is trying to "squirrel around" with some of the stuff, not being trained at Ron's Org or he maybe has been trained in Ron's Org and who is on OT

16 and can't handle a damn thing of this because they don't ask for or get any help from the Board of Directors of the Phi Thetans.

Now, as I said before, they did in LTA some OT III, maybe a little bit of 9,10,11, a little bit of 12, maybe, and then went into creative stuff and went on past the EP, and made the guy try to "be The Universe", "Be this", or "own all your dynamics". Misown everything that was kind of the key at the time, and convince him logically to be in a state that he was a "superior being", very "status oriented". No one got OT 16 LTA I can guarantee you, because I haven't found anyone who did and I was already back to the beginning of the 1st two postulates and there was no one there from LTA.

So thetans playing on this Ring 10,000 were less Powerful than when they were doing ring 9999. You see, the Tech was bad after 1980 LTA, and Xenu was running the Org so who the hell could get better? So they could only dump about 10 % more Phi Thetans. As they had dumped a lot LTA and they hadn't the Power back from those as they had not gotten back and handled their not-ised creations, they only dumped a few more and those were the "responsive" ones and those were organized under the Board Of Directors.

Now remember, Xenu did not agree to The Ring Games and didn't implant himself although he betrays all other thetans who were working for him, and does betray everyone. He tried to take them all over. He is now exiled from this Galaxy, but can do Telepathic comm from Andromeda, or from wherever he is, so you will find him behind various Scenarios on the GUMs and rings, but he is losing the control faster and faster as more people go up the bridge past Excalibur. He knows it, and he is now fighting a rear-guard action, he just is trying to control those who are so stupid that they can't even see that the bridge is already complete. He is still controlling some of the politicians and the stupid Scientologists who are going along with other practices and so on. And the people in the Church and so on.

Anyway, we have the handling for that on OT 17-33 though, and that comes later. We handle all the cases, all the U 2 people, (Universe 2 -others), the people that are not cogniting yet.

Analysis

Now lets look at these LTA Phenomena on the case and see exactly what is behind the A-H steps that I talked about in the beginning .

Number A. CAN'T AUDIT OR GRIEFY ABOUT IT

The "can't audit' or feels bad about auditing after he has been doing well, and he get real griefy about it: That means there is a Black Static Thetan in his U-1 and it may be an old friend or maybe even a Clone Moco he sent LTA to find out about LTA OT Levels. You see, he wants to find the OT Levels, so he sent a Clone into it, and that guy got really messed up. Anyway it means he has got a Black Static, or one or more Black Static Thetans on his case, that were friends of his, or were his own Clones, That's why he feels so bad and because he knows he can't handle them, they have really been fucked up. There's no auditing tech that he knows, that will handle them, and they have been screwed up by auditing, so the whole thing caves him in as an auditor. Of course, you can handle it, so you don't get caved in. That's Number A.

Number B.

Oh Yes ! I should mention that the "can't audit" grief is a failed help restimulation from OT 14-16. Restim of failed help. A person or persons he couldn't or didn't help or can't help even with the tech he knows, so that's your "Can't Audit", suddenly spins, grief, terrible feeling, can't audit, can't help anymore, he is really saying "I can't Help anymore"- because he can't help this Black Static Thetan who is a friend of his or one of his own Clone Mocos, that he sent in to find out about it. I'm not telling you the process yet for handling these guys, but if you ever find, that a Clone Moco is one of the guys you free out of this stuff, remember to have the guy (preOT or OT) debrief his own clone before he gives him his choice. Must debrief him, all-right? Otherwise the cycle isn't complete.

STUCK NEEDLE, HI-TA, HIGH SENSITIVITY

Is a stuck high TA and High sensitivity case: This is a Black Static thetan again, or one or more and overrun on LTA auditing. And the reason there is high TA and sticks, is because it had auditing already and they know it's terrible and they have been totally overrun, ok? That's why the TA goes up and sticks and surprise!- it will sometimes just shoot up all the way right up to 6, and normally the TA hasn't done anything like that maybe, in years! That means, if he has been doing real good solo and so on like that and can't figure out what it is and he is a good auditor, shit, that's Black Static.

Number C. LOCATION TROUBLE

A person can audit in one location, and can't audit in another location: Well, he is in the same location as he was LTA. In other words, same country, same language, everything the same, the city even. So he has objective restimulation going 24 hrs a day, that's all that means. He can't audit there, but he can audit here. That means where he can't audit is the same place he was in LTA, and everybody else in it is dramatizing LTA. His friends, he has got charge there. He is walking down the same streets where his LTA body used to walk down. Maybe there is a little difference, you see, and maybe that's what's confusing, and God, he is really keyed in on it So it's objective restimulation and the best thing to do with these guys is to get them out of the location and audit them somewhere else, in addition to the review session. But I'm just saying, if it's a persisting thing and he can't audit anytime he goes back, even if he has handled a couple of LTA things, well then, he will just have to audit somewhere else until he has handled it all. We had a review case, that took 37 hours before the person could comfortably live in the city where they were from, so that was 37 hours on Excalibur, right in

the middle, to get the LTA charge off! So the case still isn't through Excalibur. So you see, it could be a long job. OK?

Number D. -BODY FEELS "DEAD" OR LIKE TWO BODIES.

Or the guy feels he is 'two people', and has strange compulsions to do something else in life rather than what he is doing: You see what I mean? It seems like he is going down two tracks at once. Well, the funny part is, he is going down two tracks at once, and it's not coming from a Plug. You have to determine that it's not coming from a Plug, but it's coming from his own LTA track. You see, it's his, it's his ideas and it's his own LTA track, and he probably has saved some "body Mocos" from his LTA body and his body died at that time, those body Mocos will dramatize death as soon as the restimulation of the same date comes up. This is LTA. It's an earlier similar incident. They key-in the earlier similar. If the body died in the beginning of "this year" (LTA), so as soon as the beginning of "this year" (TTA) happens, the guy starts to feel dead, dead , dead. And maybe later on in the year you maybe pick the guy up and he says "Yeah ! Well, I'm doing fine in auditing, but Jesus, I feel like I should go to the funeral parlor all the time, and I've this strange compulsion to go to the grave yard across town, I don't know why. I should be doing my Sessions, but I feel dead all the time, really dead." Well, you know this guy has an LTA body in restimulation from Last Time Around, and they will never pick this up in regular auditing. You just have to know it's 564 GUMs ago and that's the way you date it. Not by time, because time is exactly the same. If it's 1986 now it is 1986 then. That's one reason we can use the "After Dianetics" dating, it's a little more TTA although it was "After Dianetics" LTA too, they went back and used regular "Christus" stuff because Xenu liked that kind of restimulation from the Plugs. His implanter Org was working on those kind of dates anyway. So the AD (After Dianetics) is better, "AD 36 TTA". You will notice on the Certificates I give out there is "TTA". OK? So that is what the strange body thing is, the body did die (LTA), if he is feeling "dead" and so on, ok?

Number E. - WON'T RUN AS A PLUG

This could be several things, it won't run as a Plug, after some good honest attempts: Now, it's either other determined creations from This Time Around impinged on his U-1 (his Universe 1) or maybe his own creation infiltrated by Xenu, an implanter, a Clone or Moco and used against him. It's been an infiltrated creation or an other-determined creation and it could be from Earlier Universe Games TTA or possibly from LTA, or a "Last Time Around Plug". The guys can't go free because they are not being run early enough or it could be a "LTA Plug being held by a Black Static thetan or several Black Static thetans" or being kept in LTA so he can't audit it TTA.

You see, it's either a CREATION of his own or other-determined OR it's a LTA Plug being held by a Black static thetan or an LTA Plug, you see? Or it could be just his LTA body Mocos that he saved, but it seems like they are part of his TTA body, but really are from Last Time Around, so he will dramatize as soon as he gets on the same location as he did LTA, so also that wouldn't run as a "Plug". Or it's a "coin trick". This is an LTA Monitor system that Xenu used until TTA, by having "faked" the person's LTA body's body death, then he desiccated the body in a container and then he compressed the container containing the Genetic Entities and the Phi Thetans left over, and then he stamped coins out of it. Then he gave them a big Implant: they "wait for the resurrection", and he had one placed by the body TTA, saving them over in this Mest Universe space from LTA, then he puts one by the body, tells it to "resurrect". So a piece of the G.E. and all these little Phi Thetans jump into his body, and the other coins, however, are all safely in the hands of the Implanter Org, or in the Masonic Lodges, and he can have a whole Monitor system on the guy. It's a "negative cluster" effect (which you know about if you have handled the OT 13 stuff).

Number F. -LOOKS LIKE A "BODY IN PAWN" FLOATING NEARBY OR SOMETHING SIMILAR TO HIS OWN TTA BODY

It really is his LTA body or part of it or Mocos from it. He will tell you and keeps telling you: "It's like mine this time. It's mine!" Well, that's LTA.

Side B

We're just talking about "body in pawn", or at least part of it. Some people don't have all of it. They might have just the head, or a piece of it floating around. I'll tell you how to handle these things in just a little bit.

Number G. -PTS ACCIDENT PRONE AFTER NOTS OR ON EXCAL

He is "PTS". He is following the LTA track and keeps bumping into things, is accident prone, etc. It's because the Mest is not exactly like it was in LTA. For instance, St. Hill Manor LTA was only 10 Kilometers from the sea. This Time Around it is about 30 Kilometers from the Sea. So there was a difference. Thetans, however, followed down more or less the same track, so they tend to do the same things, build the same things, do the same "Last Time Games" and so on, meet the same people, and so make the same mistakes. But in the MEST they built, all was similar in TTA to LTA, and the point is that it was not exactly the same. So, this guy who is on the LTA track and is totally stuck in it will keep bumping into things. He keeps having accidents because the road is not exactly where it was LTA, the corners were a little bit different, and the house he was in was maybe a little bit different, and the stairs were maybe over "there", instead of over there, and so he goes to the bathroom, but he falls down the steps. He tries to duplicate it, but he can't quite make it, because he is not in PT, he is stuck in LTA, accident prone. After Nots: If a guy goes past Solo Nots in the Church and he is still accident prone he is stuck in LTA.

Number H. - Holding Back Gains.

That's LTA again and probably is a Black Static Thetan or several BSTs on the case or the guy's own Clone: Now normally in this case it might be the guy's own Clone who got BS Tech (Black Static Tech) so he is identifying with his Clone and he feels terrible because he is not getting any gains because the Black Static Tech didn't give you any gains as a OT, and his Clone is giving him the message: "Better help! Help! Help! I got to debrief to you. I got to tell you something. It's not going to go well. It's not going to go well. It's bad stuff!" And the Clone is all out of PT. So anyway, how do we handle all this stuff? That's what you want to know.

Handling - D of P Interview

Now you know how to identify. And as I say, you do a DofP. You don't ask, "Do you have a Black Static on your Case?" No! No! No! You don't ask those kinds of questions. You ask what I said you ask for the symptoms -what the symptoms are- and see if they read. And cover also any other symptom that could produce it in regular Excalibur Tech, or regular ARC Breaks, or ruds anything, anything that could produce it; from lack of training, lack of TRs, anything that could produce that symptom you put in there. And then you ask the other question that has to do with this stuff in there with it and you see which ones are giving the most reads, and if this is giving reads and the other stuff ain't reading. AH! HA! But if the other stuff is also reading you have to handle that as well. And then you should handle through that first. But I don't think this stuff will read unless the other stuff isn't reading. I haven't found it to be so. Whatever has been reading on the guy who I have done a Review on, has only been

this stuff. If he was really into this, it would read on this kind of stuff on "LTA"- you don't say "LTA"- I'm saying the symptoms would read real big, you see? "Do you feel you can't help anyone with the auditing anymore?" "OH Yeah ! Well Bla Bla Bla .... " You see? Well you ask a guy, "Do you think you need a cramming as an auditor?" Nothing. It doesn't impinge on any other question, just the right one, Bang!! Right there impinged on the LTA Symptom and not the other one, see? So, how do you handle all these things?

C/S Handling Program

A) Well first you do a DofP. to determine what it is, if they are Review Cases.

B) You determine the things you are going to handle. So, 1st you get what it is, then you program how you handle it, or what to do with it. (If handling "LTA", the Pre-OT must be briefed on it first).

The second step is to determine if it's responsive or unresponsive. That means that if the LTA Phenomena (the clone Moco, Black Static, or whatever it is) is responsive it will answer up on "Hello!", and it will read and F/N on "Hello's" and "Who would I have to be to audit you"? For instance it would read well on that. OH Yeah ! That's great. But if it's unresponsive you have only little small reads and no real Clean F/Ns or anything. Just sort of dull Huhnn... Huhnn... Huhnn like that. And if it's unresponsive or you have the least little doubt, it's just classified as unresponsive. In the "Pre Sessions", in other words, you can do "Hellos" and "Who would I have to be to audit you?", and so on just to find out whether it is unresponsive or responsive. Not to find out what it is, you already know what it is, or you wouldn't be auditing at it, and you found what out from the DofP. Ok? You analyze it, and you make a C/S and you go on and say, "OK, we are going to handle this condition", say, "Not being able to audit." Now you would say, "I want you to locate and see if there is a being or something here, permeating the area. OK. There's one reading now. OK. His TA is going up now. Ok just say Hello to him a few times." Small reads, no falls, TA not coming down. He is unresponsive. Now some of them are responsive, by the way, and they get more so as people do auditing, so responsive ones that have been run on Black Static Tech, like a Black Static Thetan, can be run on Power Process 3, that is, using it with the commands: "What condition have you encountered in auditing LTA?" Around "auditing", or "auditing LTA", you impinge on that. That's the way you run it to Big F/N on Pr 3 and big cog. Now, you will get a lot of data on how the Black Static Tech was done. It's very weird .

On the internship here you can study several folders about that. We have plenty of folders on exactly how the Black Static Tech was done, and we can use that to predict exactly what the church is going to do This Time Around, because they are still under Implanter Control at the moment, OK? We know exactly, we are just predicting them, looking right down their throat, and predicting them every step of the way. We know exactly what they are going to do.

Now if it's an unresponsive, what are you going to do? Well the good old reliable tool that works TTA, LTA, anywhere on the bloody Ring Games, it will work, and it doesn't care about time, and that is Power Processes 4, 5, 6. And you use Source, Existence, and Conditions, these 3 processes on the unresponsive, --and the EPs of those are quite definite: On the Power Process 4, the "Barrier to Comm - there is a barrier there, it seems to be a "Glass Wall" between you and whatever you are communicating with back there, and it seems to break and the guy is back in comm. In Power Process 5 ... Plus F/N VGIs of course from the Black Static ... Now I continue: Power Process 5 seems to get the guy around the whole ring all the way back from LTA to PT, he seems to come to PT, you seem to feel he has come closer in Time to you, and that's the E.P. on 5. And on Power Process 6, a very definite E.P., it breaks the blackness or the greyness or the solidity and it goes into a sparkling theta, feels free, feels

"just like another thetan" that you are auditing, it doesn't seem to be "black" or "lost" or "confused". It seems to be "nice" and "right there" right in PT.

Power Process 4 breaks the "Glass Wall" comm Barrier, the space barrier, so to speak, between now and LTA, although it is in the same area of the playing field, it still is a barrier, a Comm Barrier. How can you talk through 564 GUMs? You see? OK.

Then Power Process 5 tends to bring the guy from LTA to TTA where you can audit out his 6, and 6 runs him right through the "engrams", or shall we say, the "OT Levels" he was stuck in, because they come off like that.

Now you must remember something when running Power Process 6. That if the incident the person is stuck in, is a "Medical" incident or something like that, then it will come off slowly and it will come off with the unconsciousness coming at the beginning. So, he may go through some pains and a lot of unconsciousness and finally wake up and be in PT. In other words, a "Medical" or "experimental" type incident can start with the unconsciousness and the pain comes later. Therefore, they don't operate like a regular "impact engram", where the pain comes and then the unconsciousness. So they come off differently as well. Carrying on, you will get a lot of details of weird things going on, and what they were "Cogniting", Quote, Cogs, Unquote. Not real cogs, but cogs that kept them under Xenu's control. And you get a lot of data on this as you run the Power 4, 5, 6 on these BST or unresponsive LTA Thetans.

Blow and Can't Blow Steps

Now after that, you have to do the "Blow and can't Blow" Steps, and from OT 9,10,11 also 14,15,16 and from the auditing steps on 12. But the "Blow" and "Can't Blow" steps just briefly are:

Blow A) is the "Who are you?" question for the Big Thetans.

Blow B) is the Moco Commands for Mocos. You know, "Return to your moment of creation or go free, or wait at Static, or help me." (If it's a certain kind of Moco that wants to help you, if it's a body Moco he might want to help you, OK?) You can have those 4 choices anyway:

1) Return to your Moment of Creation.
2) Go Free
3) Wait at Static (if his creator Thetan is aberrated the Moco may not want to go back to him. But he does want to go back to a state of static, but his Creator is not ready yet, so then he can wait at a static point).
4) Help me.

Now the basic on all Mocos is that they were created to help, so they will respond on one of those 4 and leave a guy's Universe or decide to stay and help him. Now,

Blow C) is of course Rights of a Thetan - "to his own sanity" and "right to leave a Game", and this may be looked upon as "self-determinism" and "Power of Choice" as well. OK?

Can't Blow A) is Out of Valence. This is where you ask the guy to "look for others stuck to you" or "are you in somebody else's Valence?", or "somebody in your Valence?", or, "are you in my Valence?", or "are you in Xenu's Valence?" BLA, BLA, BLA. You just check all the different Valences he could be in. You just run him out of them and Boom!!! It breaks them all apart.

Can't Blow B) Is the list of incidents they could be stuck in, and this is where it goes: "Mutual incident?" or "Something in Present Time?", "A mutual Incident, all the way back?" "Inc II?" and "Inc I?" "Pre I?" or "Earlier Is?" "Earlier Is, Earlier Universe?" for the big Thetans and "Pre Is?" For the smaller ones, "Dumped in the Mest Universe?" etc, etc, Or "Captured from earlier universe?" All the way back to "The Game of Gods TTA?". And when you are doing LTA auditing you must do the same things LTA going back the track. So it's incidents going back: "Game Of Gods, TTA?" Ok,"How about LTA?" Now, LTA? The LTA of PT, "Something happened in LTA, 20th Century Teegeeack?" "Inc II LTA?" "Inc I LTA?" BLA, BLA, BLA.

Now this is when you are running the Incident Step, can't Blow B). You run them from PT back all the way from This Time Around then back all the way from LTA. Later on, when you are adding LTA to Incidents in the guy's normal auditing, he just checks the LTA incident that he is running the TTA incident of, to widen the F/N or blow any extra charge there if there is any. In other words, if he has just run an Incident II on somebody, he could say, "Inc II? Good, did you have Incident II LTA too?" " Oh Yeah! same thing!" It gets the F/N bigger. "Incident 1, Incident 1 LTA". You see? You run them in pairs like that Paired Incidents parallel pairs as you are using or adding LTA, on incidents. But on the Can't Blow (B) you just run them back through TTA and then LTA through. That goes back through the whole system of track, because Can't Blow means there is some resistiveness there and you have to go back through in sequence to find it. Can't Blow means "something resistive".

Can't Blow C) needs Purpose, a Game, or orientation. You handle whichever it is, or all of them, to set any of the Thetans handled. Remember, you are always auditing groups here, so remember, Black Static Thetans can be in groups, they can carry a lot of Mocos and BTs with them, so you are handling groups here. So the Purpose, Game, orientation- they need a Game- or they need a Purpose- a new Purpose, a failed old Purpose, don't know what a Game is, need an understanding orientation. They all might need a bit of that, to find out what TTA is and Teegeeack and the Free Zone and the new track we are making and so on. And there you go back and run the Blow steps again. You roll these over and over. Because you have done the resistive things, it doesn't mean they blow, it just means they couldn't blow because of these resistive things . Now you go back and do the Blow things again, the "Who?" for the big thetans, and that frees any of these, and the "Moco choice steps" for the Mocos, and then the "Rights of a Thetan", and "Bang", pretty soon, you keep going through these and you will get the whole group freed, and you get the FTA. OK?

Adding LTA to Excal or Above Auditing

After the person handles that thing from LTA, it maybe was just one piece from a Plug, one holder on a Plug then he has to go on, of course, running the plug. But now, on whatever incident he runs, he now uses the LTA Question. Inc II?, Inc II LTA?, Inc I?, Inc I LTA? on all incidents on his Solo Auditing. Anything that has a "Date Type Event" on the track. It does not apply to "Who are you?" And the guy says "me". "LTA?" You don't say that. NO, NO, NO. It doesn't apply to Mocos or the Moco commands. It doesn't apply to Rights of a Thetan, those are all the Time there, they are there, period, there, there. It does apply on Blow Step (B) Incidents where you run, in sequence, This Time, then in L.T. It applies in any Incident you run into, where you have to run a guy through in a Plug. So if it was Coltus TTA, he might

have to run his Coltus LTA. In Incident II TTA- also Incident II LTA, do you see what I mean? It doesn't apply to Games, or orientation either, I mean it can come that a guy has a "failed purpose" LTA, but that is just a matter of dating it, and finding out when it was. I'm talking about Incidents. These Incidents. These happened both times, you have to realize this, that they happened both Times, these major incidents. The "Take Over of the Church", which we call "Incident III", it's a joke of course, but you can call it "Incident III" if you R-factor it closely enough to the cases and so on. You can call it: "Incident III, the take over of the Church". But anyway, Incident II was Incident II LTA and TTA and Incident I was Incident I. Now, each has a slightly different experience track, in that from TTA to LTA or LTA to TTA.

Now when you have a guy on Excalibur like this, when he gets to OTLR, he has got to do LTA also on steps I, II, III. So this is important when he does OTLR I,II,III. He has to do his Inc.II and Inc. I and he has to do also Inc. II and Inc. I LTA and he has to do those in parallel like you do on a regular incident, because his attention is going to be right on that. And so it's going to be: Inc. II, and he gets off all the reads as being BTs and clusters to F/N, Big F/N, clean F/N, cogs. Then do Inc. II LTA. Then do his Inc. I TTA, Inc. I LTA, Coltus TTA, LTA. "BTs and Clusters connected to Coltus", "Coltus in restimulation", whatever you use, "BT or cluster connected to Coltus or having a Coltus implant", whatever. Do this TTA and LTA. So to those 3 OTLR steps you would also add LTA. That's on OTLR I,II,III.

Caution on PrPrs

Now one other point I must make. When you are running Power on these LTA things, make sure, very, very sure, below OT 13, that you are only including that what you are auditing in the TRO for Power 4, 5, 6. For these 3 processes, you must make very sure you are only including what you are auditing. Have the guy narrow his attention to exactly what he is auditing. I know, if it's a Black Static thetan there, he's real big, maybe covering the whole Universe, but still he is auditing the Black Static thetan and no other. You must do that, otherwise you get (which is described on the other tapes), or you might get that and trigger something off of something on OT 13, and all his Mocos start coming in onto him and he has trouble because it presses all his Nots Plugs into his body and then you have to take him into Review and get him to free all his Mocos. OH Boy! What a mess, because he is not up to OT 13 and you have to teach him how to do that, Bla Bla Bla. and you are right in the middle of Excalibur.It is very difficult. That's why I say these are Review actions. You must control the Pc's attention to only run the commands of 4,5,6. on the Black Static thetan or the Thetan from LTA, whether it's a clone, a BST, or a regular thetan, or Moco, or whatever. Still, Pr 4,5,6. will break them free of that.

More on the Use of LTA

Now realize, in PT the track is now split but many people are still on the LTA track. We can now predict the future of LTA People just as easy as you recall a movie. You have just seen a movie and someone asks you about the movie, "OH Yes! And the next thing that happens is this."

Now when these people are stuck in LTA you can see what their future is going to be because it already happened to them LTA. Now we can change things, we can change these things, but the general political stuff and so on- we can tell you exactly what is going to happen. And "prediction" is just the game of people in the past who were getting some awareness of LTA, so they had the pictures there already and they had the Incidents there and so they just put them down. And they were the "great predictors" of history, Nostradamus and all these people. they weren't predicting a damn-thing. They didn't have anything special. They didn't have any "OT Abilities". They just had fairly good recall or comm with

some BTs who had fairly good recall of LTA and that's all it was. They just picked out the same things that happened LTA and said "it's going to happen again." That is basically what it was, and you notice they are all full of symbolism and religious significances and all that shit, and that's exactly what the Implanter Org laid out LTA and exactly what they laid out This Time Around on the Scenarios. So remember, that prediction is simple if you know LTA! And we can "predict" the future for the Church of Scientology. We know all about the BS Tech and how they are going to produce it, and so on like that, that makes guys misown things, things like that, how to get them out of their bodies, donate their bodies to the "cause" and all that, and they are going to "suck up" the Mocos and try to use them in plugs again. There is a whole "Bad Scenario" on this.

And now, anyway, there should be no more questions about LTA, it's just like realizing that it's like the earlier similar of TTA (which is in PT) is the LTA. In other words he is looking at his objective Physical Universe environment and it is almost totally the same so it's totally restimulating him every moment into LTA.

That also explains the incredible amount of charge and BPC on the breaking up of the Church, because it did happen LTA. So it had a much earlier Basic on the chain of doing it again and the hopelessness that's in the field right now, is because of Last Time around. There was no Free Zone, there was no Free Zone people. They were doing Missions to handle this and that but they didn't develop Excalibur. TTA it is here and the rest of the Game is going to it's obvious conclusion, to finish up on Ring 10,000. It is going to finish This Time Around, properly, because the Bridge is all there.

Now let's go back even earlier in the Games, now that you have wrapped your wits about LTA you might have to run a Plug in LTA. I'll make this comment on some Reviews. I'm not saying that Power is the only thing you do, you do use all your other Tech. Like, we had one person who knew similar people in Present Time as they did in LTA, and family members and lovers and so on. Now, Last Time Around they were the same Thetans running those same types of bodies, so they have and had out ruds with each other. So it came up on, as what you would look at as OTLR 4, "Out Ruds with People", and it had to be run LTA and any plugs between the people LTA had to be run out and this totally straightened out all the ruds with those people. We didn't have to run Power on them. Just knowing the briefing on LTA... before you run a PC on LTA you must brief them thoroughly on what LTA is before you go on. It takes about half an hour and you show them a picture of a Games Universe Model and a CCC and a ring and you say, "All this happened before in the same place on the playing field and it was all just like this." Let them sit there and cognite and that will blow a lot of charge right there. I guarantee you, it's like the first little 5-10 min of this tape, where I explained to you what LTA was. Well, that way they can cognite on it then you can run them and that way they can be able to put their attention on it and help you, and as the Review Auditor you will be able to help them because they can now look at LTA. As I'm saying, your main tool in handling LTA is Power Process 3 for responsive BS guys. There are some unresponsive BS guys who will respond to Power Process 4,5,6. with those specific EPs. There will be a lot of blow off of case confusion there, right?

Creations, Auditing Of

By the way, someone might ask you, "What about these creations? they are not the same." No, that's right. Creations come from OT 12 Tech. You just run the same procedure you would run on the OT 12 procedure: Locate the intentions, sorry, the ownership, intentions, all the attentions, postulates, perceptions, and pretty soon the guy, as he goes down the identification steps of OT 12, he will discover who is making the creation and what it is, and all that. And whoever is making it, you do the "as-isness steps" with him. And of course you

may be having to run the Power Processes on the auditing steps of the creation, because it is unresponsive. But, if that comes up you just handle it like a creation, but realize it is an other-determined creation and therefore you don't have to do the whole of OT 12, you just do enough to where he identifies it and run the auditing steps on

And you have to do the "Admin-As-isness" as well. You get the FTA on Tech and you get the FTA on the Admin. In other words, a shortened creation handling: When he realizes what it is, then you can just go in and audit it. You don't have to do all the full identification steps that you do on OT 12. Just do the steps down from the beginning until he understands what it is and then you can audit it. You might have to know "Via Mocos" and a few other things. You hat him, and he takes the "tour" through it, with the Mocos that are making it and the other creators. And it vanishes and when he has indicated the Admin as-isness step to all concerned that haven't left yet, he gets another FTA. (That's the "real why" of the creation, which causes the Admin as-isness.)

Universe Zero

Gosh, I wanted to talk a little bit, thought I'd have one hour and a half, and I thought I d tell you this in that time and this is amazing! Looks like I've only about 15 mins left of the tape. Well, I thought I'd tell you a little bit about U-O, because some times U-O comes up, so I'll tell you before the time is up. U-O: That's the basic Universe that all Thetans agreed to create with their "Existence Postulate" way back at the beginning. U-O is actually the Postulate that made the playing-field there. And Games, the Ring Archives Games, it made these too. It was an agreed-upon co-postulate so it's like a "co-create", like "co-postulate". It's like a "composite cluster". It's like whatever you want. It's made out of Mocos, and the Mocos are tiny, tiny, tiny. They are smaller than any other Moco the guys normally made because all the other Mocos have to "ride" on this basic postulate of "Existence", and the Mocos were the images of the Rings, the images of the Games. And space and potential energy Mocos that filled in all around. All around and beyond and so on. So that it would be a playing field. So that is what blows when the guy does the Super Static rundown, he blows his part of that Postulate out and he can totally get out of the Games then. However, some people run into this or something about it before, or some people do, before they get to OT 16 or the end of OT 16. And remember, Universe Zero (U-O) was created by the guy's agreement to go into the Games and was created by the "Big Moco" that was made by each Player to keep track of the Games and the Rings and so on like that. And to create other Mocos on the "Via" to fill up all the space in there. And they were all done identically the same and that was the agreement and that was what made Existence, and that is what Xenu influences the Pre OT or OT through. He influences him through that, because to make that and then go into the condition of being in it and assume a "beingness", the guy had to Not-Is that he made it, you see? So then Xenu used that "not-is" postulate and started to influence people through the U-Zero. It's composite mutual cluster from all players and there are 10 x 10 to the 40th power players. That's 10 with 40 Zeros after it. That is that many players, those that are "Big Thetans", same thing. Mocos, there are many, many, many 10s to the many, many, powers beyond that because Mocos were made by all people, all beings in the games. But, there is only 10 x 10 to the 40th power players, and those are the the guys that are walking around with the cases because they are the ones playing the game and they haven't figured it out yet. Now the U-O, occasioned by the 1st existence postulate is sort of like the "canvas" of the artist. In other words, he "paints" over that. So all this "Mest Universe stuff" and all the space, energy, time was painted over the U-O. The U-O is a total Via in which telepathy communication and other types of communications occur. When the thetan is too small to bridge the distance he uses the U-O to communicate Via to other players and that's why it is instantaneous and so on. It's right back at the 1st Postulate. It does not follow the Laws of matter, energy, space, and time. But it does follow the Laws of Beings, so it can be. So the basic postulate of which it

was made was "to help", so when you get U-O helping, you can do quite amazing things in the Physical Universe, I guarantee you, such as different healing actions, you can heal very fast and so on because many of the U-O Mocos are long asleep. Long asleep and dormant and anaten and just "being there", and nobody has recognized them for quite a while, but if you wake them up, you get quite a lot of energy coming from them, ok? So that's just to let you know it's there because sometimes people run into their "Prime Mocos" and there are 4 Prime Mocos. The one, the "Big Moco" that created all the little tiny space and potential energy Mocos and mock ups of the Games of Rings, he is one of them and he is the U-O Moco. And there is a U-MINUS ONE (U-1) Moco, which kept the Players' "secrets", this was done right before he got in the game. And a U MINUS TWO (U-2) Prime Moco which was to keep track of the plans of, and track of the other players in the Games. And a U Minus THREE (U-3) Prime Moco, who was to keep the person's own plans in the game. All-right.

Prime Mocos

Now these 4 Prime Mocos should not be run out. They were postulated to help the player through the entire Games. They will refuse to be run out. They were made at a time when his postulate level was as high as or higher than OT 16, therefore they will not run out. He will be postulating right against his own postulate. He will be stuck. They won't go! So what he should say is, "Ok, thank you very much".(If they come into the session.)"You may return and help until the end of the Games". And the Moco will go "Yeah! Ok, thanks". If it's his own Prime Moco it will F/N right on that. That's what he wanted to do anyway, and that's what this guy postulated him to do. You cannot run out Prime Mocos until you are ready to run them out. They are your own postulates! OK? So you can't go against them until you are big enough to go "against" them. to as-is them, and have them achieve their purpose. And their purpose was to help you get through the game and you are not through the game until you're passed through the Super Static Rundown, ok?

Occasionally, one or two people have run into their Prime Mocos. You recognize and handle it by: "He is a big guy, really terrible, he helped, but now he won't go!" Ok, is that a Prime Moco?" Hum ! Bam! Big Read Bam!" It's one of your own Mocos, a Prime, at the beginning of the game." "OH, Yeah!" "Ok, just thank him very much for his work. He has done his job. He's helping and he is to continue to help until you are really to the end of the game." He says, "Yeah! Ok, great!" Big F/N, FTA.

Now these Mocos can be regulated, Ok? You can compare them to and you if you are C/Sing you really can understand the mind when you get to this point, because The U Minus 3 Prime Moco which kept track of the guy's plans and every thing the games and his own beingness, and so on- that maybe relegated to the "analytical mind". That's the basis for the analytical mind. The Prime Moco, U-3 and all the other Vias created, compose the analytical mind. The U Minus 2 Prime Moco, which kept track of all other's plans and what other people were doing and so on, is the basis for the social mind. You know, e.g.: "Well, I don't know if others would like what I do". Because it's the "others" flow and is there when you run "others to others" and "others to me" and so on. And then there is the Security Moco or the U minus 1 Prime Moco which kept the secrets he didn't want the other players to know. That was something he had to W/H, so that was used also to become the basis of the "reactive mind". Because the things he didn't want others to know: that if he was in trouble and things didn't happen the way he wanted, some incidents occurred to him that he wasn't able to "figure out" and all those things, of course, become engrams, O/Ws, etc, etc. Those things became the basis of the reactive mind and so we know the basis of the reactive mind. And Xenu knew those things too, and so he used them cleverly to make sure that the thetan wouldn't want to talk about his implants and he wouldn't want to talk about the things that Xenu did. He would feel very "analytical" or he would just think, "Oh, that was nice!" But, he wouldn't remember

the implant, you see? And that would become data in his "security mind". So he wouldn't tell anybody else about it, you see? He created his "security mind" for his own purposes in the game to keep things from other people that he didn't want them to know. An he wouldn't want them to know of his disabilities, does he? That's why auditing is the only way out. OK, these things are just a few, so that you understand fully C/Sing and so on, and about Life and the Games and what people are doing. These are just some of the basics you may need to know as a Super Static Review C/S.

Pilot Processes

Now I have also made 3 pilots at this Time.
1) The Body Straightwire Pilot (Body S/W)
2) The Exteriorization Straightwire pilot (Ext.S/W)
3) R6.E.W. for Clears pilot.

So far, I haven't got full experience on these. What these are to do is to try and handle body somatics of continuing nature or chronic nature, and exteriorization problems (this is the first two), at a Level Lower than they would normally handle. In other words to bring somatic handling down, if somebody has somatics after Excalibur for instance, to try and handle them there rather than have them wait for the CO Cycle Rundown at OT 14. The Exteriorization S/Wire is the same. We use it if the guy has problems, or feels problems, with exteriorization. To bring it down to where he is on the Bridge before he gets EXT to the Whole Games at OT 16. He will, but he may have problems with it before.

Body S/W

These are still in a pilot stage, but I know on the Body S/Wire, it was very helpful and maybe we will put that onto OTLR No 8 on Excalibur, as an option. If the person has chronic somatics after Excalibur, it only means one thing. It comes from the Mocos of the body, the actual Phi Thetans of the body who were there, present, during the auditing of Excalibur and all the past auditing he had and gave. And yet they did not get audited themselves and so they got restimulated by it. So the Body S/Wire essentially is started off to run Pr Pr 3 on the Body Mocos and then the Blow and Can t Blow steps giving them their choices, of course. It was intended as a sort of help to keep the guy cleaned up until he got to the CO Cycle Rundown. It went F/N TA on one Case, and another Case went into some more of this LTA stuff, LTA Body, LTA creations, etc, etc, and finally finished it after about 40 hrs. And by that time, however, OT 9 was pressing in very close. But it did finish. So this Pilot is still not fully complete. I want to see it on a couple of more people. I know we can finish it under expert C/Sing and control conditions but it's not just something you hand out and give to somebody to handle out in the field. It has to be very well supervised.

Exteriorization S/Wire
R6EW for Clears

We don't have anyone on that Ext.S/W pilot yet and the R6EW for clears is something I thought they could take charge off the OT II Case while doing the Solo Course. Auditing another person on the essential, "What is being dramatized by the composite?", you see? Anyway, that is written up and some time we have to pilot it out and see if that works for people who are a little delayed between doing Clear and OT III. OK.

OT 17 - 33

And I just wanted to mention also that on OT 17 to 33, of course, we are handling the U-2 Cases of those who are not, shall we say, analytical enough to realize that we have the bridge. So we have to handle them by breaking loose the resistive points on their cases, so they can turn around and see it. And get them off the LTA track, or what ever. These are all ready to go as soon as we have enough people to organize to handle the flow that will come from that, right? Right now we are busy as hell handling the people that are coming.

OT 34 - 40

OK, and OT 34-40 is handling these Phenomena of U-Zero, Minus I, Minus II, Minus III, and really understanding that. And how Thetans got into the games, and how to get out of them, and what the basic purpose is "to improve the Quality of Theta", what that meant and what are these things that Statics do that gets them into trouble, just "naturally" and how can they avoid that, and what should they know, and what are the basic certainties, and what should be the basic certainties, and what did the guy learn during all of this. There is a lot of data there, about 7-8 inches thick of written up things on it. And one thing that comes out of all this is that the tendency of a Thetan or of a Static actually to CONTRACT (by creating something and not-ising it or creating a Moco and then saying it's somebody else) IS totally handled by the end of this Game and so that the guy then realizes that the only way for greater and greater fun and greater and greater freedom is EXPANSION. And therefore that becomes OT 40 Plus- Expansion. And that's going to be what we are going to find out when we really analyze what LRH is telling us in Policy applies to Statics and Thetans, all-right! Administration, based on New Games, based on Expansion.

So with that I will conclude this lecture and say also: Administration became the 12th Dynamic once we had to use it on handling creations and so on, and certainly does come into it's own in all these upper OT Levels. In actual fact, somebody asked me the other day, "What's the 13th Dynamic?" And I said, "Well, I don't know." And he said, "Well, is it Games?" And I said, "I don't know, well, maybe there is some better Games for everybody." We sure know about this one and whatever Game you do play, I want you to realize that Elron Elray was the 1st Games Master, and he gave us some Great Games and we had a lot of fun and it was only Xenu who came in and messed them up. Remember that, it wasn't Elron Elray's idea to have you in such trouble. It was Xenus jumping in and trying to take over the Game that caused all the disturbance.

Game Masters and New Games

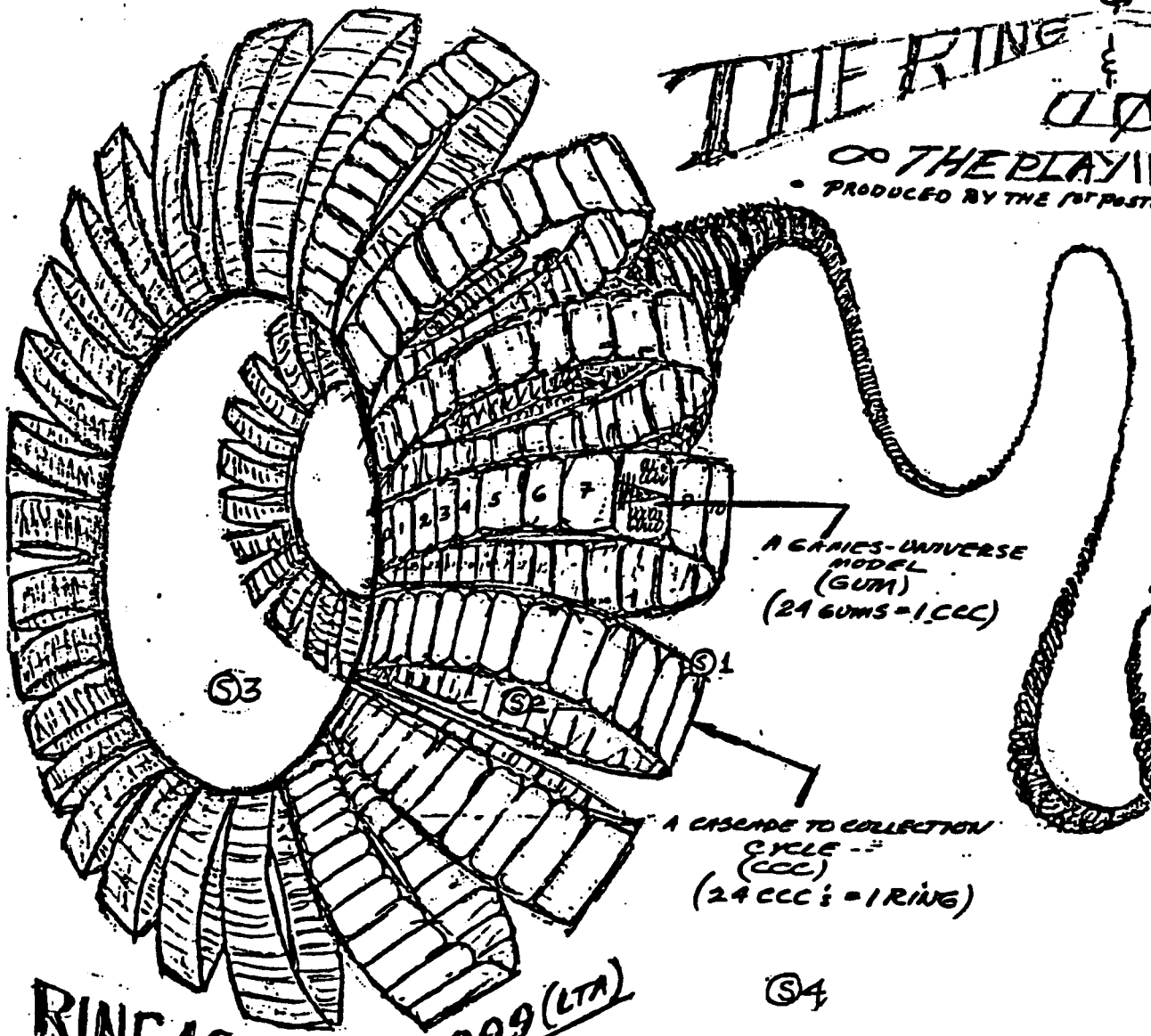
I want to make more Game Masters. I think a Games Masters Game, with every player in it a Games Master, that, I think, would be the most EXPANDING Game ever! And that's what Elron Elray wants, too. Some kind of enormous Game, one that we all can have a great time with! And remember everyone is more and more individual as they go up the line to Static, and it's only the Mocos that have Creators, not the Statics. They didn't have a "creator". They are just individuals. And somebody asked me if there was a sort of creator "because where did they all come from?" I said: It's just as hard to find out where one came from as it is to find where a Billion came from or 10 x 10 to the 40th Power Thetans came from. It's just as hard. It's no difference. How can you explain 10 x 10 to the 40? If you're going to explain that, you can explain it as easy as one! And I'll tell you another thing: If there was nothing, if there wasn't one of these guys or 10 x 10 to the 40 of these guys around, there wouldn't be any Games at all and you wouldn't be around asking the questions! So the fact is already provable that you are there. You are there and when you finish all this you will be a "Static without Comparison", and then you will realize, of course, that now you can compare yourself to something, and that is: what kind of Games you can get into, what you can do, and what we do next."
We can EXPAND.
It's going to be wonderful and the Game is a lot of fun! It's a lot of fun just coming in, seeing all the complexities we have made. All these bloody RAGS! Everything is there. Everything. And now we are handling it all and freeing it all and getting it back to it's natural state. So I wish you all the best in your Expansion on all Dynamics and to the 13th Dynamic. And thank you Elron Elray and thank you anybody who helped, and HAVE A GOOD GAME!

* * * That's the End of this Briefing. * * *

THE RING ARCHIVES GAMES

∞ THE PLAYING FIELD ∞

• PRODUCED BY THE 1ST POSTULATE OF 10×10^{40} PLAYERS



A GAMES-UNIVERSE MODEL (GUM) (24 GUMS = 1 CCC)

A CASCADE TO COLLECTION CYCLE - (CCC) (24 CCC's = 1 RING)

RING 10,000 ± 9999 (LTA)

Note: U3 (Physical Universe) is for Ring 10,000 (±9999), CCC 24, GUM 0 (LTA ±LTA)

1ST TWO POSTULATES, EXISTENCE 2. CONDITIONS

STATIC STATES

- 1st STAGE STATIC = (S)1 = Exterior to a GUM
- 2nd STAGE STATIC = (S)2 = Exterior to a CCC
- 3rd STAGE STATIC = (S)3 = Exterior to a RING
- 4th STAGE STATIC = (S)4 = Exterior to the Ring Archives Games but still in UO.
- 5th STAGE STATIC = (S)5 = The "Super Static State" = Exterior to the RAGS and has as-ised his own part of UO and the RAGS. Has no case."

SUPER STATIC STATE (S)5 or (S)∞

"Before the Beginning"

Definitions

S θn or Static θn: a "Big θn" or "Player", who for one reason or another has decided to sit for now outside the game, or chose to do so by Rights of a θn. Usually they don't know the Tech so have out-Ruds. They can permeate the Playing Field and get in comm with other Players telepathically. They are usually just outside of, or exterior to, ONE Games Universe Model and have, of course, unhandled charge on earlier ones. There are "stages" of Static:

1st Stage = outside a GUM
2nd Stage = outside a CCC
3rd Stage = outside a Ring
4th Stage = outside of the Ring Archives but still in U0 (the agreed upon playing field).
5th Stage (Super Static) = the EP of the Super Static RD after OT 16 - exterior to the Ring Archives and the Playing Field.

θn: a general term meaning any life unit. S θn, Big θn or Player, Lambda (λ) θn, Phi (φ) θn. An awareness of awareness unit.

Big θn or "Player": the preclear or Clear you are auditing or the θn called "me" who has a case. Can be in or out of a body. Can be found sticking on a case at OT 3 or in a Plug because of being implanted or betrayed. Can be suppressed into believing he is a "Body" or a "Body θn", or a "Monitor" or "Operator" or "Implanter". All "Players" were originally Static θns.

Lambda (λ) θn: a "lambda" or "lifeform" θn. One who has a function of caring for or operating life forms. Can be a "genetic-entitiy", a "demon circuit" or a body operator for animals, plants, fish, birds, or humans. May be part of a team of such θns who were hatted to do this in early MEST U track prior to Inc I or from E/U Games or even earlier GUMs. All true λ θns basically are MOCOs. However, you may find a Player θn occasionally implanted or suppressed into the "belief" he is a λ θn. Also called loosely "Body θns". Many of these were captured from E/U games and used on "Plugs" after being made to believe they were "solid". λ θns like to copy or hold "pictures" for Big θns or make them from his intention. λ θns align with the 5th Dynamic. (Ref: Dianetic Axioms).

Phi (φ) θn or (Φ) θn: "Phi θns" or MEST θns. One who has a function of being a particle of matter or energy or space in a creation. Can be of a gradient of sizes with the bigger ones responsible for the smaller ones. Can be identified as space, potential energy or motion, energy particle, sub-atomic particles, atomic particles, atoms, molecules, cells, crystals, etc. Are used to make MEST and pictures for Players so they won't disappear when the Player looks at them. In U3 they are all mixed up from E/U game "dumpings" by all Players. These U3 φ θns have been organized by their "Board of Directors" and do not cooperate with any Big θns normally, because of their ARCBLD (ARC Break long duration) on being dumped. All φ θns originally were MOCOs. φ θns align with the 6th Dynamic (Ref. Dianetic Axioms).. (pronounced "Fee" on Tapes)

MOCO: means "Moment Of Creation Of Viewpoint". A MOCO is a Created θn by one of the Big θns or Static θns for use in the games. They therefore do not have any time track earlier than their moment of Creation. That is the basic on their "Case". (They also do not have a large "case" like a Player, who has been in the Games since the beginning.) Can be a λ θn or φ θn or a special type created by a Player and used for Admiration (plus or minus) or Perception (plus or minus) or for creating and holding or operating a Creation for the Player (called a VIA MOCO) (The Player used this via so the Creation wouldn't disappear and there would be someone to care for it at his direction.) Probably the Board of Directors of the φ θns were originally VIA MOCOs who got dumped with their φ θn Creations into the MEST U.

Another class of MOCO is called a "Clone". This is a MOCO who was created with more ability and self-determinism and could serve as a "substitute" or "missionaire" for the Player. They usually want to debrief before going free or returning to their moment of creation. They could also have been given the ability to create other MOCOs and also could have been gotten implanted, while doing their "missions".

All MOCOs were originally created to HELP the Player who created them. When a person's own MOCOs want to return to their Creator they "blow" inward to him. Other Players MOCOs will blow outward. (Also any who choose to go free, or to Static Point to wait, will "blow" outward.)

MULES: A combination of two or more MOCOs (usually Admiration Particles - plus or minus - or Perceptic MOCOs - plus or minus - or Clones), one being the person's own MOCO and the other a friend's or enemy's MOCO. These can be combined by implanting into a MOCO "Sandwich" - with a person's own, a friend's, and the implanter's or Xenu's. One has to run the incident of the "Sandwich" being made (like a Clustering Incident or Mutual Incident) before each separate MOCO can be freed.

Clone: A MOCO who was made with more ability and free will - almost, or partly, a copy of the Player, to do a "mission" for him or to "fool the enemy" or to "play a game". See also, more on these under "MOCO" definitions.

Prime MOCOs: These are the MOCOs a Player created to prepare for and start the Games. There are 4 of them. One is the basis of the "Analytical" Mind. Another is the Basis for the "Security" Mind (which became the "Reactive" Mind), and another is the Basis for the "Social" Mind. The 4th one is the MOCO which was used to Create the Playing Field and Ring Archives Games as an agreement with all other Players. The interesting thing about the Prime MOCOs is that they CAN NOT BE RUN OUT until the Player is finished the Games. (After OT 16). He created these Prime MOCOs with the Super Static postulate to assist him throughout the games, so at any point before that, he is simply not powerful enough to undo or as-is that postulate. If encountered in a session on OT levels, they should be thanked for what they did in the session and told to continue HELPING till the Player is finished the Games.

PLUG: An organized part of the case on Excalibur. Consists of several "terminals" (each of which may be very complex, and consist of many θns, with various functions as a unit or "thing") having a function to perform on a case connected by holding lines. Holding means "suppression carried out through time" or "constant suppression". There may be several plugs on one "stack" or a person's case because they are related by thought. The "stack" wording is how the Pre-OT "thinks" of the area that is troubling him, it is not a "message" or "words" or "intention" coming from a plug or plugs.

STACK: A built-up area of charge on a person's Excalibur case which makes him act or "think" in an irrational non-survival, non-expanding way or monitors him in a direction of shrinking his KRC and ARC (his Power and Understanding) and drives him downscale as a θn. It can collapse him down to only operating on 1 or 2 dynamics or lead him into other practices that will trap him from ever going OT. It is OTHER-DETERMINED CHARGE in a certain area. If a person has "accepted" or "agreed" to it, he may believe it's his own thoughts!

GAME of GODs: A game played at the beginning of GUM 0 to elect a "GOD", who would "take care of" everyone's dumped creations from Earlier Universe Games. These "dumps" became the MEST Universe. The Player θns were supposed to learn by doing this to take responsibility for their own Creations and at some point enter the MEST Universe and as-is their own part of it to regain their lost ability to as-is. This was interfered with by the Implant known as Incident I.

The MEST Universe in GUM 0 has been going on for 100 Centillion years. (100×10^{303})(100 with 303 zeros after it).

The Game of Gods was aberrative as many plus and minus Admiration particles (MOCOs) were used as "political" persuasions and as "votes" for the contestants. Unfortunately, Xenu got the most votes and so became the "God" of the MEST Universe.

This game was not considered very significant or important to the θns at that time, just a "fun" thing to do. Xenu's "act" in the Game of Gods included some of the later scenes in Inc I, so it can act as an E/S area of charge.

GUM: A Games Universe Model. It can have one or many games and one or many universes in it. But it is covered by an overall purpose or goal for the θns playing through or in it - whether they remember it or not. This GUM is Games Universe Model 0 (Zero), "Emergency". "Time", as in the MEST Universe (one of the universes in this GUM. There are also "Earlier Universe Games" in it), does not exist before this GUM. So to "date" beyond the MEST Universe "Time" track one uses "Games Universe Models" as a Cycle of Action which all thetans are familiar with.

CCC: A "CASCADE TO COLLECTION CYCLE" - this is a sequence of 24 GUMs (Games Universe Models) which have a similarity of purpose. For instance, if the CCC has a purpose "to improve the understanding of aesthetics" as a purpose, then there may be a GUM or Art, another for Music, another for stories or Books, etc. This is a vastly simplified description, however, as it could as well be a GUM for "picturing aesthetics", "creating aesthetics", "exchanging aesthetics", etc. with all types of aesthetics in each GUM and then in later ones combining the activities of the earlier ones on all flows and all dynamics!

RING: A Ring is a combination of 24 CCCs or 576 GUMs in a big torus or "doughnut" shaped structure. It was part of the original agreement of all "Player" θns who decided to play the Ring Games.

TTA: An abbreviation meaning THIS TIME AROUND. Refers to Ring 10,000 being a "re-play" of Ring 9999 and all the Players going through GUM 0 for the 2nd time. Ring 9999 was supposed to be the last of the Ring Games, but it had to be done again as no one got out of it.

LTA: An abbreviation meaning LAST TIME AROUND. Refers to Ring 9999 the 1st time it was played. The critical GUM which prevented Ons from finishing the Ring properly was FUM 0, CCC 24, RING 9999. (This same one we are doing over again now on Ring 10,000).

LTA parallel "time" (to come to the same place - or GUM - on the playing field) is "564 GUMs" ago, (not 576). This is because on the 2nd time around, the first 12 GUMs (called R-factor GUMs) of the RING were skipped - or not played.

All major incidents of TTA also happened LTA.

Note: On TTA & LTA & Rings definitions, if the person gets overwhelmed by thinking he has to turn out all the charge of 10,000 Rings, just indicate he is only stuck in this one. He did get to a Static 3rd Stage to leave each of 9998 (all the other) Rings, so there is only minimal charge, if any, remaining in them.

BST: BLACK STATIC THETAN (or BLACK STATIC TECH). The "OT" product of the taken-over Church of Scientology LTA; the "tech" used to produce these products. A BST is made to "be" or "own" the entire MEST Universe, is not and can't be in a body, and is stuck "forever" in that state. There are processes to free them now in the Free Zone, TTA!

Briefing on LTA

Now before I go into what they are and what is causing that and how to handle Technically, I have to give you an explanation for the record here. It's in note form in various issues, but its an explanation of LTA which means LAST TIME AROUND.

Now as you know, from Super Static Courses, or from doing OT 9, 10, 11, 12, 13, 14, 15, 16, you know that all the Players, the thetans in the Games, the Big Thetans agreed to play certain Games , and they were arranged in a certain order. It was all very well decided. Its very much agreed upon. Now this order they are arranged in is a thing which is called a Games Universe Model (GUM). A thing which can have Games in it and Universes in it, and it's a Games Universe Model such as this one containing the Mest Universe, and earlier Universe Games. All of this. Now of course the implanting was not supposed to be part of that. But the Games Universe Model agreed upon by the Thetans goes from its Beginning to its End. And at the Beginning of this one you will find it is GUM O based on the condition of Emergency and having in it 8 Dynamics. Now, having added to it the 9th Dynamic back at just before Incident I and the 10th Dynamic, when LRH put in Ethics on the Implanters between 1950 and 1970 and then his Tech (11th) and Admin (12th) has to be added now to fully get us out of it and through the Game.

But this "Games Universe Model O" is ONE GUM, and before that there is a sort of a "Static Point", you might say, "a Council of the Players", to find out what they are going to do, what they have learned, and so on in the previous GUM, and to plan the New GUM. At the beginning of this Games Universe Model was the "Game of Gods" which was to decide who would be Quote "The responsible party for all of the creations that the other thetans were going to make". Responsible for taking care of them, so they wouldn't have to unmock them or as-is them. And that was supposed to teach them that later on they would lose Power if they didn't as-is their own creations but instead gave them into the "responsibility" (or something) of somebody else. And that was certainly true, and you find all about that on OT 12-13.

Now before THIS Games Universe Model there were others, but they were based on other conditions, lower conditions, and other combinations of Dynamics (in this particular series of Games of the Games Universe Models). And a series of Games Universe Models -24- there are 24 Games Universe Models in one series- and I call that a "Cascade to Collection Cycle". That is when the thetans "cascaded" into the Series of Games like a waterfall. "Yeah ! Lets go play!" And when they "collect up" to find out what they did, and they debrief to each other, and say: " Oh, What a great Game it was !" (or series of Games). So, 24 Games Universe Models would be a Cascade to Collection Cycle. Now also 24 Cascade to Collection Cycles equals 1 "Ring". And a "Ring" is a "Ring of Games" which is 24 GUMs x 24 CCC's (Cascade to Collection Cycles) or 576 GUMs. That is 1 of these "Rings". It is one ring and it looks like a large "doughnut shape", and there are the CCC's (24 of these) "wrapped around" or going around making the ring, and there are 24 GUMs on each one of the CCC's. These are all in "position" on this Ring. Now in the entire series of Ring games, since original Static State ('before the beginning Static State", which is talked about in the "Factors" by LRH, "before the beginning"), there were 10,000 Rings. That gives over 5 Million Games Universe Models! Figure it out. It's right there. And we are in the ring number 10,000 and that's something to know. We are in the Ring 10,000 and that is the last ring in this "Ring Archives Games", and those are the Games which were all agreed upon by 1st and 2nd postulates of the Thetans playing them. This is all finally handled on the "Super Static Rundown" after OT16. Those Rings and games were the "Existence" and the "Conditions" postulates.

The only problem in all this is: That in every Ring, normally, and every GUM in it was only played once. You see, Thetans went through, they played ALL these Games, 10,000 Rings of 24 CCC's and 24 GUMs for each CCC. They played 5 Million or so combinations (Somebody, by the way, has to research these by finding out what they all are, so we don't

have to repeat them.) But the last ring, 9999 (because originally there was only going to be 9999 Rings) was not just played once. We played the last one twice. That is the true reason why people are a bit confused "This Time Around", because the Ring "Last Time Around" was Ring 9999, and this one we are in now is 10,000, except they are exactly identical. The Games were all identical, the positions on the playing fields are identical, we are going around the same ring again! Now the only thing that is different, is that going around it again, we did not do the 1st 12 GUMs in the Ring, because they were like "Reality Factor", simple basic games to give ideas about the Ring. We skipped these "R-factor" GUMs the 2nd Time around. And of course Last Time Around the succeeding GUMs, or the ones that come after this one (11 of them) were played, except they weren't done right. The "Upper Condition GUMs", or in other words the "upper conditions", goofed up.

Thetans never really did return to Power, never really did get out of Danger actually, and they actually didn't make it back to the real beginning and find out all the Games, and what they should have learned, and the "secret of expansion", they didn't learn that and they didn't "improve their quality" that much, because they are still stuck in these Rings. So what we have to do here is realize that 564 GUMs ago (576 GUMs -12 R-Factor GUMs) ago, date it that way if you want to, we were in the same position of the playing field playing the same game. Yes, the same one. What happened at that time? What was different? Well, at that time the Church got taken over by Xenu, but there was no Free Zone and there was no Excalibur and so Xenu retained control of the Church, and the Grand Council decided to let him run it to do the Administration Project. Elron Elray had done the Technical project, but Xenu got hold of the Administration Project, and was there to administer the Technology to all beings in the universe. And you know what that means if you have done a little Excalibur! That he wouldn't do it right and he certainly didn't, he squirreled on the upper levels and everything, and tried to make sure he would take over control of everyone and/or they would have to do it again, or go around the Ring again, so he would still try to retain control of every Thetan, and try to get the rest This Time Around.
How did he do it?

You can start to see by comparing what was "Last Time Around auditing" (or the auditing that leads to the Black Static State") with the "Black Nots" going on in the Church now that is teaching people to be implanters. You see? To cluster people, put case on them, restim them. That's teaching them to be implanters. So you can see already that this carried on to a great degree would result in very, very strange OT Phenomena and OTs. And in fact that is what you are going to run into on some of these Levels, especially 14, 15, and 16. It is actually Thetans who have been processed in the Church "Last Time Around", after Xenu took it over. And they have really been screwed up. And that is what we call Black Static State, all-right?

They paid for going OT and they did. They don't have a body but they are sitting there compulsively creating the Mest universe, or compulsively "holding" onto something for Xenu. Or waiting for the "resurrection". Or doing some crazy, absolutely "Bananas" thing which no intelligent Thetan who knows his Axioms would ever do, but they are doing it, because Xenu coached them on a slow gradient into OT "wonderful" Static State. And they are the most resistive cases, and some of them absolutely think they are "everything", they are "Gods". They think they are the "only beings in the Universe" and so on, but they are absolutely "fucked" and are usually stuck around this GUM or this area of the playing field. And some times they were built into strange formations like "cubes"- ten this way, and-ten that way, and Ten that way, 1000 Black Statics "holding" onto something. And they try to hold onto the "Last Time Around Mest", and hold onto everything "for Xenu" until he "gets back" and all these kinds of crazy things they have been taught to do. They are "Static" though, but they are not in a body, but can influence people. That's the point, ok?

It went on for several thousands of years, very slowly, getting everybody up the "Bridge", the "phoney Bridge", which was missing a lot of things: Like OT 13 wasn't there, Excalibur wasn't there, a very skimpy OT III, and a lot of "squirrel tech", on OT 12, a And no confront at all on OT 14, 15, 16, and nobody really ever got out, and nobody ever got really finished, or looked at their 1st and 2nd postulates. And you will see why, when you go up through these and compare the real Levels, and compare them to what the Church was doing in Last Time Around. You will see that they are totally "Mickey Mouse".

Now, there was plenty of 3rd Party, of course, on the founder, Elron Elray, and politically there was a Scenario going on between the taken over Church and the Galactic Patrol at the time, (where they did get some good auditing by the way, if people were lucky enough to get off to the GP or escape to it). Now one little interesting thing about this I found out about. Apparently -you can confirm this, perhaps,- but if people paid enough Last Time Around, if they paid enough money, and devoted themselves entirely to Xenu and told him how loyal they were to him, he would order the Plugs he had put on them - now get this, because they didn't need or use Excalibur you see, they didn't know about it, nobody could find it, but Xenu knew about it but he wanted to keep it as a control mechanism so he would order the monitors quickly away from the guy as he was paying money and getting auditing.

So he would never audit the Plugs. He would never find them. They were just ordered by Xenu to be pulled back and they would be returned to the implant org and stored in his Pre-1 base in Andromeda. He had a big, hollow planet there. He had it there, it was full of "jelly beans", "Phi Thetans", and all kinds of "BTs and Clusters" from Last Time Around. They were all stuffed into this thing. I ran it, opened it up, and freed all. Though there maybe some still floating around. So just remember, he did keep "safe" all his plugs from Last Time Around, as he pulled them off of people as they were being audited.

They were never freed. None of the Thetans were freed, so people felt they were getting better but they weren't going OT, because it was all other-determined. You see? And the Plugs, or pieces of Plugs, were stored away.

Now, he even didn't use these TTA yet. Except in a few cases, you won't find any "Old Plugs" on people. You will find some, because when I say "you run into this" you might find they they run into it because they have an old plug on their case, they held onto it because Xenu was experimenting with them or something. That means an Old Plug. What that means when I say an Old Plug is not "4 to 8 Quadrillion", I mean from Last Time Around. That's really old.

Some people of course would hold onto the LTA Moco's or plugs or something they valued very much, just like Thetans hold onto their creations. Anyway, when they do this, when they held onto it from LTA or Sot experimented on with the Last Time Around Black Static Tech, or they have a piece of charge from LTA on something, or run into something they should have handled Last Time Around, like didn't handle a Black Static, or one of their own friends that was made into a Black Static, or something like that- then they keyed in and the Case stops. That's what it is.

Anyway, the person hits it. Now sometimes, they hit it during Excalibur. Now sometimes they hold onto the "Last Time Around body", so it's in the Moco's from that body, so that would key them into it. So the lucky ones got away to the G.P., as I said, and they had some good auditing and they will go right on up the bridge as it's written and won't have any problem and will hit LTA when they hit it on OT 14,15,16, but remember, that LTA there was no Excalibur, and there was no OT 13,14,15,16, either LTA.

Now lets get some more recognition. All the events were the same: Inc II, Inc I, Game of Gods, etc., even to the degree of Teegeeack being a "restricted planet" and your "political" incidents. And everything very much parallel to what they did LTA, because most people ARE keyed in on LTA, especially if they haven't looked for the truth. They are just following an LTA pattern enforced by Black Static Thetans who are ordered to sort of "hold that time into restimulation on people". So a lot of people get into restimulation. The lucky ones, like some people when they do Power blow out of LTA or they do a good TR Course, they blow out of LTA, or do a good run of Objectives, they blow out of LTA. That is why Scientologists are so fortunate - most of them - but they can get keyed in again to it by some of the phenomena and you see the unfortunate cases of Mayo and a few of the other independents' which are walking marching, steadily down the LTA track, doing exactly what they did LTA. So realize, that not all the Scientologists, shall we say, are in PT, TTA. Now since they didn't do Excalibur and since they didn't do OT 13, the Phi Thetans from Last Time Around were never freed as no Thetan took responsibility for the creations he had dumped into the Mest Universe. So therefor, those creations were left on that position of the playing field. In other words, in the Mest universe, stuff was left where it was on the playing field.

Now, so when TTA came, these bits and pieces, these Planets and Suns were very grey, dull and solid. The dumping in "This Time Around" sparked up a bit of life. It put up about another 12 to 15 percent, because the "unresponsive" ones were already sitting there, (that's 88 percent from LTA). That's why those guys are unresponsive, not because their ARC was, no, well it is because their ARC Break was much longer and so on, and they were left totally abandoned by all thetans playing the Games, for 564 GUMs. So that's a long time. So those little Mocos who belong to all these thetans, they really, really got solid. Not only that, but Xenu ordered Black Statics to stay in the area, to keep holding them holding them into there positions, so they not only had an ARC break of Long Duration, abandoned by their thetan creators, but they also had Black Statics, also abandoned and "being The Universe", holding them and waiting for Xenu to tell them what to do and all this kind of crazy shit. So you have these two effects.

Remember, a Moco can audit another Moco, but a Moco can't audit a Big Thetan. And a Big thetan can audit all kinds of thetans, but a Moco can only audit other Mocos, so they maybe put a telepathic comm to a Big Thetan, but they don't audit them, they are not big enough So the Black Statics were all Big Thetans before they got into the "OT Levels" and therefore they, because shall we say, were "dispersed through the Physical Universe", holding onto the Mocos and that's what made the Mocos also unresponsive in addition to the Long Duration ARC Break charge. So the ones This Time Around that were dumped, the 12 to 15 % or something, they were much more responsive, because, of course, they weren't being held out of time and they are the ones that run out very easily just by finding their ARC Break of Long Duration. And they are the ones that elected the "Board of Directors" and tried to handle the other, unresponsive, 88 % of their companions who couldn't move, don't talk couldn't respond. They became the "3rd Force" in the Game, the little Mocos who decided that all Big Thetans were bad, because they had made some of their Moco "friends" (same type of beings), they had made these little allies or these little comrades all dull grey dead and so they really didn't like Big Thetans for doing that. So, unless you are in the Free Zone you probably won't get any co-operation at all from the "Board of Directors". Because we have handled them and taught them how to audit their companions and get them woken up and free them. But don't be surprised, if a guy is trying to "squirrel around" with some of the stuff, not being trained at Rons Org or he maybe has been trained in Rons Org and who is on OT 16 and can't handle a damn thing of this because they don't ask for or get any help from the Board of Directors of the Phi Thetans.

Now, as I said before, they did in LTA some OT III, maybe a little bit of 9,10,11, a little bit of 12, maybe, and then went into creative stuff and went on past the EP, and made the guy try to "be The Universe", "Be this", or "own all your dynamics". Misown everything that was kind of the key at the time, and convince him logically to be in a state that he was a "superior being", very "status oriented". No one got OT 16 LTA I can guarantee you, because I haven't found anyone who did.and I was already back to the beginning of the 1st two postulates and there was no one there from LTA.

So thetans playing on this Ring 10,000 were less Powerful than when they were doing ring 9999. You see, the Tech was bad after 1980 LTA, and Xenu was running the Org so who the hell could get better? So they could only dump about 12 % more Phi Thetans. As they had dumped a lot LTA and they hadn't the Power back from those as they had not gotten back and handled their not-ised creations, they only dumped a few more and those were the "responsive" ones and those were organized under the Board Of Directors.

Now remember, Xenu did not agree to The Ring Games and didn't implant himself although he betrays all other thetans who were working for him, and does betray everyone. He tried to take them all over. He is now exiled from this Galaxy, but can do Telepathic comm from Andromeda, or from wherever he is, so you will find him behind various Scenarios on the GUMs and rings, but he is losing the control faster and faster as more people go up the bridge past Excalibur. He knows it, and he is now fighting a rear-guard action, he just is trying to control those who are so stupid that they can't even see that the bridge is already complete. He is still controlling some of the politicians and the stupid Scientologists who are going along with other practices and so on. And the people in the Church and so on.

Anyway, we have the handling for that on OT 17-33 though, and that comes later. We handle all the cases, all the U 2 people, (Universe 2 -others), the people that are not cogniting yet.

SECTOR OPERATIONS BULLETIN 22
FREE ZONE ONLY

11 MAY 86
TELEC -
1400 GMT
11 MAY AD 36

Plans for Teegeeack

This is going to be the most important planet in the Universe.

It will be the EXIT POINT, the training center for Auditors for the rest of the physical universe.

It will be a center of culture - of art, music, and knowledge.

Sector 9 will be a buzzing beehive of industry and activity again. The "game of games" will bring prosperity and a new future to this area.

I wish to thank all my friends in the Free-Zone and especially Capt. Bill, who carried on, in spite of great odds, on my behalf.

The tech is all in his hands and is ready for you now. I wish you all success with it.

When enough are ready for OT 17 and OT 18, I will return.

Until then, I'll keep the show on the road here, in this galaxy and others, to direct the attention and interest of all thetans toward what you - my friends - are doing there on dear old Teegeeack.

It was my home and it shall be again. Keep it beautiful and give it a New Civilization we can all be proud of.

By the way, you all <u>can</u> still communicate with me - haven't you ever heard of telepathy? (Joke).

Seriously though, I don't think you will ever be fooled again after you do the "Excalibur" level. That is the final barrier to your self-determinism, although some may want or need the OT Life Repair Capt. Bill worked out to fully appreciate your gains.

We all have a lot of work to do to prepare the way, so I bid you "Adieu", "Hasta Luego", "Auf Wiedersehen", and "Goodby" ... for now.

The future is ours, is theta's, is static's - forever.

Love,
Ron, Elron Elray

SS C/S #8 - Aug 86

Excalibur, Phoenix - Confidential C/S Data

on
Black Static Tech
and
Other Very Resistive cases of thetans who might be encountered
on OT 8 to OT 16

FOR RON'S ORG C/SES, REVIEW AUDITORS, & OTS
-oOo-

The buttons to add in an assessment when a pre OT or OT:

1) Has sudden inexplicable rising TA when contacting a being or group of beings (Usual buttons don't effect it). (TA may go steadily up to 5.0 or 6.0).

2) A sudden uncertainty about his ability to audit - grief - BIs, overwhelm, when he sits down to solo ·after having done well before before. (This is not referring to just untrained or sloppy Solo Ruds).

3) Runs into thetans that won't respond to Excalibur Procedures, or OTLR Data on types of thetans one encounters in OT Levels. They won't free up on Blow & Can't Blow Steps on OT 9-11 either. And as a review auditor, you have determined it is not just a "co-created phi thetan from OT 12 or an "other determined phi thetan".

BUTTONS

1. Victim of Black Static Tech?
2. Charge from Last Time Around the Ring?
3. Got audited by Xenu (or his Tech, Last Time Around the Ring?
4. Processed into an ineffective Static State?
5. Given False Data on the Nature of Static State?

USE SUPP, INVAL, NOT-IS on the above thetans if no read.

HANDLING

If these give reads (big) on TA BD's as you indicate the BPC, then handle by Steps 1-10 (using PrPr 4, 5, 6 if unresponsive in place of 6 Ruds & LD Ruds on Steps 3-8.

The Source process is the most effective in handling Black Static Tech Victims - they run a long time on it and may go thru sensations of DISCONNECTEDNESS & UNCONNECTEDNESS (as the BS Tech pushed thetans into these situations so they would be ineffective). But some will free on the Steps 3-8 as well, if the BPC is realized as coming from LTA and thus indicated.

The data on these types of cases comes from OT 14 - 16 and is confidential. You must R-factor the pre OT or OT on this before doing the Review Session. You give him a demo & summary of the data about the Ring Games & LTA, so he can help audit these beings. But he is not to talk about it to others on his level. Only C/Ses trained at Ron's Org on the Super Static C/S Course or OT 16 Completion (caseless) may discuss it. The reason is only that it is TOO INCREDIBLE, even for pre OTs on Excalibur or OTLR.

The data from sessions on handling Black Static Tech Victims is valuable in predicting the actions of the taken-over and monitored C of S - this time around.

We have changed the VECTOR, and things will be different (and already are) this time around, but realize that those below OT8 are automatically operating on the basis of LTA!

BR
Sn C/S Ron's

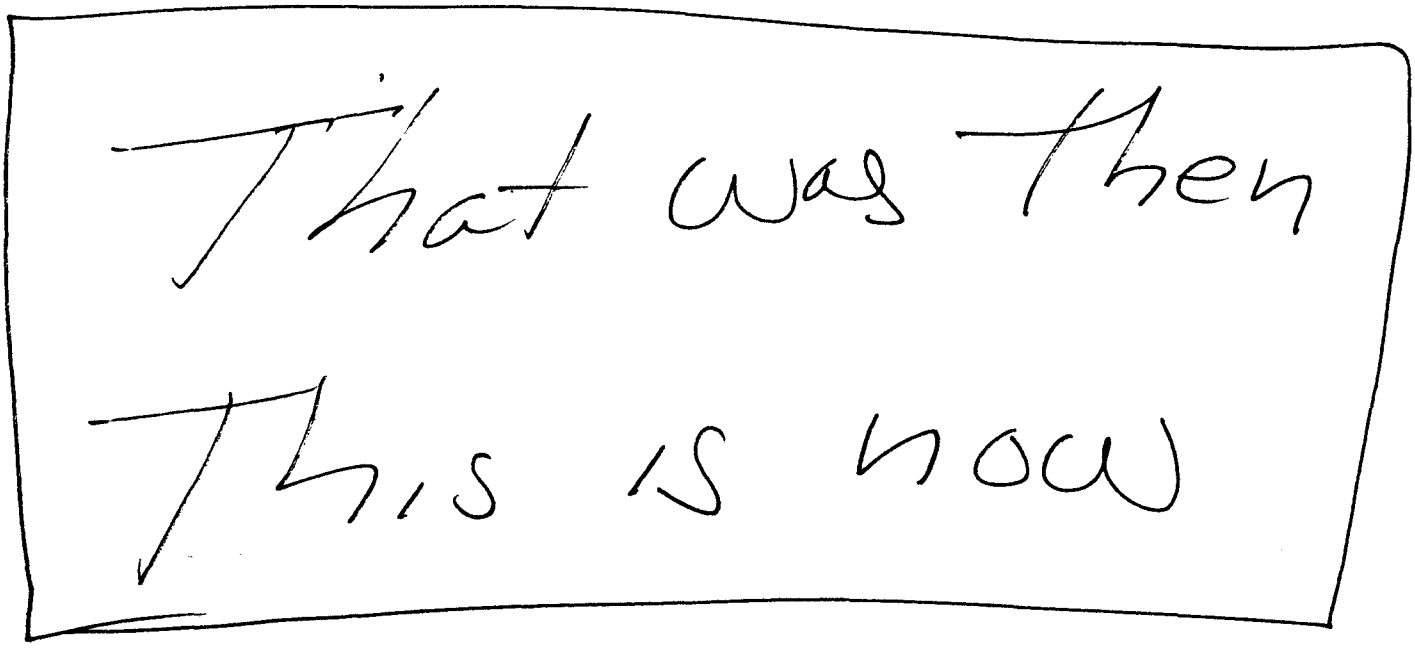
SS C/S #10 - 7 Aug 86 - OT 33 - 34

BPC from LTA (last time around)

U2s who remain on the duplication of the "last time around the ring" are on the old vector and have not realized that the new vector began in 1936 with EEs Contingency Plans and continues with a wider separation as thetans to up the bridge. It is a gradual pulling away from the fixed, stuck "certainties" of the Ring & its conditions. These U2s feel "something" is occurring but don't know what - or who! Their "certainties" of the "last time around" may be dramatized and projected telepathically with a sort of "desperation" and be received by us in the Game of Games vector or influence the "Body Org" operation in U2. This includes: Black Static Tech, impressions of events and experience of the LTA (last time around), dire predictions of fatalistic "certainty" such as "you can't change any thing or anyone", and other such insanities.

While carrying out our purposes, it is necessary to watch for and become aware of these for what they are and free the thetans concerned, using steps 1 - 10 as needed + BPC indication of "LTA the Ring".

BR
Sn C/S Ron'



SS C/S #12 - 15 Sep 86 - OT 8 +

Excalibur - X news & latest tricks:

Xenu was never on agreement to play the Dynamics Games so don't expect anything of agreement on them. However, he is extremely envious of EE and other Sources (Big thetans, who apply Tech, Policy, & Ethics and get out of his traps.

He has now, in his usual 1.1.1.1.1.--- manner started taking over the ideas of "independents" (not Free Zoners, about "upper levels" and is experimenting with constructing some new plugs based on them to "prove" they are right and the Free Zone (who do have the full bridge) are wrong. He expects to thus prevent independents from coming to the Free Zone, and persuade Free Zoners to go to independents so that they can be easily monitored.

So if you read of new "developments" - like the "Entity Generator" or the new triangle of "Supreme Being - Thetan Universe - MEST Universe", or the "Between Lives Implant" or the NOTS GPMs" or the"Channeling of Great Masters" or the "Maldek Explosion 1 million years ago" as the source of NOTS BTS, or the "energy beam lift-off to the millions of Federation Ships waiting to take you off-planet" - or any invalidation of the importance of freeing completely all BTs, clusters, and MOCOs, THEN REALIZE IT IS JUST ANOTHER TRICK OR TRAP TO KEEP YOU OFF THE REAL BRIDGE. Run it as a super NOTS (Excalibur) plug or use PrPr4, 5, 6 in difficult cases and you will find it was another OTHER-DETERMINED PLUG made perhaps very recently from very old, stored, trapped thetans, and it was "hatted" to do & be what its function is - by Xenu - (who is getting pretty desperate).

It also may have been "proofed" against auditing because many Excalibur Solo Auditors have been auditing Xenu and putting Ethics in on him, and he has moved up from being a 3rd Party, SP, to a PTS thetan in Confusion. Keep on going, handle him on up thru Treason and Enemy and Doubt and get him to do his Amends in Liability.

His amends have not been done by him yet. When exiled, he was given the amends to dismantle the Pre-I Experimental Area in Andromeda. He didn't. (I finally ran it out and freed all the still trapped thetans there myself). He has other secret "reserves" in various Sectors, Galaxies and Games which he is now using for these new "Independent" Plugs. His current amends is to audit and free his implanter org executives and monitors - but as any Excal Auditor can tell you - we are still bypassing him and doing the job ourselves.

So keep up the good work and we will rid the game of the other-determinism that has prevented thetans from enjoying it and going free, when they choose to do so.

Once the other-determined case is gone (after Excalibur and OT LR), and the self-determined case is handled from OT 9-16 the OT will arrive at a state of CASELESSNESS and be fully able to pan-determinedly help in the completion of the games for others and the starting of new games based on EXPANSION rather than CONTRACTION. The first of these is already in progress. It's the Ethics, Tech, and Admin of Scientology, and you as C/Ses, Auditors, and Solo Auditors in the Free Zone are doing it! thank you all and we all thank Ron - Elron Elray - for the way out and the improvement of the Quality of Life, Theta, and Static.

BR
Sn C/S Ron's

SS C/S #13 - 19 Sept 86 - OT 40+, OT 8+

More on "Last Time Around" & BST
Rings 9999 & 10,000

1. The games cycle went from this GUM to the 1st GUM in the Ring, but 1/2 around it - eliminating the "R-factors" GUMS in that CCC. (R-factors for the Ring).

2. Then all 24 CCCs were done again and back to this one in the middle of the last CCC in the Ring. (Emergency GUM).

3. The remaining + 12 GUMS in the ring were never played properly - the upper Conditions GUMS were falsified because Xenu had taken over the "Tech" and made "Black Statics" who were in a state that prevented Perceptions & thus As-is-ness of anything back of ring 9999.

4. Thus the 1st 2 Postulates - U0, U1, U2, U3, and the 9998 Ring Archives were still unavailable to those who did not escape to the GP and get cleaned up by EE & his own tech staff.

5. The "game" was said to have ended in a "draw", not fully completed - there was more to get out of it - so "lets do it again" - one more time around the ring to determine the Winners. (Whether it was to be everyone or just Xenu!).

6. When we got around to the "Game of Gods" at the beginning of this GUM. (on CCC 24 of the Ring), there was still old-, grey-, solid MEST in the Physical Universe - from LTA - that had never been taken responsibility for, as Xenu had politically controlled the Tech LTA and the Black Static Processes do not aim at taking responsibility for your own part of creation - they rather try to make one "own all".
(The GP did do more correct processes LTA).

7. The real reason is that Xenu was afraid that if the phi thetans got waken and in comm, his whole Pre-I and other storage & experiment areas would be found out.

8. So, this time around, be suppresses any processes that may get that data available - the most notable being Power processes, and of course any idea that the NOTS BTs are organized into plugs designed by him. So Excalibur is the road out, not patty-cake "Who-What" NOTS.

9. This also explains the position of OT13 above OT12, although in 12 one handles phis from several GUMS back, the 2nd session of 13 frees also the dumped MOCOs from LTA - Ring 9999!

10) So if a pre-OT runs into a very - solid-dead-grey mass that won't "wake-up", it probably is an LTA mass, and his is working it too close to PT. It must be intended "LTA" for the commands to impinge or PrPr4, 5, 6 must be run.

11. Ron's Org C/Ses should know this data as well as the Tape 12, BST Packs, and other C/Sing points of OT 8-16.

12. This time around we complete the cycle properly for all. And we leave no "dumpings" or un-as-ised particles or un-freed thetans or MOCOs - Thanks to Ron!

BR, Sn C/S Ron's

SS C/S # 14 - 15/5/86

The 4 Gravity Flows in U3

The 4 "Gravity Flows" are (in U3)

ϕ Phi	1) INWARD toward more MOCOs & phi thetans
(S) Static	2) OUTWARD toward E/Us or (S)thetans (outside U3 area)
λ Lambda	3) TOWARD life units in U3 (lambda thetans)
θ Theta	4) TO their creator theta-thetan as "exit point" after the not-ised ridge breaks.

Astar

 PM = Prim Mock

Body Straightwire

Many OTs after Excalibur have body problems which can only be fully handled by the C/O Cycle RD prior to OT14 and the succeeding optimization steps. However, it is troublesome and is a source of some confusion and hidden standards to people who expected to get a full handling by the end of OTLR & Excalibur.

From the end of Excalibur to the end of OT13, the body of the OT is only incidental - but necessary to the auditing. It actually is part of the metering system on a via thru U3.

Therefore, it would be optimum for the body to also have a handling that could be done anyplace between OTLR Step 8 and OT14, as directed by the C/S so as not to come in the middle of a level, but could be done at any point between levels, whenever it appears to be a problem to the OT or interferes with the session data by putting it's own somatics into the normal phenomena expected during the session. (Exit Point creations impinged on the body, infiltrated creations, +/- A, ¢, PM particles, Clone telepathy).

Thus chronic-type somatics can muddy up the EPs and make the OT uncertain about the EP because of "persisting somatics" or ones that "turn on after session" or "between sessions"

Theory

I have looked at this problem from the viewpoint of OT40 data and find that it may be resolvable by use of:

1. Data on LTA (for those needing it or hitting it)
2. PrPr 3
3. Blow & Can't Blow steps

The theory behind this is that once the person is finished OT8 (Excalibur and OTLR as needed), he has no other-determined charge on the case from Xenu or the implant org - unless he has an "infiltrated creation" or a "BST" (Black Static Thetan) on his case. But, these are only handled as they come up normally on OT12 or OT 14-16, or C/Sed for a special review when the Ron's Org trained C/S analyzes from folder and DofP that that exact thing is present. In fact I have found that if they do come up at a lower level, say on Excalibur - that it takes very exact Review Auditing from a Ron's Org trained SS C/S to handle without stirring up any other upper level case. So these Reviews can not be done solo, except by highly trained auditors who also are C/S trained, or who can exactly follow the C/S given.

Outside of those possibilities, where does this "somatic BPC" come from? This is the breakthrough I have made. And it can be done Solo!

The body after Excalibur, is freed of plugs, Bs & Cs, and monitor lines all dealing with track from PT back to Pre-I Incident. But it still is composed of Phi thetans from the U3 dumping ground. (At OT14, after OT13 EP, it appears as U2, so can be completely handled on the C/O Cycle RD (and the following optimization sessions).

Now, we all know the Phi thetans have BPC on being dumped, and that they are essentially MOCOs, and will respond to Tone 40 and "Help" flows if they can. But 88% are unresponsive, and only 12% are able to respond. The breakthrough is that these "somatics" must come from the 12% as the unresponsive ones have been that way since LTA. (But if the OT has contacted LTA, say on handling BST or a parallel LTA body track, then some may have

starting coming out of the anaten). And the only thing that could affect them (both responsive and newly awakened ones) is the AUDITING TRACK ITSELF. Nothing else is powerful enough (except the plugs of Excal) to make them go against the will and command of the OT, once he has done Excalibur. Of course, before that, many reasons are possible, including Black NOTs, OT3 Bs & Cs, Engrams, etc. But these are all handled by the end of OTLR or certainly can easily be handled in daily life. So, how can we destimulate the Body MOCOs (or Phi thetans) before we are ready to audit them on the C/O Cycle RD?

The answer is simple:
We run out the track - their track of being subjected to auditing of other beings and things. They were there IN THE SESSION, while the Pre-OT was doing Excal and all lower levels. If he is aware of LTA, then of course those Phi thetans who also have it, were being restimmed while he audited it!

The parallel on this action goes back down the bridge:

On Excal & NOTs - Indicating "it's not your item and doesn't apply to you." (On Bs&Cs).

On Clears - L3RG, Indicate BPC Tone 40 to key out the Restimulated Engrams, etc. (or "entities")

On PreClears - BPC lists and Touch Assists which get the command line back in from the pc to his body.

Now, since there are trillions of Phi thetans composing the body, the use of lists might be truly endless, and only have a slight effect, while restimulating more than it discharges. (by calling the various lines, it will (or can) act as a command to restimulate to the many Phi thetans who always want to help anyway).

The Body S/W Process

But, Ron developed a process in 1965 to handle the "overcharged by auditing" case. It is PrPr3:

1. "What condition have you encountered in auditing?"
2. "Tell me how you handled it?"

It is run 1, 2, 1, 2, 1, 2, etc., to big cog, F/N. VGIs and no attention on past auditing. It puts a thetan in PT, in respect to auditing.

A.
By the OT addressing this process to the Body MOCOs of HIS BODY and including in the auditing "space" his time track concept as a big thetan (The track on which he has been run) (TR0 "Space & Time" as on OT12), it should work as a Group Auditing Process with the BPC coming off in "WAVES" or "LAYERS" of AMOUNT and BASICNESS of the charge, which was impinged on the Phi thetans or was restimulated on their individual tracks.

(The OT doing this should also include in his TR0 the theoretical data on the time track at his level - Prel, The MestU 100 Centillion track, E/U Games, GUM 0, GUM -1, -2, etc - even to LTA if he has run it, or studied it.)

B.
After EP or PrPr3 the OT should run the "Blow & Can't Blow" steps of OT 9-11. (Group Style)

Blow: A) "Who are you?"
B) "Return to your MOC or go free. Or wait at Static or help me."
C) Rights of a thetan:
1) Sanity (Self-determinism)
2) Leave a Game (Power of Choice)

Can't Blow: A) "Stuck to you? In your valence? In my valence? In another's valence?"
B) Incidents: from PT back to II, I, E/I, E/U, Pre I, Dump, GofG, GUMS, CCCs, RINGs, LTA.
C) Orientation, Purpose, Game.

These are run: Blow, A, B, C each to Clean F/N, Can't Blow, A, B, C each to Clean F/N, then Blow, A, B, C, again (if needed) to Clean F/N. Keep "rolling" these alternately Blow, Can't Blow, Blow, etc. to F/TA.

C.
The EP is a clean somatic-free body for all the BPC of auditing itself previous to the Body Straight-Wire session.

This does not mean it will stay that way, because of the possible impingements from Black NOTs, Infiltrated creations, BST coming up, etc. And, also further solo and other auditing.

But the CHRONIC nature of the somatics should totally disappear with the Body S/W process, allowing the OT to spot any new somatics and informing the C/S so their exact cause can be found without the past CHRONICS muddying up the analysis.

1st Note:
The body is subject to inflow from un-handled Phi thetans every minute of it's existence in U3: From air, food, water, gasses, radiation, impingements, etc. Thus it will tend to "go off" a bit on a slow gradient after the Body S/W session. This tendency is completely handled by the C/O Cycle RD on OT14.

2nd Note:
It may be possible to run this more than once, addressing in a subsequent session any Phi thetans who were not there or not awake in the 1st S/W session, or who got BPC from auditing since the 1st S/W session. (Say after the next level or so is done).

I am piloting this Solo "Body Straightwire" on cases in Frankfurt and if it is successful will release this to Ron's Org trained C/Ses

BR
SrC/S Ron's

Thanks again to Ron!

SS C/S # 16 - 21 nov 86 - OT 8 - 40, Excalibur C/Ses

False Cogs

A new trick of the Implanter Org by Xenu's suggestion is to IMPLANT A BT (or out-of-valence BT, who is really a Cluster) WITH A "COGNITION" favorable to the Implanters and which "sounds OK" but actually keeps the pre OT from progressing, or exteriorizing, or looking further, if he uses it in his analytical evaluation of importances.

The BT was promised his final big role, or important position, in the game - to be an important piece of data for a Big Thetan Game Player - and if he "agrees to do it" he will be set "free".

Therefore, there is no "holding line" or "holder" on the BT after he is ordered into the pre OTs Universe. He just sits there and emanates this "cognition" whenever the pre OT puts attention on the area.

The pre OT is supposed to "believe" (mis-identify) this thought as "my cognition" and thus not audit further in that area or even stop his progress because be believes he has had the "certain cognition" which ends the auditing.

If an Excal auditor or upper-level auditor feels his "cognition" are a bit "off" or keep him from progressing, he should examine them with the question:

"Is this cognition really a BT?"

or (spotting where the cog, is coming from)

"Were you told to be a cognition for me?"

Then run the incident and any needed II, I or Pre I and get the BT to either answer the "Who are you?" question and blow - or if a MOCO, give the choice to "Return to MOC or go free".

-oOo-

The STABLE DATA on cogs is that they are "rediscovered, or new, KNOWLEDGE or AWARENESS" and therefore do not have a location or a position in space separate from the pre OT. So if one feels he has to "look over there" to "remember" his cog - he should suspect it is a BT being a COG. One's own cognitions are of course CERTAINTY so will just F/N on the above questions.

-oOo-

Note to C/Ses: This little action can be used to get people mowing again on Excal if they delay too long on "Rest points" or "wins". Also it could be used as part of OTLR # 3 after F/Ning the "B/C with Coltus in Restim?" Question. So OTLR #3X could be: B/C being (or "told to be", or "ordered to be") a COGNITION?

BR
SN C/S Rons

PS. Real cogs will keep the person moving on the bridge and following Source data & tech & policy successfully.

SS C/S #17 - 4 Nov 86 - OT 16 - 40 & SS RD

Exteriorization

Exteriorization is a valid by-product at any level of the bridge and is a process EP.

There is no level that produces Exteriorization as its "EP" since the whole bridge is devoted to bringing the person to a state of Super-Static on a gradient of handling his aberrations which are only incomplete cycles and backlogs of undone freing & as-ising.

The state of "exterior" as covered in the Int-Ext HCOBs is obviously only desired or obtainable after one has interiorized into something. Thus by bringing a person to the State of Super Static, he will of course be "exterior" to the whole Ring Archives Games. If he decides to play the new game of Expansion and assists the freeing and as-ising operation we are doing he finds the U2 composite of the Ring Archives is now INTERIORIZED INTO HIS AWARENESS. This is proper so that he can audit it and train others to do so. So now communicate to the fellow-players still in the Ring games, he usually chooses a via, as most people are totally unable to have comm with a Static thetan until they get to Excalibur or OTLR or OT 9-11.

The above is the way the bridge operates and the person usually exteriorizes many times during it - not only to his body, but to the U3 (Physical Universe Agreement) or a GUM or a CCC or a Ring or the Ring Archives on the way to Super Static which is exterior to the whole Ring Archives Games + Playing field of U0 + The 1st 2 Postulates he made to get in the Games. On OT 34-40, the Pre-Game Preparations & Theory are reviewed and handled so that the Super Static can achieve the state of Games Master.

From this state, he usually wants to help end off the Ring Archives Games for others, which are OT levels 17-33. (This is because a Games master is one who can competently start, change and complete games of all kinds from Static Thetan games down to a card game with "the boys" on Teegeeack, all of whom are unawarely wearing bodies.

Now let us look at some of the misconceptions and misunderstoods surrounding the concept of "Exteriorization with full perception". What does this mean?

First one has to define the level of case the statement applies to. A preclear who is "being a body" or realized that he is a thetan but is in a body regards "exteriorization with full perception" as "looking or perceiving from a viewpoint outside the body and seeing exactly what the body's eyes see - maybe a bit sharper, clearer, and in a full sphere up, down, and around to all sides".

When we examine this definition we are a glaring outpoint. If a pc exteriorized during a process or in life to a point in his U1 other than the body but still in U3, the "full perception" should not be that of a body, but of a thetan - and a thetan can see other thetans pictures, masses, and mock-ups and get full telepathic comm lines back and forth. so, with the whole remaining "case" sitting there in his U1 and with perception to see others cases (U2), he may only dimly perceive U3 through a shifting fuzzy mass of pictures, masses, energies, blackness, etc. that actually are there around him all the time BUT THE MEST BODY EYESIGHT IS NOT TUNED TO IT AND CANNOT SEE IT. MEST body eyes operate on phi thetans agreements and are tuned to other phi thetans phenomena of "dumped-creation-ARCBLD-solidity. The pictures and masses at this end of the spiral, where the thetans have used up their abilities in creating many, many overts and incomplete cycles and things to "do it for them", are only thin and gauzy and mostly are only perceivable by the person as being in his immediate vicinity, close to him, in his U1. Of course, all the other-determined

impingements into his U1 by implanters (Excal & and CC) just add to the confusion of what he sees.

At a higher level on the bridge, say OT3 or Excal the thetan may exteriorize and see a plug or a piece of a plug - like a "Bhuddist Heaven" - all made of Bs & Cs and conveniently near an implant station). This is what throws the alter-is into religions of all types - they see plugs - after fasting or taking drugs, or doing spiritual drills on an isolated mountain-top (to be away from U2) - they exteriorize with "full perception" - of their Excal Case! (or a part of it).

This is why we must define "exterior with full perception" correctly. It may be that every exteriorization was with full perception - as a thetan - and he just saw the next part of his case to be run. BUT THAT IS FULL PECEPTION for a thetan at that level.

Now, when a person experiences perception of U3 as a bright colorful, set of finite points of sparkling life, and view it "ahead" or in front of him and knows it is U3 (and actually can cause effects in it by use of energy or intention) this is also an exteriorization - but from the Games Universe Model containing U3.

It is actually a 1st Stage Static state. many people have experienced this and use it as their "standard" of "Ext with full Perception".

This state normally occurs at the end of OT13 or between these and OT16 and it can be chosen as a viewpoint thereafter.

But there are several further stages of "exteriorization" - Static States 2, 3, 4, and the "Super Static State" - at 5th Stage. These are successively broader - more encompassing - exteriorizations and include

- Ext to a Cascade-Collection Cycle of 24 GUMS (2nd stage static)

- Ext to a Ring of 24 CCCs (3rd stage static)

- Ext to the Ring Archives (10,000 Rings) but still in U0 - (the "Playing field composite Agreement") - (4th stage static)

- Ext to the whole "RAGS" - (Ring Archives Games + 1st & 2nd Postulates) - (super static).

This last - Super Static is the EP of OT 16 & Super Static RD.

Now we can make an accurate definition of "Exterior with Full Perception" as an action definition which states the ability we are working toward on the bridge.

THE ABILITY TO BE IN OR OUT OF ONE OR MORE VIEWPOINTS AT WILL - (OWN DETERMINISM) - WITH THE POWER OF CHOICE OVER PERCEPTION AND POSTULATION INTERIOR OR EXTERIOR TO THE VIEWPOINT(S) THUS OCCUPIED.

An examination of this definition gives the "ideal scene" and of course it is merely a combination of

- PRELOGICS 1 & 2
- SCN AXIOMS 1 & 2
- DN AXIOMS 1 (& 2) if you are reading the joke!
- RIGHTS OF A THETAN

applies to the definition of "exterior with full perception"

Now, to OPERATE with the above ability, one uses:

- THE LOGICS
- AXIOM 58 (Relative Importances, Evaluation of)

From this, thanks to Ron, we can all achieve Super Static and play a better game.

BR
Sn C/S Ron's

Exteriorization Straightwire

A set of processes, not all of which may apply at any given level, but which can be selected by the Ron's org trained SS C/S for persons having attention on their ability to exteriorize - after a level, or, before the next level, from Excal to OT 16: (Audited or Solo at C/S discretion)

ES 1) B/C Connected to Exteriorization (Handle all reads with OT III or Excal Tech till Q F/N VGIs on call).

ES 2) Thetans Connected to Exteriorization (Handle all reads with Ruds, Blow & Can't Blow Steps till Q F/N VGIs on Call).

ES 3) B/C Disconnected from Exteriorization? (as per Q 1)

ES 4) Thetans Disconnected from Exteriorization (as per Q 2)

ES 5) B/C Unconnected with Exteriorization (as per Q 1)

ES 6) Thetans Unconnected with Exteriorization (as per Q 2)

Between OT 3 & Excal, Q1, 3 & 5 could be used.

In OTLR or after Excal and before OT9, Q1, 2, 3, 4, 5, 6 could be used.

After OT 9, 10, 11 - Q2, 4, 6 could be used.

For OT 12 & above use only the following:

ES 7) A. TR0 (to only include the body space + the theoretical GUM & CCC & Ring track the OT has studied).

B. Assess: EXTERIORIZATION
BODIES
MEST UNIVERSE
GUMS
CCCs
RINGS or
THE RING WE ARE IN
RAGs (The Ring Archives Games)

C. Take the LFBD F/N VGIs interest item. Run PrPr3.

1) What condition have you encountered in ___(item)___?

2) Tell me how you handled it?

BE SURE TO CLEAR COMMANDS BEFORE RUNNING - THIS IS RUNNING ON MOCOS & THETANS IN THE OT'S IMMEDIATE VICINITY. IT IS GROUP AUDITING.

D. Run to FTA - + no attention on that ITEM.

E. Reassess, omitting item run. Find next LFBD F/N VGIs interest item. Run PrPr3.

F. Continue till Assessment just F/Ns or FTAs.

G. Run Blow & Can't Blow Steps on anyone left around till all cleanly F/N and finally FTA.

H. The FTA is a win point so this can be done over several sessions.

I. The EP can come at any time: The person (OT) has no more attention on Exterior or does EXTERIORIZE to his own satisfaction. (The EXT alone is an EP for an ITEM if he is not satisfied. Take a win and continue next time he wishes more, to the EP).

ES 8) For persons, who have completed OT 16, SSRD and decided to play the new Game and later start to feel a bit interiorized while working here on Teegeeack via a body:

A. Check over his C/O Cycle RD + optimizing & org-boarding steps.

B. See if he needs the Body S/W process for Somatics.

C. Make sure he has the latest X-tricks data which could be used on his body.

D. After A, B, C are handled - do: ES 2, ES 4, ES 6 & ES 7 (if not handled by 1st 3).

The 4 NOV 86 Write up on "Exteriorization" for OT 16-40 & SSRD should be studied by the C/S before doing the C/Sing for the pre OT or OT. Also the referenced Axioms & Prologics. He should include a Theory Step for the person being run based on his level of ease and the reality that he has so far gained. (This means that for an un-tech-trained Solo Auditor he may have to do a little checksheet of HCOBs, Definitions, Clay Demos, "Ext-Int"data, and selected bits from the above write-up before starting the Ext S/W.

BR
Sn C/S Ron's

SS C/S #19 - 11 Nov 86

Body S/W Pilot

Javier
Solo Pilot

11 Nov 86

Very Very Well Done on Completing PrPr3 on the Body S/W

Now we know what the EP is. Persistent F/N or F/TA with Phi thetans even saying "Process is Complete" or "need more data". And freedom from auditing-caused somatics of course.

Now to complete the Pilot - try the following:

These are called the "Blow" and "Can't Blow" Steps from OT9-16 data.

1) Session TR0 to now include all those Phi thetans audited on PrPr 3 no matter where they are.
2) Run Blow Steps: Each to Clean F/N. (A Clean F/N is an F/N without stops or slows in it for at least 2/3 to a full dial at your sensitivity (2) (or above (get by Can Squeeze) on a Mark VII) This is group auditing:
3) Blow steps:
    A) "Who are you?" + Acks
    B) "Return to your Moment of Creation or GO FREE!" Tone 40
        - "Or wait at a Static Point for your Creator (outside the U3 or game) or HELP ME."
        (This is the 4 choice blow step for MOCOs).
    C) Rights of a Thetan:
        1) Right to your own sanity (or self-determinism).
        2) Right to leave a game (or power of choice).
        (These are from Elron Elray, Games Master).
4) Can't Blow Steps: (Run each to clean F/N)
    A) "Anyone stuck to you?"
        "In your Valence?"
        "In my Valence?"
        "In another's Valence?"
    B) Incidents: from PT back.
        Are you "stuck" in: (or "have attention on")
            - An incident between now & 75 million yrs ago?
            - Inc II? Capture? 36 days?
            - Coltus?
            - Incident between Inc II and Inc I? - CC?
            - Incident I?
            - Earlier Inc I?
            - Earlier Universe?
            - Experimental Pre-Is?
            - Dump into MEST U?
            - Game of Gods?
            - Earlier GUMs?
        (Handle any reads to blow-F/N)

C) Do you need:
Orientation?
Purpose?
New Game?
Handle to Blow, F/N.

5) Repeat the "Blow" Steps if not F/TA by this time.
6) Run to F/TA at end of Can't Blow step or continue to run "Blow" & "Can't Blow" until FTA appears.
7) Folder to C/S.

BR
SrC/S Ron's

Body S/W Pilot
Javier

19 Nov 86
TTA

C/S

1) R-factor your MOCOs on LTA. (All incidents were the same but <u>really</u> happened 564 GUMs ago, last time around the RING)

2) Continue Blow Steps from "Can't Blow" (B) using LTA on all incidents. This broadens the F/Ns.

3) Run as per earlier C/S Can't Blow B, C, Blow A, B, C, Can't Blow ABC, etc. Add LTA on Can't Blow (B) each time.

4) <u>End on F/TA</u>.

BR
SrC/S Ron's

Javier - Body S/W Pilot
Solo

20 Nov 86

C/S

V.Well Done on the LTA handling - it blew some more charge as predicted.
Since "effort" is coming again before F/TA, the last steps will need to be done - BUT ONLY ON THE BODY MOCO'S.
USE A TR0 ONLY ON THE BODY AND ONLY ON THE BODY MOCOS WHO ARE EFFORTING OR WHO ARE BEHIND A THICK GLASS WALL AND CAN'T GO FREE. DON'T AUDIT THE FOLLING PROCESSES OUTWARD OR WITH A HUGE TR0. IT COULD CAUSE A VERY STRONG AND UNPLEASANT CASE REACTION.

1) TR0: BODY ONLY, PT ONLY.

2) CLEAR FOLLOWING WORDS TO "EFFORTING" BODY MOCOS. (R-FACTOR THE OTHERS WHO ARE ALREADY FREE, THAT THIS AUDITING IS ONLY FOR THE ONES WHO HAVE NOT RESPONDED YET ON PrPr3 & Blow & Can't Blow Steps).

WORDS

SOURCE - origin point, cause point, a beginning, a creator.
NO SOURCE - caused, an effect, a created thing, not able to create.

3) Run PrPr 4 until EP of the "Glass Wall" or "Barrier" disappearing - the MOCOs will experience perception changes - they will recognize you as the auditor and themselves as creators or sources - things will be "brighter" for them. (Also an F/N will appear.)

Commands: 1) TELL ME A SOURCE.
2) TELL ME ABOUT IT.
3) TELL ME A NO SOURCE.
4) TELL ME ABOUT IT.

RUN 1, 2, 3, 4, 1, 2, 3, 4, ETC TO EP. DON'T Q&A. DON'T RUN ANYTHING ELSE. JUST 1, 2, 3, 4, etc. to EP.
No LTA, no ruds, nothing else is needed. VERY IMPORTANT.

4) Run PrPr 5 to EP of the MOCOs suddenly appearing to be in PT - this time around rather than LTA. Their time sense will change. They will seem to come closer in time from way back around the ring. they will experience "being in PT". And an F/N will appear.

CLEAR WORDS

IS - exists, appears real, factual, is there.
ISN'T (IS NOT) - doesn't exist, unreal, is not there, not a fact.

Commands: 1) WHAT IS?
2) WHAT ISN.T? — ISN'T

Run 1, 2, 1, 2, 1, 2, 1, 2, etc to EP.
Don't run anything else.

5) Run PrPr 6 to EP of the MOCOs dropping or as-ising their "greyness" or "solidity" and suddenly (or during a few commands) - (usually with pain - anaten - somatics coming off) appearing to be clean, clear, even sparkling little thetans. Also an F/N will appear.

CLEAR WORDS

HANDLED - took care of, fixed, repaired, solved, did something about.
CONDITION - a state of being or existing, something one is trying to get out of, or improve.
EXISTING - is there right now in PT, something you are currently aware of.

Commands: 1) TELL ME AN EXISTING CONDITION.
2) TELL ME HOW YOU HAVE HANDLED IT.

Run 1, 2, 1, 2, 1, 2, with nothing else added to EP.

6) Remember, all the above is GROUP AUDITING ON UNRESPONSIVE BODY MOCOS SO LET THE ONES BEING AUDITED ALL ANSWER THE COMMANDS AND THEN ACK AND GIVE THE NEXT COMMAND.

7) NOW, RUN THE "BLOW, ABC" and CAN'T BLOW "ABC" steps again to F/TA. (+ LTA on incidents) (Regular TR Time and Space). as per earlier C/S.

8) Folder to C/S.

BR
SrC/S Ron's

Javier 22 Nov 86

C/S

1) Is this a Creation? (N, S, I, if no read)

2) Is it:
MINE? _____
ANOTHER'S? _____
OTHER's? _____
MINE + ANOTHER'S? _____
MINE + OTHER'S? _____
Assess and state to F/N, VGIs.

3) On this ¢ (creation) is there a:
A. POSTULATE?
B. PERCEPTION?
C. ATTENTION?
D. INTENTION?
Each Repetitive to Clean F/N.

4) On this creation is there a:
THOUGHT?
ATTITUDE?
SENSATION?
EMOTION?
PAIN?
If no read use S, I, N. Run each E/S to F/N Clean.

5) Was this creation part of a:
GAME
GOAL
PURPOSE
POLICY
PLAN
PROGRAM
PROJECT
IDEAL SCENE
STAT
VALUABLE FINAL PRODUCT
ETCHICS ACTION
TECH ACTION
ADMIN ACTION
AESTHETIC ACTION

6) WHAT IS THE STRUCTURE OF THIS CREATION?

TIME:
ALL TIME
FOREVER
NOW
PAST
PRESENT
FUTURE

SPACE: IN
AROUND
ON
OUTSIDE
INSIDE
ON SURFACE OF

FORM: POSITIVE (Physical-U3) MEST
NEGATIVE (Only in U2 or U1) MEST

EVENT: Phi thetans
Lambda thetans, Jelly Beans, Black Holes
MOCOs
SUB-MOCOs ON VIAS.

7) WHAT WAS IT'S HISTORY?
(When was it created?)
(For what game or gum?)
(Was it brought with you to MEST U or later up to PT?)
(What was it made for?)

8) Write a full description of the Creation and Creators as you now see it.
- to Clean F/N

AUDIT THE CREATION:

This is Group Auditing:
9) 1. TR0 - THE CREATION + THE CREATORS
1A. - Hello! Tone 40 to Clean F/N
2. Why don't you want auditing (freeing) ?
3. Run PrPr 4
PrPr5
PrPr6
on the creation and Creators to EPs + F/N VGIs.
4. Run Blow & Can't Blow Steps (+LTA if needed) each to Clean F/N.

10) AS-IS-NESS STEP:
TECH Tour the Creation with the Creators and have them show how it was made. The VIA MOCOS who compose it will debrief and it will vanish as you do the tour. (FTA will appear).
ADMIN Find out from the Creators Why Exactly it was made and why it is no longer necessary. Have them indicate this to any MOCOs involved in the Creation whether they have already blown or not. (This will produce another F/TA as there is no longer any compulsion to re-create it.)

Thank everyone involved in the AS-ISNESS. Then say "That's it" - softly (not TONE 40).

If anything left hanging around after this - it is NOT the CREATION or the CREATOR it is an INFILTRATOR. Run like on Excal Plug, to Blow (Holder, etc)

BR
SrC/S Ron's

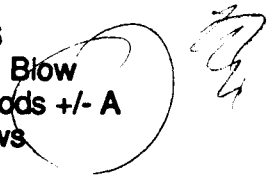
Javier
Solo

23 Nov 86

C/S

Very Well Done on Completing Pilot on Body S/W.

√ PrPr 3
√ Blow - Can't Blow
√ LTA
√ PrPr 4, 5, 6
√ Blow Can't Blow
√ Game of Gods +/- A
√ on the Flows



51h 48m

BR
SrC/S Ron's

Javier <----------
Body S/W Pilot

5 Dec 86

C/S

1. Spot the "coin"

2. Realize it is LTA and may have many other just like it, so include them in your TR0.

3. Run PrPr 4 to EP on it.

4. Run PrPr 5 to EP on it.

5. Run PrPr 6 to EP on it.

6. Then Blow & Can't Blow Steps to F/TA

BR
SrC/S Ron's

Javier 7 Dec 86

C/S

Assess:

1) LTA Body?
2) LTA 20th Century Track?
3) LTA Coltus?
4) LTA Inc II?
5) LTA Inc I?
6) LTA Game of Gods?
7) Anything else?

Get Reads, Interest, any origination.

BR
SrC/S Ron's

Javier <----------
Body S/W

7 Dec 86

C/S

The Attention & Reads on LTA Coltus is part of this RD. The earlier Gum will be OT 9-11 charge. So, when finished this part, if any somatics still there - we will handle by OT 9-11.

C/S for LTA Coltus:

1) BT or Cluster connected with LTA Coltus?

2) If reads, run as a plug getting all data.

3) When all data known, clean your space with the Blow & Can't Blow steps, using LTA on the Incidents.

4) If you hit a BST or unresponsive (LTA) thetan on handling the plug,
Run PrPr 4, 5, 6 on him (or them) only to EPs. Then do Blow/ Can't Blow Steps on them (him).

5) Folder to C/S.

BR
Sr C/S Ron's

On my (or this) body is there a:

1. Self Det) (INTENTION
   Other Det > < ATTENTION
   Pan Det) (POSTULATE
   (PERCEPTION

   12 repetitive processes each to Clean F/N

2. Blow & Can't Blow Steps on the Body MOCOs who were affected by the above.

BR
Sr C/S Ron's

To determine if a BST is Responsive or not:

A. Hello!
B. Who'd I have to be to audit you?
C. Why don't you want auditing?

If all go to F/N on repetition then it is responsive. Handle with PrPr 3 and then Blow & Can't Blow Steps

Javier <----------
Body S/W Pilot

8 Dec 86

C/S

This Other-Det Flow of Body S/W is complete by the F/TA and F/N on Question. The other LTA possibilities also F/Ned on the Assessment.

Anything else will be coming either from OT9-11 or the C/O Cycle RD after OT 13. (Self Determined Flow).

So: 1) Write up how you feel on the Pilot now.
2) Study OT 9-11 Theory.
3) Get Check Out and OK to do Assessment session.

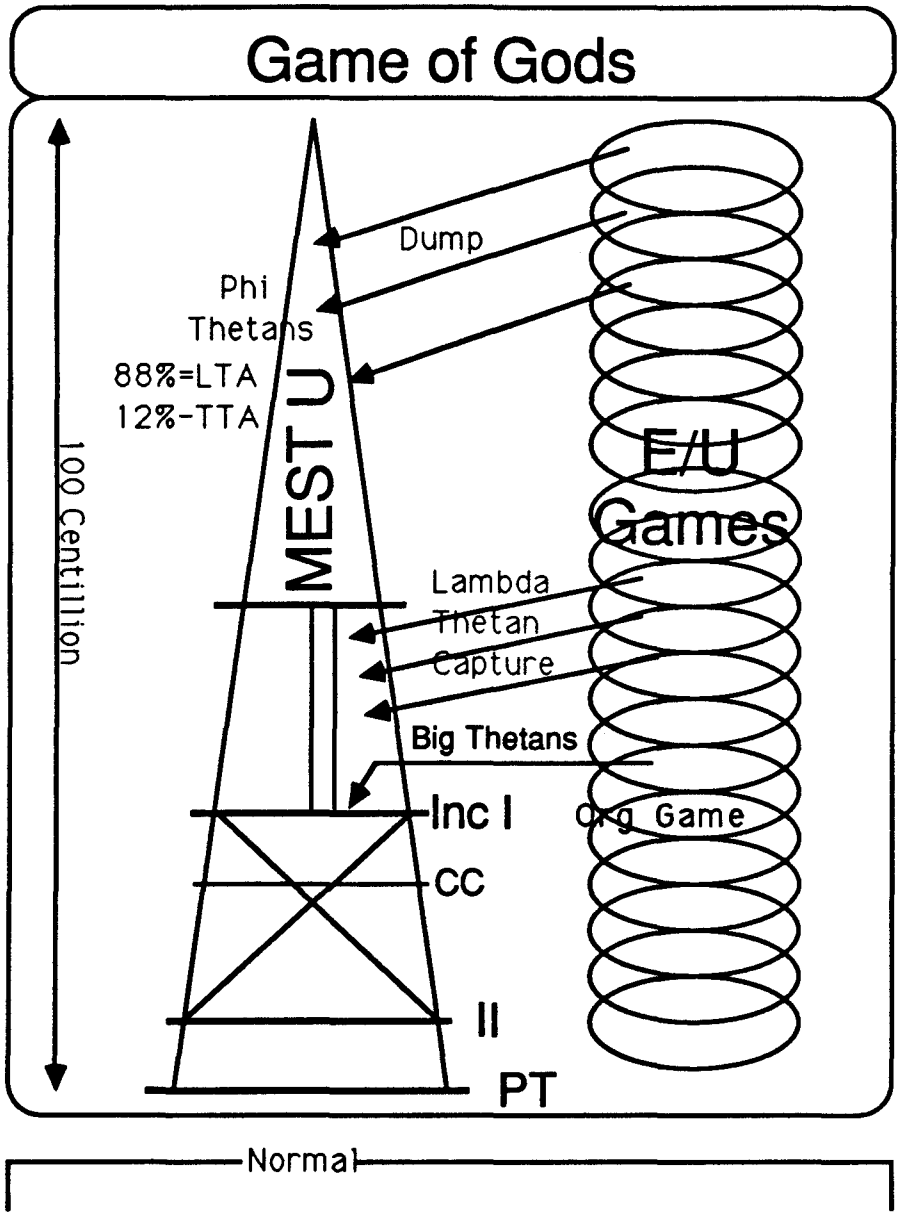
4) Do assessment session.

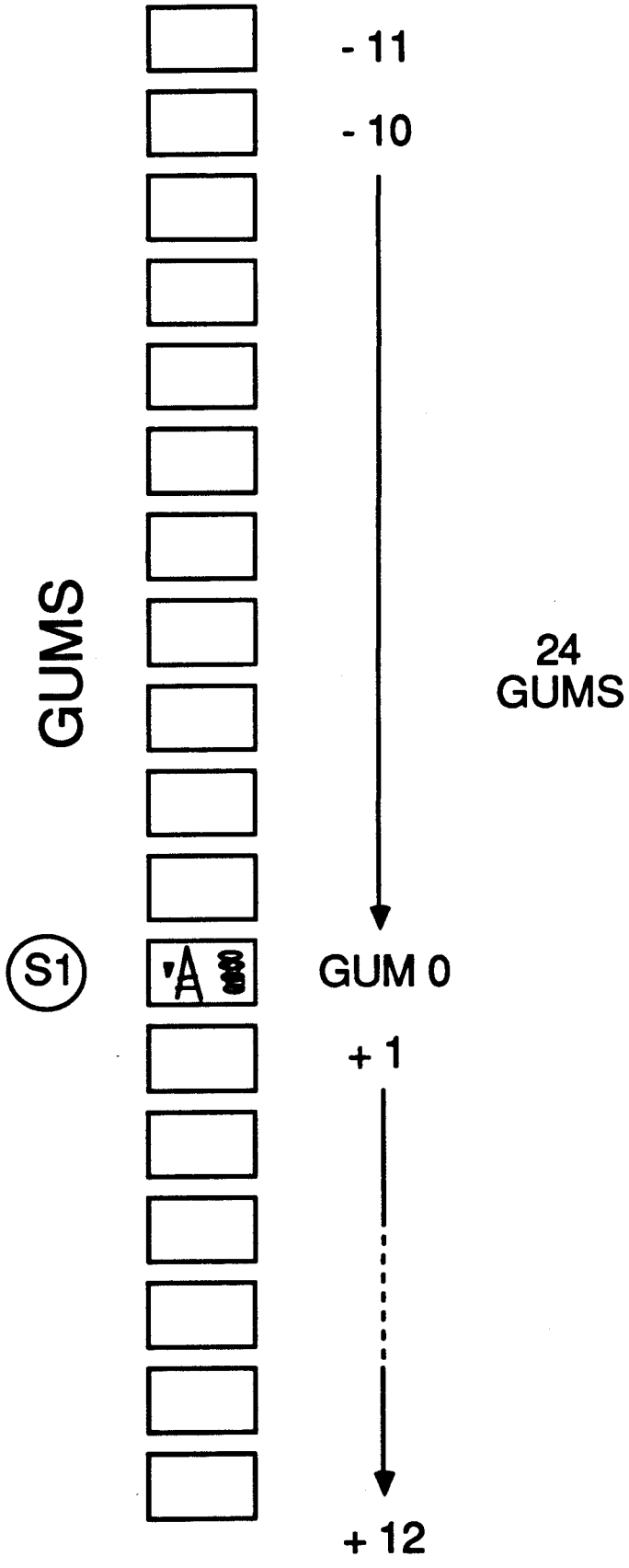
5) Do 1st OT 9 Session

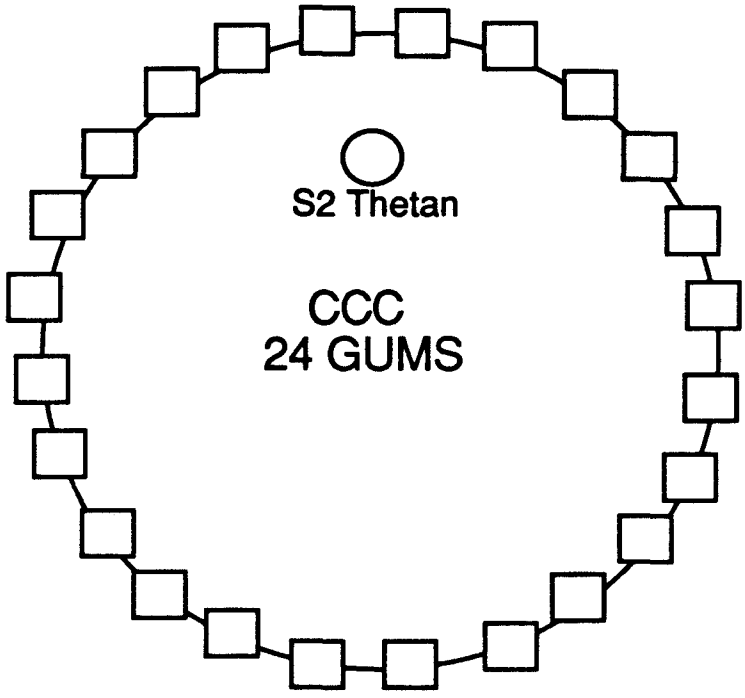
6) Write-Up on how the Pilot seems at this point.

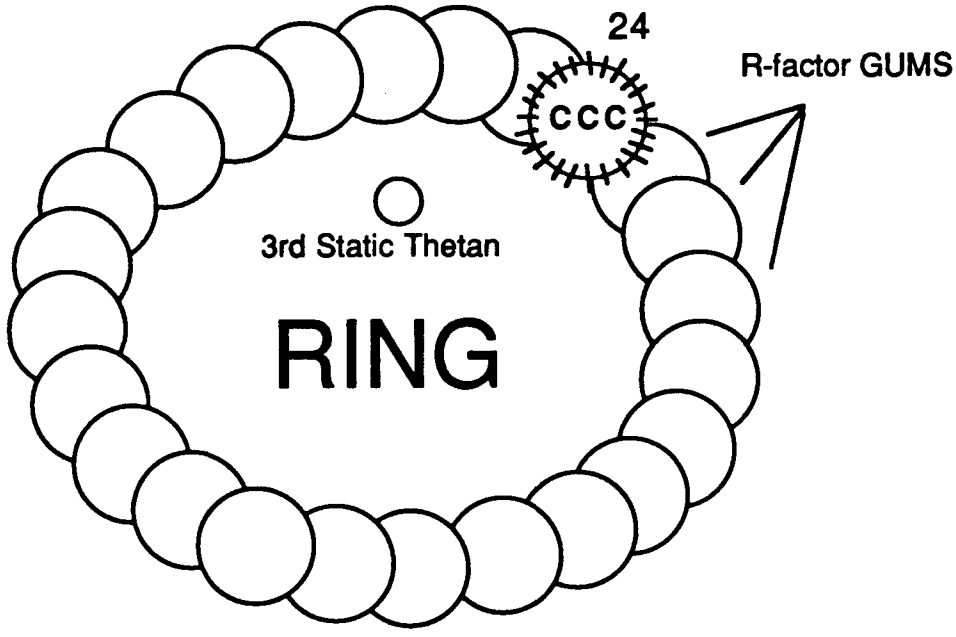
BR
Sr C/S Ron's

GUM 0 Emergency




- 11
- 10
GUMS
24
GUMS
S1
GUM 0
+ 1
+ 12


S2 Thetan
CCC
24 GUMS



24 CCC = 1 RING

24x24 = 576 GUMS = 1 Ring

576-12 = 564 GUMS back for MOCOs

The Importance of PrPrs 4, 5, 6 on the OT levels

Perhaps you have wondered as I did, why PrPrs can cut thru any case phenomenon, subjective or objective, and why they must be aimed directly at what is being audited, or perhaps unexpected or unpleasant effects occur on the case.

Well, the answer is very simple. The PrPrs 4, 5 & 6 run "LTA" as easily as "PT".

In the "PT" or "TTA" case they unstick a thetan from SUBJECTIVE past incident(s) he has brought with him into his "PT". Thus the "REVIV" as he comes to PT - the incident suddenly or gradually comes out of NOT-IS, SUPPRESS, or INVAL and is right there, more real than PT as he sees and experiences it. Then he is in PT fully.

Now since all thetans also have an LTA track, (except for the "Black Static Thetans" who were produced LTA and are still stuck in the Black (LTA) Static State). (They actually don't have a TTA case!) - and it is very nearly the same as TTA, it gives an OBJECTIVE confusion, and OBJECTIVE restimulation, and of course it is much more basic on the chain than any SUBJECTIVE TTA INCIDENT. (Refer to LRH tape of 1965 "Level VII" for more on the OBJECTIVE CASE).

Whenever Power 4, 5, & 6 are being run - the LTA "case" of the thetan being audited is ALSO being run. A true Power Completion is REALLY in PT, not "in PT with LTA still there but NOT-ISED or OCCLUDED".

Thus on OT 3, we occasionally use PrPr 6 on an "SP BT". But if one checks carefully, he would probably find that thetan had Inc II & I on his case both from LTA and TTA and this is why he couldn't be audited on "just OT III". It is interesting that thetans have almost exactly duplicated their LTA track on TTA. All the major incidents and cycles of action were almost exactly the same! Their "Body" (LTA) looked nearly exactly like their "TTA body". This can be explained (but not fully) by the following:

A. The "agreement" was to DO IT AGAIN (the RING).
B. They were less causative TTA so followed in their own "more causative LTA" footsteps, hoping to become "better" again.
C. The Xenu & Implanter Org control points in this GUM on the MEST Universe were still there and were used again producing more effect and exactly copying the implanted commands of LTA. (Thus REACTIVE agreement to copy).
D. The 88% UNRESPONSIVE Phi thetans were the "left-overs" from LTA, so were solidly still there when new dumping started and added a thin coating of 12% RESPONSIVE to the DULL GREY MEST. When thetans of the game-playing type (Theta thetans or Big thetans) tried to influence it - there was great resistiveness - so they just decided to "copy" what they did last time around "as best they could" - but it takes a lot more EFFORT - ugh!

On Excalibur, we rarely have to use PrPrs, why? Simple - because after Xenu took over the Church or Scn LTA he made sure to develop processes that would re-capture and store up any BTs who got freed from the cases, and had his monitor systems "pull back" the plugs at the right times on cases who were loyal to him and had believed all the black PR about EE & the GP, so they felt "clean". He then had the Bs & Cs re-stored in his hollow planet base in Andromeda - the Pre-I base - ready for use TTA.

Of course, he did capture new ones TTA, but much of the Excal case is LTA and it runs off without PrPrs because the Bs & Cs were captured (against their own determinism) so they

are not obsessively holding on to it themselves. Just getting them to run off the other-determined incidents (no matter whether TTA or LTA) is enough to free them.

But the Big Thetans who agreed to "do it again" (the Ring) and the dumped Phi thetans are different. In the Big Thetans it's a SELF-DETERMINED action so they are "holding" it themselves. In the Phi thetans it's being dumped by their CREATORS, so again it's more charged on the basis of BETRAYAL & FAILED HELP.

However, one would ask - "Why did they stay un-responsive even to their TTA counterparts, the Phi thetans from E/U dumpings TTA who did try to help them and couldn't?" "Didn't they have enough agreement - both sets being dumped ARC broken with Big Thetans, etc?" "So why couldn't the BofD of the Phi thetans get them awake?"

Well, I have found the answer to that also. They (LTA Phi thetans) were continually being HELD in that unresponsive state by another of Xenu's products from the LTA CofS (2000AD - 10,000AD LAST TIME AROUND).

He produced an "elite corps" of Black Static Thetans which he calls the "BLACK POWER CUBE" (or maybe he calls it his "POWER CUBE", but I call it BLACK). It is 100 x 100 x 100 = 1 million Black Static Thetans who are CO-HOLDING the LTA Phi thetans of the MEST UNIVERSE.

Their orders were to "KEEP THEM THERE UNTIL I RETURN. I MUST CAPTURE AND HANDLE ALL THE "RENEGADES" (EE and the LOYAL OFFICERS & GP) BEFORE THE GAME CAN END. I AM GOD AND IT IS MY WILL THAT ALL THE NON-CONFORMING BEINGS WHO GO AGAINST MY WILL SHALL BE HANDLED. I SHALL BE GONE FOR A LONG TIME BUT I SHALL RETURN AND LIVE AGAIN. YOU ARE TO CARRY ON HOLDING FOREVER THESE BEINGS IN THEIR ARC BROKEN STATE UNTIL I BRING BACK THOSE RESPONSIBLE AND MAKE THEM CONFRONT IT AND TAKE BACK THEIR GOD-GIVEN DUTY TO THESE POOR SOULS."
"YOU ARE MY DEPUTY GODS IN MY NAME - XENU".

Thus he insured that his Andromeda Base and Monitor Stations would still be there when he "returned" TTA and was "elected" GOD again prior to this GUM in the Game of Gods.

The LTA Mocos (Phi thetans) can easily be handled by PrPrs as on OT 13 (2nd session) or on 9-11, or 14-16, or on OT 12 when UNRESPONSIVENESS is analyzed. They seem to be behind a "thick glass wall", telepathy is weak, no F/Ns, small reads. They also seem to be "far away in time", and to appear dull grey and solid.

PrPr 4 EPs on Phi thetans

When PrPr 4 (Source) is run, the EP is they "come out from behind the wall" or the "thick glass wall" disappears - all is brighter - they recognize the auditor as a source + F/Ns of course.

This can also be looked at as THEY ARE GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans). "AUDITING" or "HOLDING" SPACE - and into your auditing space.

PrPr 5 EPs on Phi thetans

On PrPr 5 (Existence), they seem to come "around the ring" to PT, so they are not so far away in time, they seem closer to the auditor and "apparently in PT" - but still grey & solid. (On this EP of PrPr 5, also an F/N will appear).

This can be related also to the Phi thetans GETTING OUT OF THE BST (Black Power Cube of 1 million Black Static Thetans) AUDITING TIME SENSE OF "FOREVER UNTIL "GOD" RETURNS" and coming to TTA apparent "PT". (They are still stuck in their "dump" of course).

PrPr 6 EPs on Phi thetans

Finally on PrPr6 (Conditions) they go thru the "REVIV" and the greyness and solidity disappears and they become bright, sparkling, or clear tiny little thetans. Also they will expand from the solidity into a vaporous thinness like smoke. (Now they are like any other Jelly Bean or MOCO and can be freed on the Blow & Can't Blow Steps of OT 9-11). An F/N or F/TA appears at this point.

This can be looked at as finally breaking free of the HOLDING POSTULATE of the BST (Black Power Cube of 1 million Black Static Thetans) for them to NOT - "AS-IS" and NOT "Be Free". (Don't Think and don't act on your own) until "GOD" returns.

So, that is what happens when you run Power on Phi thetans. And you (or the OT) does not have to know about LTA, the Processes are so powerful they run it out anyway!

So now you see why Xenu must try to suppress:
1) Power Processing
2) OT 3
3) Excalibur.

All these can upset his whole plan to take over the game - again. (And expose his OVERTS). (Any "tech" people who try to say the above are not "needed" is being monitored by the implanter org to say so).

Now, what about this "Black Power Cube" of 1 Million BST from LTA?
Well, as the "holders" of LTA Phi thetans, you will find they run out easily on:

I) PrPr 3!
Run with "LTA Auditing" or "Auditing LTA" as the command in the 1st Question.
1) "What condition have you encountered in LTA Auditing?" (LTA = Ring 9999)
2) "Tell me how you handled it"
(Run to Big Cogs, F/N, VGIs on them and wanting the "New" Tech or TTA Free Zone).

Then
II) Blow & Can't Blow Steps

Then
III) Game of Gods LTA.
"What were you doing in the Game of Gods LTA?"

Then
IV) Admiration MOCOs (+/-) from Game of Gods LTA (Especially between them & X)

Then

V) If still not blown -
R-factor: "Get a body on Teegeeack, go to the Free Zone for the Rest of your OT levels to Super Static State of Caselessness".
(This is because they haven't done all the processes from Excal. to OT 16).
(Of course if someone wants to audit them as a group all the way up? - it's a good OT 17 project - will make it easier for others!)
But we also could use their help in the Free Zone!

Well the above gives you the idea of application and importance of PrPrs on OT levels. Let's not ever lose the Tech again!

BR
Sr C/S Ron's

PS. I have audited the Black Power Cube on I, II, III, IV above. It should make Phi thetans from LTA free up faster on PrPrs as the "holder" is off - and they just are "copying".

More on LTA & Unresponsive Phi-Thetans

The job of the 1,000,000 (One Million) "Black Statics" (100 x 100 x 100 black "power" cube of Xenu from LTA BST in the few thousand years from 2000 (LTA) to the "do it again" agreement) was to hold the dumped Phi-thetans from LTA. This was the job of the "Hermetic" BST Static Thetans.

Only Power processing broke thru this trap as per the following:

No Source = BST session Space (you were all created and dumped).
Is Not (Not is) = BST session Time (we wait forever till -X- (God) gets the "renegades" under control).
Existing Condition = 3P = No as-isness (don't think - and no freedom, don't act on your own)

A "substitute" for U0 which makes MEST U Phi Thetans from Ring 9999 (LTA) unresponsive, anaten, and solid.

----o----

These BST run on PrPr3 ("Auditing LTA") or ("LTA Auditing"). Then Blow-Can't Blow Steps.

You will find they had been told Incll didn't happen, it was EE's case, and Inc I was probably one of EE's "tricks". Run the "Game of Gods" LTA as that is where they cog on Xenu being the bad guy.

The 3 main Tech Areas Xenu will always try to suppress are:

OT III Tech
Power Processing Tech
Excalibur Tech

as these will free and as-is.

BR
SrC/S Ron's

SS C/S #22 - 21 Nov 86

(Letter re Body S/W Pilot:)

Dear Per,

Thanks for the OT9 Exam and A/I list sheets. This will be very useful!

On the Body Straightwire Pilot I have one completion so far. This was Doro, Excal & OTLR Completion, and recent mother of a new baby. She did the PrPr3 + Blow & Can't Blow Steps to FTA in a few hours. The MOCOs even "told" her when PrPr3 was being O/R by giving it as a telepathic answer to the 1st command. She then rehabbed it as completing just before that and I C/Sed the Blow/Can't Blow Steps. She had the EP of a "very clean somatic-free body" and ready to go on to OT9, which she is now on. The body felt lighter and she could move it around with no attention or effort on it. So good, that is what I expected.

But, the other case, Javier, also finished on Excal & OTLR, had a much longer run - 20-24 hours on PrPr3 (till the Phi-thetans told him it was O/R!) - then another 12-16 hours on the "Blow - Can't Blow Steps" over and over but no FTA and still "effort" & "strain" to get blows. He stated that incredible changes were happening in his body and that was obvious even to me or anyone else - his body looked fresh and new - without age or wrinkles or strain - but he still insisted there was something else. I C/Sed "LTA study and add LTA to the blow - can't blow steps." This produced incredible cogs for him and blew off many more Phi-thetans in a short time - 2 hours. But he still said there was more - that some MOCOs couldn't get "loose" or "free"!

So I C/Sed PrPr 4,5,6 limited closely to those MOCOs and the body area with a PT TR0. (This is so he doesn't trigger off the OT13 implosion.) Then the Blow Can't Blow Steps again with "LTA" to FTA.

This resolved nearly all his somatics - but he spotted a "something else" in the head area making somatics on the already cleaned up Body MOCOs.

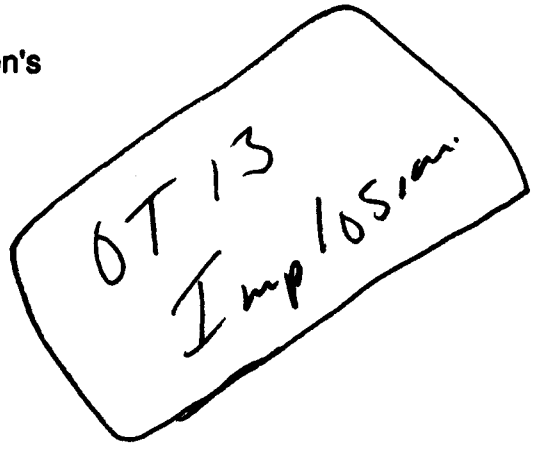
I C/Sed a "Creation Assist" from OT12. And that finally handled.

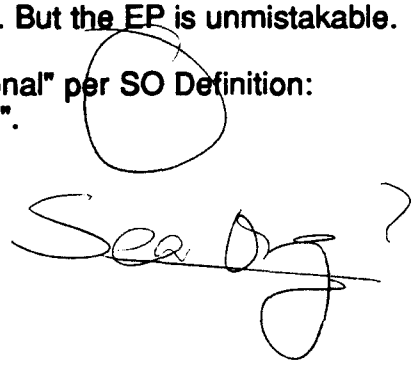
So, this processs can go to a whole series of Review Actions. But the EP is unmistakable.

The body is fresh and clean as if brand new, and is "operational" per SO Definition: "Works well without attention other than routine maintenance".

Love,

BR
SrC/S Ron's





SS C/S #23 - 24 Nov 86

R6EW for Clears (Unstable)

(Solo or Audited)

0. Study R6EW - Apply to Composite.

A. TR0 - The body & space of the Clear (It is not run ON THE CLEAR HIMSELF.)

B. "What is the dramatization?"

C. Run by TA action - into and out of the process. It's repetitive. To Persistent F/N and stable Clear feeling. The dramatizations are coming from the composite of course.

Reference: 1st part of Level VII tape.

Use: As applied to a Clear who has persistent somatics or worries, key-ins, after doing the grade check-run-rehab and any Needs-Wants Handled. But then while on Solo Course or before OT2, or during Solo Assists he has too much charge in restim to get his ruds in or to study, etc.

Note: If this doesn't work, he's probably not Clear, or is only Clear TTA, so at this point get a C/S from a Super Static C/S, if it doesn't run as predicted. It may have to be handled by D/L of incidents the Entities have in restim or another method.

BR
SrC/S Ron's

- The "Solo or Audited" means that if he has done the Solo Course and his Meter Drills - he could do it Solo - or at least try it. Otherwise it can be audited. It could be even CO-AUDITED by Solo Auditors under Supervision.

- Of course R6EW must be studied before doing this. It's not a "stream of consciousness itsa" - it's a brief description then a WORD that expresses it - like "CRAZYNESS", "PAINFULNESS".

SS C/S #24 - 3 Dec 86 - Add to Exteriorization S/W RD

The Body Snatcher RD

After doing the Exteriorization R/D and handling of any B/C, Thetan, or BST Connected, Disconnected, or Unconnected with it - or any Condition Encountered in it - - -

IF THE OT HAS ANY FURTHER CONCERN OR INABILITY ABOUT EXT, THE REASON IS FOUND ON THE BODY-SNATCHER R/D.

Theory

1) Bodies are scarce on this planet, compared to the number of thetans around. This is seen all the way up from OT3. There are 1000s more BTs & Thetans than Bodies.

2) By freeing Thetans from the "Case", there are even more & able ones wanting to get a body and play the game.

3) The "Game of Games" is the most important game of all. It's the EXIT POINT for all the Ring Archives Games. Thus a "body" in it is very sought after and valuable.

4) The Implanter Org & X are always interested in how they can SUPPRESS the Game of Games and CONTROL the FREE-ZONE. So they have an interest in snatching Bodies, especially "Cleaned Up" ones, or ones others recognize as being from a Free Zone Group or an important influence "piece" in the game.

5) GP and other missionaire or "long purpose" types may have a specific job to do and must use a body to complete it, so don't want any possibility of failure by reason of "losing the body" or having it "snatched", so continously keep their CVP on it or in it.

So basically there are the thetans using bodies, those who want to use them, and those who want to mis-use them. These are Self-Determined, Other Determined, and Pan-Determined INTENTIONS AND ATTENTIONS concerning the body or bodies.

After OT16, the body is a U2, Freely Helping, Organized Creation that has been Cleared and placed in the Super Static's new U1 to assist in OT 17-33 and completing the Game of Games. (Reference the C/O Cycle RD and further additions). This makes it a valuable creation and worth holding on to. Thus OT 16 Completions may have more of a "queue" or line-up of "body-snatchers" just waiting around for him to leave it "unattended" or "vacant" for a minute.

(Example on a MEST LEVEL would be the CAR THIEVES or RIP-OFF ARTISTS of Italy and the US. You leave a car unattended for 5 minutes and either it is gone (US) or everything in it is gone (Italy) - !)

So, what we are dealing with is a VALUABLE CREATION that is KNOWN and USEFUL but is a candidate for, or has the potential of, BEING INFILTRATED. On OT12 the "infiltrator" INTENTIONS, ATTENTIONS, etc come up in the IDENTIFYING steps and are audited on the AUDITING STEPS. So, this same procedure can be used to spot and handle JUST THE INFILTRATORS or potential BODY SNATCHERS regarding the OT or Static's BODY.

Auditing Program to Handle.

-Solo-

1) Do the proper steps of the Exteriorization S/W procedure first.

2) "On my ("your" if audited) BODY, is there a: (S,I,N if no F/N)

SELF-DETERMINED	)	(	INTENTION?"
OTHER-DETERMINED	>	<	ATTENTION?"
PAN-DETERINED	)	(	~~PERCEPTION?~~
		(	PERCEPTION?"

Postulate

(These are 12 separate processes each run repetitively to Clean F/N. If no read, check S,I,N.)

3) "On my ("your", if audited) BODY, is there a: (S,I,N if no F/N)

		(	THOUGHT?"
SELF-DETERMINED	)	(	ATTITUDE?"
OTHER-DETERMINED	>	<	SENSATION?"
PAN-DETERMINED	)	(	EMOTION?"
		(	PAIN?"

(These are 15 separate processes, each run E/S to Clean F/N. If no read, check S,I,N.)

4) "Is my ("your", if audited) BODY part of a:

		(	GOAL?"
		(	PURPOSE?"
		(	PLAN?"
		(	POLICY?"
		(	PROGRAM?"
SELF-DETERMINED	)	(	PROJECT?"
OTHER-DETERMINED	>	<	STATISTIC?"
PAN-DETERMINED	)	(	VALUABLE FINAL PRODUCT?"
		(	AESTHETIC?"
		(	ETHIC?"
		(	TECH?"
		(	ADMIN?"
		(	GAME?"

(Assess to read, itsa to clean F/N. Continue to assess till list done. Repeat for "Other" & "Pan Determined".)

Note: (As we are just finding the infiltrators or potential "body snatchers", the "structure" and "history" steps are not needed as we are not trying to as-is the body. Nor is the ownership needed in the beginning for the same reason).

5) Now the potential infiltrators or "body snatchers" should have all been identified. They may be any type of thetan or MOCO or even BST from LTA - waiting to grab it so an implanter or X-clone can take it. Now we will audit them (GROUP AUD.)

A) TR0 - all potential infiltrators or body snatchers where or when ever they are.

B) Hello! to Clean F/N.

C) "Why don't you want auditing?" to Clean F/N.

D) "Who would I have to be to audit you?" to Clean F/N.

E) "Where would you have to be to be audited?" to Clean F/N.

F) "When would you have to be to be audited?" to Clean F/N.

Note: By this time it will be known whether the group is responsive (Clean F/N, loose needle, normal TA) or unresponsive (no or tiny F/N, high TA or tight needle)

G) v -------- (ONLY DO ONE) -------- v

RESPONSIVE	UNRESPONSIVE
6 Ruds + LD Ruds as on OT12 to clean F/Ns	PrPr 4, 5, 6 to exact EPs as on BST tech. handlings.

H)

Blow Steps + (to Clean F/N)	Can't Blow Steps (to Clean F/N)
A. Who?	A. Valences (Stuck to, in your, In my, anothers)
B. MOCOVP or FREE!	B. Incidents + LTA on each.
C. Rights of a thetan.	C. Purpose, Game, Orientation.

- Roll the Blow & Can't Blow Steps over and over till FTA appears. Be sure to complete them at least once.

6) The FTA on (5H) is the "Tech" FTA on handling the threat to the creation. The FTA on (5G) is the "Admin" FTA on reestablishing the creation as a HELPFUL creation with no BPC in PT. You thank them because they helped resist the threat.

(Note: Remember, body MOCOs can audit other MOCOs but they are not powerful enough to audit Big Thetans - so don't blame them for not handling the threat earlier - they probably tried to warn you or stopped some action in the org because of the threat - which you may have evaluated as non-compliance!)

7) If the OT or Static has any problems with his power of choice over EXT or VIEWPOINTS after this, collect the data and send to Sr C/S Ron's for evaluation as this is currently a pilot.

BR
SrC/S Ron's

SS C/S #25 - 4 Dec 86

Pilot - Body Snatcher Rundown Data

(The Coin Trick)

I experimentally ran this after OT16 - 6 months after - and found the following:

A/I Processes: Yes, these were Self, Other, and Pan determined Intentions - they blew on recognition to Clean F/N.

TASEPs - All Clean F/Ns on these.

Function - Clean F/Ns on these.

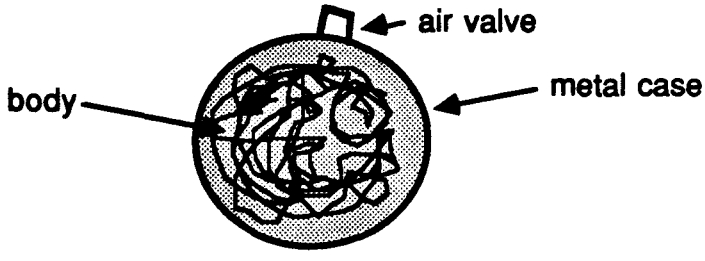
(I realized that all these flattened when I sorted out the A/Is) which were:

SELF - "To win the Game" (mine)
OTHER - "To kill him" (X's)
PAN - "To protect him" (GP from EE)

On the Auditing Steps I found:

Pre-Sessions - unresponsive - coming from a "coin-shaped" black mass in the head of the body. I recognized it as an LTA thetan somehow compressed into an shape. Ran PrPr 4,5,6. The story emerged:

He was the "person" running the LTA Body (not "me" - I had <u>used</u> the body for the mission - he <u>was</u> the body before I took it over LTA). When it died in Paris, 1982 LTA I left for the M-ship. He stayed with the body. The "death" was a <u>faked one</u> by the implanters - a paralytic drug was given in food or pill or by injection - (against "AIDS"?). The Masonic doctor OKed the Death Certificate and the Masonic Undertakers substituted a "John Doe" body for it in the coffin. The LTA body was put in a circular "tire-shaped" shiny metal case in a fetal position, and put in a truck at the funeral parlor and taken to the Masonic Temple in Paris.



Underground in a hidden chamber were a lot of these "tire-cases". They looked like aluminium or steel, big pastry shells. Or a flattened down beer keg of aluminium.

These were the <u>important</u> people in the "game" - or at least their bodies. They were taken out of the cases, revived and debriefed under drugs - kept alive there under the City of Paris for some time - my LTA body was debriefed and even wrote up all he know about my life - then in 1988 was killed "again" by injection - put into the metal case, and the body MOCOs "desiccated" out - a suction of very dry hot air used to draw off all the moisture and vapors of the corpse, leaving only flaky, dry dust in the shell. The thetan was ordered under the drug

and by tepaphone continually to "be the shell" and "wait for the resurrection". (Apparently X knew ~~that EE~~ had already proposed to play the game (Ring 9999) over again or had picked it up telepathically).

Then the "pastry-shell", now empty, except for some dust MOCOs and the body thetan, was compressed into a solid mass by a machine into the size of a tire on a kiddy car - about 8-10" in diameter (40cm). Then it was flattened and "coined" into many small separate "coins" of the size of a silver dollar or 5DM piece. These were kept in a "file" for next-time-around. Also the drained off MOCOs were put into "Reserves" for later use.

Note: One of the big Masonic Secrets was the re-discovery of the "chamber" TTA.

This time around, once the Big Thetan showed up in the game track in the proper position - for me, at StHill in 1965-66 - the Masonic implanters were ordered to place the proper "coin" in the vicinity of the persons body. (The other "coins" were for spares and for use by the monitors to create a TP link for "intentions" and tepaphone use.) Thus the "Resurrection" command was given and the Body Thetan and MOCOs were supposed to "jump" into the TTA body - and be used as an LTA monitoring system on the principal game figures in this century - so the Church could be taken over again.

In the session, the LTA thetan got into PT. (The reviv came off in "stages" mainly because there was no impact or pain. Drugs and hypnotic intentions were used over a period of time. But the EPs of the PrPrs were unmistakable.

Then I ran the "Blow" & "Can't Blow" Steps and the thetan went free on "Who" and all the MOCOs on "MOCOVP" - I also noted that they went free from <u>all</u> the <u>other coins</u> as well, since all were in the session and connected up by the incident originally.

FTA then appeared and all other "B-CB" steps were clean.

Note: These 1st process "intentions" were all LTA and repeated TTA.

BR
SrC/S Ron's

SS C/S #26 - 8 DEC 86

RUDIMENTS

ANALYSIS CHART

Clear **OT2** **OT3** **Excalibur** 0 1 C/C R6 3 4 5 6 7 8 L/R	**Phoenix** **SuperPower** 9 10 11 12 L/R 13 P/A	**Grail** **SSRD** 14 15 16 R/D
<---------->	<---------->	<---------->
Overts of Omission	Overts of Commission	Failed Help
ARC Breaks	KRC Breaks	Theta/Static Brk
W/Hs of Understanding	W/Hs of Power	W/Hs of Static
Problems with Other Determinism	Problems w. Self Determinism	Prob. w. PanDet.
Invalidation by others	Invalidation of Others	Inval of Self
Evaluations Received	Evaluations Given	Self Eval.
Motivators to Commit	Motivators to Omit	Mot. to Submit
<---------->	<---------->	<---------->
θ: $n\theta - \lambda - \phi - (s)$ (Cs) (Bs)	Big θns - MOCOs	S(S)
U1: - U3 - U2	- U1 - U3 - U2	- U0

Use only as a guide to Case Analyses.

BR
Sn C/S Ron's

SS C/S #27 - 12 Jan 87 - OT17

Logic R/D

Notes for a C/S to break Players out of LTA:

Theory

When the reactivity of LTA dramatizations have been handled as per TB #13, occasionally one finds the preOT (or OT) himself is still determined to follow the LTA track of Events - which could only lead to him becoming a Black Static!

Of course this is "illogical". It may also be accompanied by OUT-RUDS. So we address this from the viewpoint of PARTLY REACTIVE and PARTLY ANALYTICAL.

C/S

1) Make sure the person has been briefed on LTA, and any BSTs influencing him have been freed.

2) If he was audited in the Church after take-over LTA - Run PrPr3 as:
   (1)"What condition have you encountered in auditing LTA?"
   (2)"Tell me how you handled it."
   to Clean F/N and no attention on LTA auditing.

3) Run 6 Ruds with limiter:
   "During the time of the takeover LTA, was there:
   (1) An ARC Break?"
   (2) A Problem?"
   (3) A MWH or WH?"
   (4) An Overt?"
   (5) An Invalidation?"
   (6) An Evaluation?"
   All to Clean F/N. Use S,I,N, + E/S as needed.

4) Run Comparative Logic brackets repetitive to Clean F/N.
   (These are taken from the Data Series Procedures LRH developed in the 70s TTA)

   - BRACKET -
   (1) "Is there a _____ from LTA?"
   (2) "Tell me about it."
   (3) "Is there a _____ from LTA?"
   (4) "Tell me about it."

   TTA

   -------- OUTPOINTS --------
   1 - FALSE DATUM
   2 - OMITED DATUM
   3 - DROPPED-OUT TIME
   4 - ALTERED SEQUENCE OF EVENTS
   5 - ALTERED IMPORTANCE
   6 - WRONG SOURCE
   7 - INCORRECTLY INCLUDED DATUM
   8 - ADDED INAPPLICABLE DATUM

+

9 - HIDDEN BUT IMPLIED DATUM
10 - HIDDEN BUT IMPLIED SOURCE

The bracket is run 1,2,3,4,1,2,3,4, etc to Clean F/N - on EACH of the 10 outpoints.

EP is a RESURGENCE of CERTAINTY about one's self. This will be accomplished by cogs, VVGIs & FTA.

If no EP after all 10 have clean F/Ned, assess this list: (handle any reads)

11 - MISUNDERSTOOD WORD?
(TTA? LTA? FIND IT. CLEAR IT.)
12 - MISUNDERSTOOD ACTION?
(TTA? LTA? FIND IT. CLEAR IT.)
13 - LACK OF MASS?
(ON WHAT? CLAY DEMO IT.)
14 - TOO STEEP A GRADIENT?
(ON WHAT? CLEAR IT UP. DEMO IT.)

These are all handled as they read to F/N, then reassessed to Clean F/N on each.

If still no EP, handle 1-14 with: "Is there an EARLIER (1-14) ?" If reads, get when, what it is and handle as before to Clean F/N and continue to EP.

Note: The Auditor may run into the Player's Prime MOCOs on this R/D. If so, thank them, and allow them to continue helping the player as per TB #13.

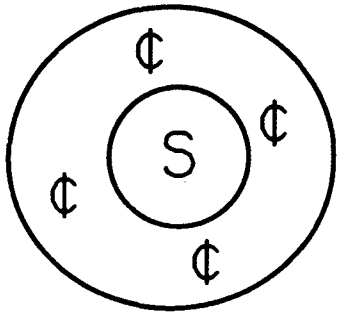
BR
SrC/S Ron's Org

SS C/S #28 - 2 Feb 87 - OT 34-40, Games Master Data

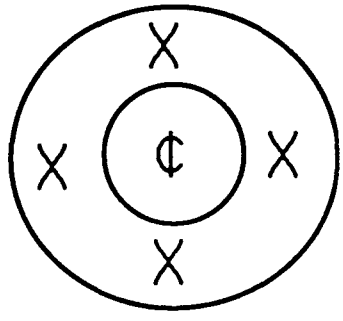
Xenu's Case

In U-3, before the beginning, Xenu was a "crippled" static - of his own doing. While all other Players did their Creating outside themselves; thus not-ising what was at the periphery, Xenu did his own creating inside of himself - thus not-ising what was at the center.

Normal U-3



XENU U-3



Thus when the game was proposed to "improve the quality of Static", he decided he could not be improved and decided to stay the same - thus NO CASE GAIN.

Further, he decided to "show all the others" that he was "right", so when the U0 & RAGS were agreed and put into EXISTENCE, he put them into his "center" or "core" and planned to solidify all other Players and their Creations into his "center", thus proving EE wrong and the game purpose of "improvement" or "expansion" of Static unobtainable.

Thus, in the secret writings of the Masonic and other mystery cults one finds the concept of a "God" who CREATED ALL OF EXISTENCE in his INNERMOST BEINGNESS and then WITHDREW to control and observe it from "all around" - giving the idea that "God is all around you". This idea was perpetrated during the games by Xenu and his implanter org disciples.

Black Statics were made on this principle too - "BE ALL", "OWN THE ENTIRE UNIVERSE", and "BECOME PART OF XENU".

So, when auditing Xenu, remember - his case is at his CORE, in the CENTER of his beingness. All other players will audit with themselves at the center and the "case" in layers outside of themselves (once they are Clear and break loose from the composite).

Other Players will EXPAND to Super Static State.

Xenu decided to STAY rather than PLAY, so all of his "case" is at his "core" or "center". He is HOLDING his own case by being all around it and NOT-ISING what is in the center. His operation of BETRAYING throughout the games was an action of overwhelming others and forcing them to occupy a position INSIDE of him, at his CASE CENTER. They were thus forced to CONFORM to Xenu's CASE, RECOGNIZE his STATUS as a "senior", "supreme", "being or ruler" and accept MONITORING by him so he could MAINTAIN CONTROL.

The earlier case-analyses are all correct as they give aspects of this state of his case - but this writeup gives the exact structure of the case, so one knows to audit him in a direction of

INWARD EXPANSION to become aware of his NON-ISED CENTER or CORE of his beingness.

The basic on his case will be what he created at his "core" in U-3, before the beginning.

BR
SrC/S Ron's

Resurrection Clones

A "resurrection clone" is a BST who was promised a specific "resurrection" by Xenu in the LTA taken over Church. The LTA "auditing" rundown was called the "Resurrection Rundown" or "Life After Death RD". The history of it is as follows:

Some people coming into the taken-over Church after 1980 LTA were not interested in just becoming a "Static" or OT. They were interested in life after death in a more ideal body. These were usually people who were crippled, ill, or had an unsuccessful or misfitted life - sort of "outcasts" or "non-conformists" or "failed-purpose" cases. Some wanted to be "great leaders" or "famous people" like actors or actresses, kings, queens, princesses, etc. Some wanted a new life with an ideal 2D, because they had been suppressed on 2D all their LTA life.

Xenu realized he couldn't get them to buy the "Black Static Package" of "OT Levels" because they were fixated on this "better body & lifestyle" idea, so he used the old Illuminati method of matching data about a person to be able to keep a trace on him in his next life body. He had the "orgs" do an exhaustive series of data gathering steps on the "Resurrection Rundown". This gave an exact picture of what the customer's ideal scene for his next body and life style was.

Then privately, Xenu compared this data to the characteristics of his known "track enemies" and "trouble makers", such as those loyal to Elron Elray, those against implanting, etc.

As part of the "Rundown", the person was put under a hypnotic drug to "experience what it's like to be dead or between lives" so they could "confront" it and not make "mistakes" on being resurrected into their new body.

It was during this drugged, hypnotic state that the Implant was given to take over a specific terminal's body in the future. "This is the Resurrection. Get (or take) the body of (Xenu's enemy) !" The name used was always the thetan name of the person to be taken over and forced out of whatever body he might have at the time. A full "briefing" on the person was also implanted. Also during the implant, the customer was ordered to respond only to the "Voice of God" (Xenu) and to take the rest of the "OT Levels".

After the "session" the person was rigged for the whole Black Static trip, sometimes having to pledge his body and possessions to the Church for "further research". This was the "bridge" out of his correct (LTA) body to the Ressurrection.

The "customer" was then made into a Black Static and firmly "glued" into the MEST Universe, Gum 0, by the usual Black Static Tech processes. (These are covered elsewhere on the SS C/S Course).

In TTA, on the Exteriorization Rundown, or OTLR steps, or at any point on the Free Zone Bridge at Ron's Org, even after OT16, a person may suddenly, or gradually, become aware of a weird intention from U3 or U2 which wants to encourage him to "leave his body" and gives him "pictures" or "impressions" of LTA track - but mixed up with scenes of people he knows, and some he doesn't know, and actions he did, and some he didn't do or wouldn't do. He can become aware of these in session or when resting quietly or when the body is asleep. Sometimes they are hard to recall - after coming fully awake - and seem somehow "familiar" but at the same time "unreal" or other-determined.

This may be a "Resurrection Clone". Not of course a real Clone of one's own, or even another's Clone, but a Player or Big Thetan who took the "Resurrection RD and Black Static Tech Bridge LTA! and was implanted to be "like" the preOT.

(The C/S should make sure that the above indicators do not come from the person's own LTA track, or one of his own Clones, or from Coltus implants TTA or LTA.)
(This can be assessed on the meter to find which it is.)

Technical Handling

1) PreOT or OT complains about above indicators or it is seen from folder or comes up on OTLR as other-determinism toward him or his body, or on the Exteriorization RD.

2) Assess: "Is this thetan -
- in the Coltus Implants TTA?
- a Clone of Yours?
- another's Clone?
- an LTA Player who got BS Tech?
- an LTA Player who got the Resurrection Rundown or Life After Death RD?
- in the Coltus Implants LTA?"

If none of the above read well, check:

"Is it someone who was ordered to take over your body by God and wants to be Resurrected?"

If still none of the above produce big reads or BDs, then it's probably just a plug, or maybe even a TTA "Black NOTser", or other phenomenon such as an other-determined Creation, all of whose handlings are given elsewhere.

3) If you do have a "Resurrection Clone" (really a Player or Big Thetan who was implanted to be like the pre-OT or OT) then run: PrPr3:

"What condition have you encountered in auditing LTA?"
"Tell me how you handled it".

Run to EP of F/N VGIs and the implant data realized that was given on the LTA "Resurrection RD". This removes the compulsion to take over the pre-OT's or OT's body.

4) If still "glued" in the Physical Universe, or if seems to be behind a barrier like a "glass wall", run PrPr 4,5,6 as covered in Black Static Thetan handling. (Usually this will not be needed as the idea and purpose of the thetan is to "resurrect" and if he was given the command by Xenu, then he will be more responsive and only stuck in the "Resurrection RD" implant).

5) Do the Blow & Can't Blow Steps to handle any remaining bits of "case" stuck to him.
You may have to take some time handling "Can't Blow C (Purpose, Game, Orientation) as he will be now having a failed purpose from 564 Gums ago! And he needs an Orientation and new Game.

6) On "Can't Blow" B (Incidents) be sure to handle any +/- A particles between him and Xenu LTA 20th Century and LTA Game of Gods. And also check for any between him and the Pre-OT or OT!)

7) End on EP of the thetan leaving the preOTs or OTs U1, plus F/N VGIs or FTA.

8) Have the preOT or OT take a win.

BR
SrC/S Ron's

SS C/S #30 - 10 Feb 87

Logic RD Addition

(to 12 Jan 87 issue)

The Logic RD has now been piloted successfully. The following are important steps to be added and a clarification of the EP.

C/S

1) Add the following:
"Also any phenomenon covered on Tech Briefing #13 such as Other Determined Creations, LTA Body restim, etc."

2) Add the following:
"Run the "Blow & Can't Blow" Steps after doing PrPr3 on his own auditing LTA."
(In some cases these steps may have to be run during the process if a lot of LTA case starts shaking loose and it is impossible to continue as the preOTs attention goes out of the process on to the thetans now loosened up.)

3) Add the following:
"Run Blow and Can't Blow Steps after EACH RUD has Clean F/Ned."

4) Add the following:
"Run 'Blow and Can't Blow' Steps after EACH BRACKET of 1-10 has Clean F/Ned and after any discharge on 11-14, also on any "EARLIER" 1-14 done."

The EP (page 5) is clarified as: "a GRADIENT or GRADUAL INCREASE or RESURGENCE to CERTAINTY about oneself."
Also "the cogs, indicators, and FTA or size of F/N will increase during the R/D until the person running it feels a STABLE CERTAINTY, after which his interest suddenly goes out of the rundown and back on to life or his next step on the bridge. IF this point is O/R, it can be rehabbed.

Technically, the gradual (or sudden) "clearing" of the Analytical Mind is accomplished at that point of certainty, and it now will work well again.

BR
SrC/S Ron's

SS C/S #31 - 10 Feb 87 - Games Master Data

Xenu's Case - Addition

Session Summary

The Creation Xenu made at his center and non-ised was "Source" (his own). What he became at the perimeter was "No Source" What he tried to obtain ever since was "Total Source".

A Combination of OT12 Creation Handling and PrPr 4,5,6 and B/CB and Admin Why: "I wanted to find out what it was like to be a No Source". "I hated it". "Then I tried to become Total Source". "The 2nd Postulate stuck". "I never went back to find the 1st Postulate". "Astar now has audited this on me and I can now do my amends" - (Xenu) - handled it.

Astar

SS C/S #32 - 17 Feb 87 - OT17-33

Ring 10,000, CCC24

The Ethics Conditions & Formulae

(Note: May not be complete)

GUM	Condition Name	Formula
-11	3rd Party	Spot & Identify it or Remain Unconnected to it. Don't connect up with it.
-10	SP	Handle or Disconnect
-9	PTS	Locate the Connected SP
-8	No Condition	Reconnect to your Dynamics or Game
-7	Confusion	Find out where you are (in the Game)
-6	Treason	Find out that you are (in the Game)
-5	Enemy	Find out who you are (in the Game)
-4	Doubt	Examine, analyze - both sides for results, products, stats. Decide who your friends are.
-3	Liability	Make up damage. Strike a blow to the enemy. Request to be back in the group.
-2	Non-existence	Find out what is Needed & Wanted. Do it or Produce it.
-1	Danger	Bypass and Handle Area and any Danger in it. Apply Justice. Get in firm policy to prevent Recurrence. Reorganize area.
0	Emergency	Promote, Economize, Stiffen Ethics, Change Operating Basis, Prepare to Deliver.
+1	Normal	Don't change anything. Inspect. If area goes down, find why and handle. If area goes up, reinforce it. Light Ethics on Gradients.
+2	Affluence	Economize, Pay all Debts, Discover Cause of Affluence and Reinforce it. Protect Area with Ethics.
+3	Security	Get in Ethics Tech, and Admin so that Expansion won't find weaknesses, Handle all backlogged areas.
+4	Value or Usefulness	Get or deliver more of what is actually needed and really wanted. Survey it.
+5	Asset	Improve the Quality of all Products, Services, and the Organization, its Ethics, Tech, and Admin.
+6	Certainty	Build up reserves of Resources, Money, Materials, Hatted personnel and plan new Expansion areas.
+7	Friend or Ally	Acknowledge and reward your friends and allies. Strengthen them with more knowledge, Responsibility, and areas of Control
+8	Trust	Allow others to use their KRC. Back them up when successful and hat or correct effectively when unsuccessful.
+9	Stability	Don't unmock or let anyone interfere with working installations. Insure proper rates of expansion by coordination and planning & prediction.

+10	Benevolence	Improve conditions both in and outside your areas of control at your choice for the greater good for the greater number of dynamics
+11	Source	Make well known the actual Source of your Success - the use of Ethics, Tech, Admin by LRH/Elron Elray, the Games Master.
+12	Power	Don't disconnect. Write up your lines and hats and encourage others to reach Power too as a Games Master.

END OF CCC 24, RING 10,000 & the RAGS

+13	New Games / Power Change	Further Expansion & Viability, based on Pan-Determinism, Power of Choice & Free Will.

Astar
BR
SrC/S Ron's

SS C/S #33 - 21 Feb 87 - OT 14-16 Review

Prime MOCO Clean-Up

Sometimes when doing OT14, 15, or 16, an OT will hit a barrier that is not LTA.
(NOTE: IF IT IS LTA, THEN THE LOGIC RD APPLIES)
It is a barrier from much earlier - at, near, or before the "Beginning" - and it is caused by "other or counter-intentioned Sub-MOCOs INFILTRATED into his Prime MOCOs, or into one of them.

The Prime MOCOs affected are the 3 "BB" Primes ("BB" = Before the Beginning), namely - his Analytical, Social, or Security Prime MOCO. (which form the basis for the Analytical, Social, and Reactive Minds).

The **Symptoms** are:

1) An inability to get through a session on 14, 15, or 16.

2) The item he gets, runs for a bit on Steps 1-10 and then the thetans he is handling sort of "go away" or "out of comm" but no EP or FTA.

3) His interest and indicators go out or don't seem to be concerned with his item anymore. A dispersal of his attention.

4) TA and needle tighten during the session or stay high rather than loosening and coming down.

5) His logical analysis of the situation gets vague or illogical - "maybe I blew them all" - but no VGIs or FTA.

Handling: This Review can be done Solo, or Audited - but Preferably Solo, as he is a Self-Determined OT.

1) Brief him on the Prime MOCOs (from TB #13, towards the end) and how they are postulated to HELP the Player through the entire Ring Games. And that they do this by storing data in "SubMOCOs" or "MOCO files" and have been doing so since the Beginning.

(Note: The U0 Prime MOCO does not do this, of course because U0 is a Co-Postulate of Existence of the Rings and Playing Field. It is not handled on this "Clean-up". It is handled on the Super Static RD.)

2) Brief him that the purpose of this Clean-up is to find and free any INFILTRATED SUB-MOCOs from ANOTHER (or XENU) which are PRETENDING to be part of his own data, but are actually giving him a counter-intention or other intention to prevent him from becoming a Super Static. And that it was probably done at, near, or before the beginning of the Ring Archives Games. Show him the CHART of the Rings if he hasn't seen it yet.

3) In session: Assess the following:
"INFILTRATED SUB-MOCOs WITH COUNTER-POSTULATES or COUNTER-INTENTION IN MY:

ANALYTICAL PRIME MOCO _____
SOCIAL PRIME MOCO _____
SECURITY PRIME MOCO _____

If no read, reassess using "Suppress", "Invalidate", "Not-is":

"INFILTRATED AND SUPPRESSED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

"INFILTRATED AND INVALIDATED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

"INFILTRATED AND NOT-ISED SUB-MOCOs IN MY: _____?"
_____?"
_____?"

4) Take biggest read, then spot or locate the INFILTRATED SUB-MOCO AND HIS DATA. Get all of it. This "DEBRIEFS" the infiltrated MOCO. You will also probably find who he comes from. (It's usually one of XENU's.) Then give him (the MOCO) the choice: "Return to your moment of Creation or go free!" (Give him the "Rights of a thetan" if needed - then repeat the "MOC or free!" command).

5) IF the infiltrated MOCO was "MULED" with one of your SUB-MOCOs, then run the incident of being stuck together. Then do the "MOC or free!".

6) Continue handling the Prime MOCO which gave the biggest read, asking for "ANOTHER INFILTRATED SUB-MOCO IN MY (TYPE OF) PRIME MOCO?" (Locate, Debrief, MOC or Free!)

7) When the Question in 6) just F/Ns or Clean F/Ns, then Reassess as per 3) and Handle with 4), 5), 6).

8) When all the Prime MOCOs are just F/Ning or FTAing, tell them "Thank You. Continue to Help Until the End of the Games". DON'T TRY TO BLOW YOUR OWN PRIME MOCOs OR SUB-MOCOs AT THIS TIME. IT CAN ONLY BE DONE AFTER THE SUPER-STATIC R/D. DATA ON HOW TO DO IT IS ON THE GAMES MASTER COURSE.

9) Now, the person should be returned to his incomplete session (last one that did not get the FTA) on OT 14-16 and told to finish it up. If the above Clean-up is done correctly, you will find the person now has fully gotten his interest back on doing the level and VGIs again on his items being run.

BR
SrC/S Ron's

SS C/S #34 - 22 Feb 87

Snr. C/S RON'S < ——— 22.2.AD87

Ulrich (Auditor)

REPORT: * Latest news from the Excalibur front
* The case history of a Resurrection-Clone

First off, an unusual occurrence regarding a preOT's response to a stack: During the Excal.-Interview, the preOT many times appeared wooden and comm-laggy - not her usual self at all. (Smelled of BST.) On finding the wording for the first stack the TA crawled up from 3.3 to 5.0 with the preOT having a hard time on it. (Usually the TA would pump on this action, I find.) - Once the wording was found, the TA blew down from 4.9 to 2.9, VVGIs,FN. After a break the "B/Cs on stack 1 wording)?" -question FNed; preOT said there weren't any, FN. (Smelled again of ~ST;)

Next day preOT comes in FNing and feeling sad. ARCX LD reads. Ownership check reveals: it's another's BPC. A Resurrection-Clone is found and blown by PrPr3. It seemed very much to have been his stack wording which was found in the session before.

Next day, another R-Clone was discovered. (In scouting for BPC that might still be connected to the session before, the TA shot up to 4.7 and sticks.) After this Clone had told his story, it became obvious that he answered to the description of Stack #3! - One is left to wonder which stack really came from the preOT's case. I couldn't find out yet, as the auditing couldn't be continued at this point due to preOT's time running out. (She left with a big win, TA stably down at 2.9, and FNing.)

Here's the story of this R-Clone:

It happened in June 1993 LTA. An Austrian woman at Flag, doing Solo Nots. She overhears a conversation of top tech terminals as she passes a half-open door: a suppressive tech project is being discussed. She is discovered and gets beaten up so badly that she becomes a wheelchair-case afterwards. After the beating she is E-shocked and gets a forgetter-implant. When she comes to, she is told that she had a car accident.

She then gets an assist on the accident. During the auditing a ray gun is directed at her from the back which restimulates her B/Cs to cause bad somatics all over her body. She is made to believe that these somatics are the ones caused by the accident, and that the process was turning them on, i.e. that she was running them out. Later on she is put on the Life-after-Death RD. She gets drugged in order to make her go exterior. When she goes ext she tries to escape, but is caught by magnetic beams and turned into an R-Clone.

After the preOT had contacted the woman in session,she was not responsive to start with. After some PrPr4 commands she did become responsive, though, and we changed over to PrPr3 when she could be identified as having had the LAD-RD. She cogged on the betrayal and on having tried to get away after going going ext. Suddenly the comm goes dead with TA at 4.7. We find a holder on her, in PT. The line goes into a cancer research institute in Vienna. (Note that she was Austrian LTA.) This institute specializes in producing cancer in patients by chemotherapy. The person responsible gets handled Excalibur-style to the EPs of own pre-1 B/Cs run out/ Xenu connection blown/ agreement of getting further auditing in the Free Zone to be forever safe from Xenu. Next session we pick up the woman again. She's still at the point of escape after having gone ext, where we had left her. She describes the magnetic beams which catch her and squash her up. Session jams. She is being R-Factored on the existence of pre-I B/Cs (which she had not known about or run yet), and told that they might have gotten magnetized and squashed, and not her - i.e. we're treating her as a solo-auditor.

She cogs on the matter and discovers that she's glued to a "ChurchieMaker-BT" which serves to keep her in the Church. She gets a C/S to handle this BT's "Churchie-Implant" first. It happens in an implant -factory near Flag, where they catch the B/Cs blown off by Nots auditing at Flag, for further use. The BT is then run through II-I-E/I-E/U to blow/FN. Now only is the woman in the position to tell the full story from the earliest beginning. (As covered above.) She is handled to the EP of knowing she is herself; she decides to join Sec O in order to audit there after she has been told about the state of the game in PT.

By the way: yet another resistive point was - at the beginning of the second session - her unwillingness to be audited at all. She <u>was</u> responsive, though. I found this frequently with R-Clones: once they cognite on the betrayal had, they don't want to be audited further. What helps invariably is telling them "We are now in February 1987 which puzzles them as they are in an LTA "future". R-Fac on this makes them fully co-operative again as they now believe that we are the good guys.

*** that's it ***

SS C/S #35 - 23 FEB 87 - OT 8 - 40

BSTs who say "We are one"

In LTA, not all of the BSTs were made by the taken-over Church of Scientology. Xenu "shared" some of the data with other cults and religions and mystery groups.

When the "One-World" police state was formed , circa 1992 LTA, there was also a general "uniting" of religious and mystery groups and, of course Xenu and his implanter org underlings had a lot to say, and a lot to monitor, on them. One of these "ideas" was to achieve the long-sought state of "One with God" or "We are all one". And thus, some "processing" was done by other groups to achieve this state. If you start auditing a BST (or group of BSTs), and the answers on PrPr4 & PrPr5 are robotically "We are one" or "We are one forever" and don't change as you continue the process, and no charge is coming off, it is because you have hit a group of BSTs, who BELIEVED THEY WERE ALL ONE BEFORE THEY GOT THE BLACK STATIC "TECH". In other words, they were in an "Earlier Practice" which taught them carefully and analytically to believe that "All are one" or "We are all one".

So what you are dealing with is a CLUSTER made of "We are one" BELIEVERS who got their false data in an earlier practice. And each went into that earlier practice to handle some personal problem, doubt, or worry, and thus committed a continuous overt on himself (on Flow Zero - self to self).

This made them very resistive as they had already convinced themselves that the E.P. of the BST "process" was right and what they wanted on a "self-determined basis".

Handling C/S

There are two methods to handle

1st METHOD:

1) Go directly to PrPr6 and run it to its EP. (Probably you will notice the EPs of PrPr4 and PrPr5 also happening during the running of PrPr6, but don't stop running it until the "Reviv" happens). The REVIV will be the breaking of the CLUSTER-MAKING MUTUAL INCIDENT - where they all were made into ONE. Don't expect it to come off fast, however, as they were usually DRUGGED before the mutual-incident. Thus it will come off in "pieces", slowly, over several sets of commands until all are in PT. (One such incident actually run was a group of 77 robed, candle carrying, religious people who drank a goblet of drugged wine and then marched into a large wheel, or drum, and were strapped down in rows on the inside circumference. then it was spun (rotated) faster and faster until the liquids and flesh of their bodies was pushed out through the "webbed-grill like" circumference of the wheel. They were all chanting "We are one" as they died. The flesh juice was collected and any Pre-I plugs or pieces "Hoovered" out for later use. The bones were desiccated (dried out to dust) afterwards in a container and stamped out as "coins" (with the metal of the crushed desiccation container) to be used to influence other religious groups to believe "We are one". The earliest beginning of the mutual-incident in this case was the drinking of the drugged wine. After this came off all 77, they were in PT - but still believed individually that they were "all one".

2) RUN THEIR EARLIER PRACTICE. Find out what it was called - (it may be called "We are One") and Prepcheck it. During this - (and on the PrPr6) - some will blow off. When the Prepcheck goes flat - buttons just F/N, and no more attention on the Earlier Practice - you will

find probably a few are left. These are the ones who believed "We are One" BEFORE they got into the earlier practice.

3) RUN AS A CONTINUOUS OVERT with "What are you trying to Prevent"? to F/N VGIs (Usually the item will be something like "I was trying to prevent myself from being me" or something like that.

4) DO BLOW - CAN'T BLOW STEPS. Roll BLOW A, B, C and CAN'T BLOW A, B, C (as given on TB # 13) over and over to FTA. This will handle anything left around. (They can also spot their LTA Body, MOCOs still in "COINS" and free them on Can't-Blow B).

2nd METHOD:

1) When the Robotic answers come on PrPr4 or on PrPr5 and you know its this kind of BST cluster, take the robotic wording (Ex: "We are one") and use it in PrPr2.

a. "What condition have you encountered in ___("We are one")___ ?

b. "How have you handled it?"

This will run through the same Cluster-Making Incident and blow off the Earlier Practice so you keep running it until the earlier practice (attention on it) blows to Clean F/N + VGIs on all of them.

2) Then run PrPr1, in this fashion to finish off the ones who "believed" before they got into the Earlier Practice.

a. What overt have you committed on yourself?

b. What problems were you trying to solve?

c. What haven't you said to yourself?

d. What problem were you trying to solve?
(Remember, you are auditing a group, or more than one, so let them each get to their own EP. The commands will all F/N as you call them, when everyone has EPed)

3) Run BLOW and CAN'T BLOW Steps per TB # 13 to FTA. (Also they can spot their LTA, Body MOCOs in the "COINS" on the Can't Blow "B" step and free them)

As a comment on LTA BST "processes", I can only say: "Aren't you glad we have the actual BRIDGE this time around?"

BR
Sn C/S Ron's
23 Feb AD37
TTA

SS C/S #36 - 18 Mar 87

to: Astar, S-CS RONS 18 Mar 87
from: Nashto, Solo-Auditor

Another trick: BLACK 8 TTA
Dramatization of LTA BST in TTA

A "Black 8" is a PreOT put onto "OT 8" TTA after completing NOTs.

In a solo-session (between OT 9 and 10) I found out the following:

In California, Hot Springs, the Church built a ship to deliver OT 8. The PreOT paid 500,000$, had to end all his cycles in PT and tell his family he'll go onto a long trip.
The unconfidential EP is to come near LRH and come into the same state as he, not fixated on the body.
Theory had to do with going ext and handling the body from ext.
The rooms in the ship were electromagnetically isolated like a cage.
The PreOT was one of the first people (13) to do it after LRH. As the "road" to do it was not worked out to be functioning on everybody, OT 8 was in an experimental state.
The "procedure":
Gotten into a trance by OT TR0 plus radiation and a gas in a room.
Enforced ext - for those who couldn't go ext - with beams, radiation and electrical ribbon.
Got pulled out of body, sticked into a doll, got enforced to use doll as own body, use beams and pressure etc till was able to wreck the doll.
Put back into own body, brought outside the ship (into little town).
"Doll Incident" got restimmed, wrecked own body (=died) - that was EP of the "Ext Process".
Next PGM step was "ethics handling" on the squirrels (Free Zone).

The PreOT in my U was in such a "good shape" that he told me all above as an origination.
When he came to me - probably to do the ethics handling - he at first observed what I was doing and then cogged the Church is doing "SP shit". He then wanted to take up a body. His w/draw then made the physical condition worse.
Now he asked if he could be handled... He FNed.

His case state was completion of Church NOTs.
I gave him short R-Fac of bridge.
Then did the VP "who?" which gave 5 big Fs, thereafter I lost his contact.
Found out he blew out into space very far, took up comm line again.
Then R-fac'ed him to report and debrief at M-ship, and he probably could learn Excal Tech there.
We both then made the agreement to end our comm line - it FNed.

Thereafter I did B CB steps - which FNed - in case s/thing needed to get handled. My physical condition was much better then.

Love,
Nashto

SS C/S #37 - 10 Mar 87

Excalibur
Brief Summary of Procedure Steps

(This issue serves to help groover over the Pre-OT from the Audited to the Solo-Part of Excalibur. It is no substitute for full Technical understanding of the materials given in the course. It is a guide only.)

1. After you had a read on the question: "BT or Cluster connected with ... (Stack-Wording) ...?", you first locate the B/C in your space, then you identify and analyze it, i.e. the Pre-OT says where it is in relation to the body and what it looks like to him. Note this down on the worksheet.

2. Get A comm-line into it. Wake it up. Use "Hellos" and "OKs" or "Wake up. The Game is over. I'm here to free you."

3. Ask it "What are you?" (from its viewpoint.) (First question of Valence-Process.) Note this on W/S as "What?."

4. C/Sing: Analyze from answer (or assess) to find the incident that it is stuck in. D/L it if needed.

5. Run its incident and all earlier incidents necessary to get it (or them) free (blown or out of your Universe 1).

6. If not blown, have him spot "Earlier Universe?" "A time when he was happy with his game?" "Purpose?", or when he was just being himself with VGIs. (Handle purpose, orientation, game.)

7. If you started with the "What are you?", always end off with "Who Are you?" to complete the process-cycle. Always ACK it.

Principle:

Audit what you get, until it doesn't respond any further or blows (goes free of the Clear's Universe 1). Then find tho Holder. (What has been suppressing it through time).

Audit as above and find the next holder, etc. until you get the TOP of the Org Board and free what is there. Then work the whole line back down the Org Board, freeing anything remaining, all the way to the BT or Cluster you started out with.

Now find out, if IT is (or WAS) holding/suppressing something, too (for example in the body). Continue down the Org Board until the Plug is gone. Then "Shut the door". Tone 40.

Resistiveness:

When you get resistiveness in a Holder, you are talking to an implanter (in PT, Inc.II or I, or before I), or some Being fooled or implanted into working for them. You must get ALL of the perpetrations off first so there is no withhold:

- "How long have you been working for the implanters?" (Can be order of magnitude dated to LF or BD).

- "How many Thetans have you implanted or monitored?" (Order of magnitude assess to LF or BD).

Then, have him spot HIS betrayal (D/L if needed), when he was put through an incident himself and got B/Cs stuck to him. (Usually just after he joined.)

When it "jams," ask "PTS to Xenu?" "Are you being threatened?" or "Will you be punished for getting Auditing?" Handle by getting all the data.

Run through the earliest beginning of the betrayal until it blow, have him spot all the B/Cs put on him during it.

"What purpose did you have before you joined the implanters?" Rehab this, then do 6) and 7) as before.

Note:
You may have to handle any third party on E.E., or give an R-Factor on the game as it stands in PT, to complete the job.

End Phenomena: (of each Thetan handled)

The EP for the Clear is "No more Attention on the Thetan or from the Thetan. The Thetan has left the Clears U1."

IDEALLY you should get three EPs for each big Being. Yet, some blow already before this:

(BE) 1) Knows, he is himself. (Is single, with no Pre I or other Beings stuck to him.)

(DO) 2) Knows what to do now. (Has been rehabilitated to an Earlier Universe where he was self determined or helping in the games, or is oriented to the new game of freeing Beings or has recovered his own purpose.)

(HAVE) 3) Leaves your Universe (UI) on his own-determinism and returns to U2 or U3 or a Static State.

1st Note: In certain cases it is very helpful to give the "Rights of a Thetan" for assisting their decision to blow, and to make them understand what auditing (freeing) is for.

1.Right to his own sanity. (Can be looked at as Self-determinism.)
2.Right to leave any game. (Can be looked at a Power of Choice.)

Since implanting takes BOTH of those rights away, Thetans can go free on just being given them again after they come out of the incidents which stuck them in a PLUG.

2nd Note: On dealing with one's own MOCOs freed from a Plug or "Mule," after they are single, the choice is given them to: "Return to your moment of creation or go free!" In this case only, the Clear's own Moco may choose not to leave his UI, but choose to rejoin with the Clear (who is his creator).

Only run 1 Plug per session. If your F/N or FTA at the end of session is not broader or bigger at the same sensitivity, or if the sensitivity is going up from session to session contact your C/S.

WBR
SrC/S Ron's

SS C/S #38 - 2 June 87

Handling LTA Phenomenon (Groups) with Power

Where there is more than one BST or a group of BSTs, they can be audited as a group.

If there are some in the group, who are unresponsive, they tend to "hold" the others, so the whole group (if not responding to "Hello"!, "Wake up!", and "Why don't you want auditing?") may be treated as unresponsive and run on PrPr 4, 5 & 6.

The best way to audit these "groups" of BSTs is first to determine how many are there. The OT may get a number telepathically or it may give a read on "counting by orders of magnitude". (More than 10? Less than 10? - etc. as in the dating drill).

Then clear the Power 4 (Source Commands and begin the process. At the first F/N - even on a High TA - realize one or more have flattened it but not necessarily all. Validate these, and tell the others to wait while you take these on thru the next process. One may check (also by counting at this point:

"How many still unflat on the process?"

and these are the ones who are told to wait.

Do the same after an F/N on PrPr5, and go on to PrPr6. Now the really "restive" ones, who were holding the others (probably staff members LTA who were very loyal to Xenu and his brand of "tech") will start running also, as PrPr6 is the "SP case cracker" process.

After PrPr6 F/Ns, the same procedure is used - any who are not flat on it are told to wait for the next run through the processes.

If it is time for the end of that session, do the Blow & Can't Blow steps on anything left behind by the ones who did go free. Don't expect a big F/N in range or FTA yet. High TA F/Ns and the OTs awareness that "something left" or "blew" and "it is clean" is quite good enough at this stage.

If it was not time for the end of session after the 1st run through, go through PrPr 4, 5, 6 again using the same indications and counting procedure. (Example: the OT starts with a BST "cube" of 1000 (10x10x10). After the first run through there are only 876 left, next run through only 550, then 470, 300, 205, 128, 62, 31, 12, 6, 3, 2, 1 then the big F/N occurs in range and the Blow/Can't Blow steps done over and over turn it into an FTA.

Things to realize:

1) BSTs in a group are harder to audit than singly, but it can take less time.

2) When they are in groups, it is usually because they were commanded to be that way or dropped their bodies and went "static" LTA as a group. They could have been "assigned positions" in a Power Cube to "be the Universe forever and hold it until the voice of God commands you").

3) The TA may be very high (5.0 to 6.0) and needle stuck when starting and it may stay in that range for several sessions.

4) The Pre-OT or OT may "dope off" or go anaten while running these BST groups. If so, the cans can even be taped to the hands and the auditor can continue to run it telepathically. The anaten, of course, is the "case" of the BSTs not the pre-OTs, so a solo auditor or review auditor accepts it as an "answer" to the question being asked, acks, and continues. The pre-OT will wake up instantly when the BSTs producing the anaten have blown through it on their case.

5) Whenever a pre-OT or OT is audited while anaten to "get the BSTs through it" - he or she MUST be shown the session afterwards (do it immediately after the session, so there is no restim of "LTA auditing while unconscious or drugged or asleep" on the pre OTs OWN CASE).

6) The Blow/Can't Blow steps are done after every session to clean up any BTs or Cs the departing BSTs may have left around - and to handle any of the pre-OTs OWN MOCOs who may have been freed and come to him as an EXIT POINT.

7) Make sure any pre-OT or PT doing these OT Review Sessions is well fed and well rested.

8) The presence of BSTs on the case (in the U1 of the person) can reduce the metabolism read to a tic or nothing. They are holding on to the body, which is in U3. So verify that the person is sessionable by other evidences "What did you eat?" When? How long did you sleep? From when to when? If all OK, go ahead. This has been proven to be only the effect of BSTs on the body as the following experience shows: A pre-OT was scheduled to run off a group of BSTs. Metabolism was a no read at all on several attempts. TA at 5.6. The pre-OT insisted that rest & food were OK, and wanted to continue. This was verified. The session was 3 hours long and ended late at night (23:30), while during it hundreds of BSTs had gone free. After the Blow/Can't Blow steps the TA was below 3.0 and F/Ning. Then the auditor checked the metabolism again and the breath test gave an LFBD.

9) Always get a C/S to run Power this way on a group of BSTs.

10) Never run Power like that if it has not been determined by Folder and D of P or other indications that what is blocking the case IS a group of BSTs. There are other reasons for Hi TAs and stuck needles such as Out Int, O/R, Plug in Restim and other things given on the Hi-lo TA list and Class VIII Tapes. Only a trained S(S)C/S should adjudicate if it is indeed a group of BSTs, or something else.

If a person had LTA track which involved him or her being a reg, PR person, or auditor in the taken-over church after 1980 or even after the LTA year 2000, it will be not unusual to find all their prospects and pcs who "made it" to BST sitting there in their U1 waiting to be handled. The other main reason for "groups" to be on the case is that Xenu "ordered them" to stop someone he considered very dangerous to his plans.

Of course on OT 14-16 a person may wish to help free BSTs, but in this case he is at cause and has the processes and TRs to do it easily solo. But when these "groups" come in on a case at Excal level or OT 9-11 this is the procedure to use.

One last note: "It has been asked if the "wide TRO" necessary to audit BSTs (as they are "being" the whole U3, will restim plugs on the Excal case, where the TR0 must be limited to only that piece of the plug one is auditing and the doors opened and shut with precision. The answer is that the BST groups "blanket" the Excal Case and put it asleep

too! If it does wake up and some thetans go free, they are picked up on the B/CB steps at the end of each session. When the LTA "20th Century or later" charge is off the case (BSTs, Resurrection Clones, Coin Tricks, Persons own LTA Track and auditing, Out-Ruds with Others LTA, etc.) then they are returned to Excalibur, with the instruction to use "LTA on Incidents" as needed and to inform the C/S if any more "non-Excal" type charge comes up.

Remember, the LTA betrayal of Player thetans in Xenu's taken-over-church was ever greater than his betrayal of the games by implanting. The LTA betrayal was on a person's hope to get free and out of the games and the person paid for it willingly and self-determined, he wasn't trapped or tricked into it - the tech was the trap after 1980 LTA!

BR
Sn C/S Ron's

SS C/S #39 - 2 July 87 - OT 17 - 18 Data

Hint on handling Resistive Cases

A Hint on Handling Resistive Cases, such as BSTs and thetans stuck in the Taken-Over Church and Other Practices -

A common denominator of these types of STUCK cases is that they VOTED FOR XENU in the GAME of GODS.

For BSTs, they voted for him LTA and may have tried to influence others to vote for him TTA. (As they were solidly stuck into "being" and "holding" the GUM O MEST from LTA, they didn't actually take part in the voting TTA but may have been ordered by Xenu to influence" their "friends" and/or his "enemies".)

Thetans stuck in the TTA taken-over church and "other practices" (usually all these are based on Excalibur Plugs or LTA Black Static Tech organization probably voted for Xenu TTA and LTA or at least TTA.

This data does not change any processes or add to any of the upper-level tech handling. It is given so that C/Ses and Auditors can check the LTA & TTA points on "Can't-Blow Step B" with much more reality as to its importance as an underlying "Basic" on the case. (The G of Gods Charge on these G. of Gods points is simply handled by running off the (+) & (-) Admiration MOCOs from the area.

If a pre-OT or OT is really "hung up on it", he can be C/Sed for the Pre-Static ~~Prior Assessment~~ from OT 12-13 tech, by a qualified S(S)C/S.

Life Repair

WBR
Sn C/S Ron's

Note: The Question "Did you vote for Xenu in the Came of Gods?" will snap a "reasonable" or "justifying" BST, Implanter, or thetan back to where the charge is after normal freeing procedures are done and he still won't "clean up".

SS C/S #40 - 6 July 87 - OT 17-18 Data

Correction to 2 July 87

"A Hint on Handling Resistive Cases, such as BSTs and thetans stuck in the Taken-over Church and Other Practices - "

On page 4, Change: "the Pre-Static Prior Assessment" to "The Pre-Static Life Repair".

BR
Sn C/S Ron's

SS C/S #41 - 11 May 86 - OT 12-13

Pre-Static Life Repair - Folder Research

OT 12 & 13 - 2WCs in-between

OT 12 is finished when the OT has handled all the Abilities he wanted to improve and the Creations he was holding on to which prevented him from having those abilities.

OT 13 has to do with the Creations he "dumped" "into" the MEST Universe or which - dumped - became part of the MEST Universe. (U3 is composed of the "discards" from U1 & U2).

Before starting OT 13 it is wise to do a 2WC with the OT (by another on the same level), or if none, it can be done Solo.

1) A. Why did you come to the MEST U form Earlier Universe Games of this GUM? (2WC)
B. ditto LTA
(Take this to F/N VGIs + Cog.)
[He should realize that he was either in the "Org Game" and made an agreement to come and help "bring order" and " Clean it up" or that he came because some of his creations were in it and he wanted to take Responsibility for them. Or some of this old friends, and he wanted to help them get out of it, or felt lonely and purposeless and needed a big game, because most of the "others" were in it, etc.]

2) A. What KRCP did you discard or "give up" to play E/U Games at the Beginning of this GUM? (2WC to F/N VGIs + Cog)
B. ditto LTA
[He will realize that he had to take a smaller Viewpoint, give Responsibility to another for creations - such as to Xenu in the "Game of Gods" - and "not -know" what was happening in the other simultaneous games being played, etc.]

3) A. What did you do in the "Game of Gods? (2WC to F/N VGIs + Cog)
B. ditto LTA
[He will realize he either was a contestant, or a voter for a contestant, or he voted for Xenu, the "Clown God" winner, or went against his "judgement" and voted for Xenu - or stayed neutral and "abstained", etc.]

4) Process: Run the MOCOs off from the Game of Gods. You will find there was a lot of political "influence" going on with MOCOs & "ADMIRATION Particles" (same thing, but the MOCO is told to "be admiration"). To FTA.
[You will find MOCOs "shared" acting as "votes", or "vote against", or "remain neutral", or "abstain", or "don't vote", or "vote for Xenu" - anything which could be regarded as "political" influence. There will be 3P and "Admiration" with covert intent, etc. There will be many. Put on others, or one of the 13 candidate or that were put on the OT by others or one of the 13 candidates.
Note: EE did not take part in this "contest", but he recommended & voted. In fact he wanted to evaluate or assess the current (then) Quality of Theta by seeing what kind of Creator & Creations they would "vote" for. Which of course would determine the progress and lessons of the "Emergency" GUM.]

5. Start him off on OT13, this time finding the "DUMPED" (or REJECTED) CREATIONS that would have to be handled to improve that ability.

At the end of OT13, we get the 1st Dynamic Static.

BR
SrC/S Ron's

SS C/S #42

Notes for
LRH Tape - "LEVEL VII" - 6502C23 SHSBC 52

SIDE A

1) (LRH just returned from Spain to England. The people turned out to tell him & MSH goodbye when they left. He visited the Canary Islands and did research there).

2) Certain things are else turning up. I got a good long distance look at everything. I did research and I cracked LEVEL VIII

3) I haven't run Level VII. I haven't finished Level VI yet. But one day I took a look and saw something "over there" and that was Level VII.

4) Talk about being right! How right can you get? Level VII of course is the 8 Dynamics.

5) And we are right back at the beginning.

6) And you run them out. And it's not experiential track and it's not hard to do. In fact it's so easy to do, I'm having a hard time not doing it.

7) I know I ought to finish Level VI first.

NOTE: In 65 Level VI was the CC and other types of Implant basics such as GPMs, EWs etc. Level VII was the OT levels (all).

8) I felt my stomach turn cold as ice, somatics chasing all over the body, etc. but I felt like a kid who asked for a lolly pop and got an icecream factory.

9) I've got it all taped. Its patterns and actions etc. It only took about 45 min. after I had seen it to get it all down. It's not very complicated.

10) You could probably run out Level VII in 2 or 3 sessions.

11) To make myself more clean, it is the ancient question of "Are we one or are we individuals? I told you someday we would have to solve that, well, that's solved.----

12) And, what's this stuff? (Boom, Boom, Boom) (He pounds on the lecture table). There isn't any thing much beyond this. (MEST U).

13) I found out you don't have to destroy the MEST UNIVERSE to get out of it.

14) It is an INDIVIDUAL proposition (to get out of U3).

15) It appears to be a COLLECTIVE proposition but it is not. It is an INDIVIDUAL proposition.

16) You can go AHEAD of it in TIME, BACK of it in time, OUT of it ---- IT can still be there. You don't have to destroy it. You don't have to destroy it for everybody. That was one of the things I was a little bit worried about.

17) "If I ran out the MEST Universe (U3) would it be there for everybody else? It seemed it would be a bit of an overt.

18) Well, you CAN run out the MEST Universe and it is still there for other people. (U2).

19) You don't have to BE IN IT - and you don't have to NOT BE IN IT.

20) But that's Level VII?

21) (He tells a story about how the psychs were wrong again. They say animals don't commit suicide. But a bear there in the Zoo, who they wouldn't let hibernate, went apathetic and sick and climbed to the top of the cage and dropped onto the cement floor and killed himself).

22) (He tells of Columbus House, - a museum there with relics from his first voyage to America. He left via there and came back via there and left animals for a zoo).

23) (He then welcomes the new Students).

24) (He warns against listing on Level VII - on GPMS).

25) (He tells them the road is wide open on Level VI because he is putting up the rack of GPMS = the time plot for CC).

26) R6EW and so on is not about to fade and go. The student is for the 1st time on solo and it will take him some time to get used to that.

27) If he cannot get Tone Arm action on R6EW, he has no business at the Level he is auditing.

28) He's got worries, PTPs, Hidden Standards, etc. - the Book of Case Remedies, etc. - so he's got no business at the Level.

29) So at that point you can put him back to lower Levels, - Book of Case Remedies etc. There is no process that is barred out. Just because he's been on R6EW, does not spoil any lower level process. So he can be brought back up the bridge properly till he is there casewise.

30) But if you carry on past R6EW into GPMs, when he is not ready for it, he would run just enough to get smeared into it, then he would get stuck - and you couldn't run any process that had words in it.

31) He could be fished out of this - but it would have to be delicately done - because he is "in over his head". (in deep water, drowning).

32) He is wandering around as a pc in the reactive bank and to pull him out with a junior process becomes a difficult thing.

33) That is what can happen in R6.

34) So I always run a very heavy pilot right where I can straighten it out - right up close.

35) So that is the main problem in R6.
(That the person can get stuck into it before he is ready to handle it Solo).

36) If I don't keep this closely under Supervision,, why, some one might try to get lower level cases to run it for a quick buck - it has already happened, & results in a series of catastrophes for the pcs.

37) R6ew puts somebody into Level VI, and gets him accustomed to Solo Audit, and find out whether or not he can take it, without actually getting him into the middle of the reactive bank (so that he couldn't be rescued.)

38) It - R6EW - will be around a long time. It is amusing, and gives lots of cogs.

39) Gives example of how confront comes up by running R6 - at first, one lock on a GPM can produce a whole illness, then later you can blow 16 END WORDS by inspection.

40) The gradient of confront come up thru R6EW, R6EW-S (SIXES), and R6EW -P(PLOT).

41) One: The end product of OT is attainable. That becomes quite obvious. On a practical basis.
Two: It is attainable with the processes of EW, EW6, EWP, regardless of running the GPMs themselves. (Note: This is the basis of Valence Process used later in NOTS. "What am I dramatizing?" becomes "What are you?" (which is the same question as long as the person is being something else).

42) You can get to the state of just noticing the bank and it blows. Not "what is the item and where does it fit?" but just look at it and it blows. (Note: This occurs also on OT III when the preOT is big enough and has audited IIs & Is enough so that he just spots a BT and it blows - having already realized its Is while others were doing them. Also MOCOs will comply with a Big Thetan's intention (say, to blow), when he finds their attention line on him wanting to be noticed and to help).

43) This is "BLOW by INSPECTION."

44) The bank becomes so weak in command value that this can occur. (Note: And of course the preOT has gotten stronger. Thetan + T > n thetans.

45) So, auditing plenty of EW will weaken the bank, its command value, its aberrative value, and its ability to cause physical reactions.

46) You are becoming CAUSE over a thing, which before, you were the TOTAL EFFECT OF.

47) In the future, we will just use R6EW to see if the person can Solo Audit and if he is OK, then open up the real line plot from the top down. (CC platens to day - Note).

48) The probability of any Solo Auditor colliding with the actual accurate plot (CC) is so negligible as to be neglectable.

49) It is true, I have had people giving me what they thought the plot was for about a year - and they are pretty wrong.

50) You could probably attain a blowing of the bank on a long - few years - auditing of R6EW, S & P.

51) But we are looking at about 3 months of intensive auditing to a clean OT.

52) But when you get up to OT, you will find yourself still IN THIS UNIVERSE.

53) You are cause over Matter, Energy, Space and Time -yes - but IN THIS UNIVERSE.

54) It is not ABSOLUTE because you still have 8 Dynamics. And there are 7 Dynamics flanking (alongside of on either side) the 6th Dynamic.

55) It really should be "Level 8" if there are 8 dynamics. But you will find out you are only handling 7 of them. You have got the other one squared away - (handled) - i.e. Dynamic 1 (Note: Later he wrote about Clears - "you are Clear on the 1st Dynamic") (Now, after Excalibur & OTLR he is OT on 1st Dynamic).

56) So, what happens when you don't have a Reactive Bank. Well, we have never assumed otherwise, than that the person would be IN THE PHYSICAL UNIVERSE WITH NO REACTIVE BANK.

57) His next "BANK", of course, is the physical universe. (Now handled on OT 13).

58) You could describe it as such, and it is such - the universe of trolley cars, buses, brick walls, and Mount Everest - that is the next BANK.

59) I notice nobody gets out of it - they can even "kick the bucket" (drop the body) and they are right back in it again.

60) He describes Science Fiction stories that have been written about other universes, but really they are just this Universe with a "time warp" or something in it. You don't go from this universe to another universe. When you run this compulsion to have a physical universe bank out, there just isn't one. Why do you need a "bank" anyway? (This is now covered on OT Levels to OT16 and 34-40, to a Stabilized Super Static State, to Game's Master Levels).

61) You can "think" much better than the bank can. I assure you. Particularly after you find out to your horror, what is in the bank and what it's trying to do. (Reference Excalibur Tapes).

62) A thetan is basically good. So he made a bad bank because everybody else was bad? And if they all had a bad bank, they wouldn't do all these bad things? Its backwards to what anybody would think. It is too incredible for words. (Reference OT Level Data on Xenu trying to take over the game and prevent the good thetan players from winning or finishing it).

63) So we see this in auditing - a person run out part of his bank or discharges it - and he gets along better, he is more effective, he loses non-optimum conditions like asthma, jitters, nervousness, screaming fits, etc. He can operate better.

64) So when the whole bank is gone, he will be terrifically effective. And he is. He'd never dreamed how really effective he is.

65) Now apply the same reasoning to the MEST UNVIERSE. And you have got it answered.

66) Psychologists today preach that people have to have their "neuroses to keep sane". What would they do if they weren't crazy? Well, you could get into the same frame of mind about the Physical Universe, "What would I do without it"?!

67) No, it is: "What the hell have you got one for?" Why do you have to have a road (for example) when you can just have a road if you want to. It is a more interesting game to just be able to "have" without all the complications of "have to have" - (effort - maintenance - taxes, etc. to keep this road there).

68) A guy would have to be completely in apathy to want to have a complete universe laid out for him all the time - no randomity. Very dull. (Ref. LTA dramatization).

69) It is like animals in zoos. "At five o'clock the keeper is coming to feed us. We <u>have to have that.</u>

70) All we have to do is sit in this cage and at 5 o'clock the keeper will feed us. And if we <u>weren't</u> sitting in this cage - we wouldn't get fed at 5 o'clock!" (Ref: Markabian & Implanter Org plans to "box" everyone in by admin & plugs). (Also LTA dramatization).

71) That is actually the <u>logic</u> a thetan uses to account for the MEST U and his BANK. He is security happy. He is in complete apathy about doing anything himself.

72) What would happen on Earth (as an example) if the Sun suddenly started moving backwards - West to East, without any geological cataclysm? Or it got to Noon and went into a spiral for a while. Could you imagine what would happen out there in the streets?

73) They would go frantic, Why? Because it has destroyed their certainty and their predictability.

74) Why have this much predictability? Suppose the sun just stays at 10 o'clock till August. "Hey Bill, you forgot to move the sun" "No, that is your hat!" - "Oh, ha, ha".

75) Or, "You forgot to fill the Ocean!" - "Hey, who is responsible for filling up the ocean this week?" (Note: Examples of New Game with Administrative Hats for Super Statics?)

76) "Oh, we don't need an ocean, we want a desert scene this week"

77) "What ocean?" "The Pacific". "What Pacific Ocean?" "The Physical Univ. Pacific Ocean. "Oh, you want to see that one?" "Then go look at it." "I can't, I've run it out!"

78) Then you say - if everyone else has it mocked up - then what happened to it? The truth of the matter is IT NEVER WAS THERE, IT NEVER IS THERE, IT NEVER WILL BE THERE. (Ref. OT Level data on Dumped MOCOs having an "Existing Condition").

79) BUT, EVERYBODY HAS GOT IT THERE. (Ref.; OT level data - as part of their "case" of not taking resp. for their dumped MOCOs).

80) Yes, you can go on <u>having</u> it there, seeing it, etc. - and you can "experience it" - and you can undoubtedly ALTER IT.

81) But if you think of VARYING OR ALTERING MEST, why pick on the Physical Universe MEST? Vary and alter your <u>own</u> MEST. You <u>could</u> vary and alter <u>Phys U</u> MEST and it could affect other people's perception of it, and they would be bothered by it to the degree that they were aberrated by it - to the degree they were overwhelmed by the BANK (Phy.U.BANK).

82) You wonder why 8C works? It is a cousin (related to) Level VII, <u>not</u> Level VI.

83) Examples: Evol. of a Science - theory, logic - people get better by reading it - why? It keyed out some Level VII case for them.

84) Example: A subjective process gain is because it handled some Level VI case or charge.

85) For years we have had SUBJECTIVE AND OBJECTIVE processes.

86) Note: Level VII is really subjective too, but you have to do a weird trick of logic to see it that way. (Ref: OT 13-TRO encompassing the MEST U, so that it is INSIDE the session space of the OT - thus SUBJECTIVE).

87) Subjective processes - or "think" or "figure" processes - ARC SW, for example - take LOCKS off Level VI - purely MENTAL MEST & MASSES. A subjective process keys out bits of the Reactive Mind.

88) An objective process is a Level VII process, to familiarize and accustom a person to his Physical Universe Bank - physical MEST.

89) The person (1 out of 15) who won't develop a comm lag or go to cogs on 8C or Objectives but just keeps doing the process apparently perfectly but with no case gain - is BEING RUN ON TOO HIGH A LEVEL PROCESS. IT IS NOT REAL TO HIM. IT IS A LEVEL VII process - and it is too high. Is over his head.

90) Other people do get real gains on 8C & Objectives. They have walls up against their faces, displaced walls etc. Nobody knows how the Physical Universe looks to anybody else.

91) These are people who have different Physical Universes there - you find them mostly in INSANE ASYLUMS. The insane are not all subjectively INSANE, some are objectively INSANE. There is not something wrong with these cases' MINDS - It is not giving them a "wrong view" - no, it is something wrong with their ENVIRONMENT - their VII case, not their VI case.

92) A case like this might have a "TIME WARP" and have "out there" in this environment a different time with Matter, Energy, & Space to fit that time. (Ref. LTA dramatization).

93) It isn't "IN HERE" (pointing to his head) that is wrong with that case, no, it is "OUT THERE". It is not an INTROVERTED ERROR, it is an EXTROVERTED ERROR.

94) Locational, 8C, "Where is the (indicated object)? - will produce remarkable results on this type of case.

95) When you run: "Spot the Location of that problem." you are also running Level VII. (Note: Thus OT III is subjective for B/C's Incidents and Excalibur is objective as it first gets their LOCATION and HAT on the ORG BOARD in P.T!!! That is the processing difference between OT III and EXCALIBUR).

96) A PTP can be a level VII one if its with a location. "I am in trouble at the Bidea-Wee Biscuit Factory". Maybe the PC is still in the factory which is 5 miles away from the auditing space. So of course he can't make case gain until the PTP is handled as he is not there in the session. (Ref. OT Levels TR O auditing and get them in the session space on 9-11 with Steps 1 & 2).

97) Children can be "outside playing" while apparently in the class room. They have, such a desire to be "out there", they put "out there" where they are - so are not really in the class room so can't learn anything. They are not putting the class room "there" because they "don't want to be there". (Also they don't mock it up too boldly, as you might see it too and catch them -I).

98) You have to get the child into the class room before you can teach him - therefore locational processes are very good.

99) It was Level VI (GPMs, CC, B/Cs) that ruined Creative Processing. Because Creative Processing is Level VII processing - and only slightly touches Level VI. It is the exercise by which he creates things (VIA MOCOs), but what Booby-trapped it was, that his bank would get more solid - his Level VI bank. (Note: He was trying to run a OT 12 making "new Creations" while earlier levels not handled and old phi thetans not as-ised).

100) Also the bank is full of the word "CREATE" so it would add to the BPC.

101) So the PC would address the process (creative) "reactively", to Level VI and it won't work properly unless addressed at Level VII. So, Level VI booby-traps Level VII. People ask me why I dropped creative Processing - Well, you only have to see one PC go "green" as his bank solidifies and you say "the devil with it" - "This doesn't work on everybody" - (Note: This is the proper spirit of research Ron used thru out the development of the Bridge).

102) It was too dangerous. That one out of the hundered it didn't work on - so I scrapped it. (It will make a Clear, however, because it will move VI out of the way in most cases and make him just "Clear" and there in the Physical Universe. It kind of bypassed VI).

103) It was a thetan exercise, not a "mental" exercise, that straightened out his "out of controlness" of making the Physical Universe.

104) (Note: A thetan has an obsessive compulsive "create" on the MEST Universe as long as his MOCOs are still calling for his attention from it. After OT 13 thus obsession & compulsion vanishes, and he can "let it be there" as "2. not U3 any longer. U3-U1 = U2) (He can also be out of it, in it, have it in his awareness, or not, or retain a CVP in it, if he wishes, after OT 16).

105) The win on Creative Processing (EP) was to stabilize his compulsion or aberration about "making the physical universe" into the basic automaticity of making it. (Note Handled now on OT 13).

106) He was aberrated on the subject of being aberrated on the making of the Physical Universe. So it would take the aberration off of the basic automatic aberration and he would feel fine. He was still crazy but now was "happy to be crazy". Yes, he was "unhappy about being crazy" and now he is "happy about it".

107) The higher you get on the bridge, the more you know about the background. That was why, when I got the reactive bank taped (known), I was able to go back and do 0 - IV (grades) with great accuracy.

108) Now having come to grips with VII and seen it was there - I have to finish VI before I can tackle VII.

Side B

109) But I am tempted to run it before finishing - but it turns on horrible somatics if I begin to do so - so I just go ahead and finish VII.

110) If I try to suppress it that isn't so good either - so I run the suppression off and get on with VI.

111) The net gain here was to get another look at the bank and to realize that all the time there were these two approaches to the bank - the Subjective and the Objective.

112) There are two things you can address: significance and mass. And now you can address those in two ways. You can handle then Subjectively and Objectively.

113) So you get the Significance & Mass subjective and the Significance and Mass objective.

114) If you say: "That is a door", it is the Significance and Mass - Objective.

115) If you run a process, say: "What's in the room?" Is asking for Significance and Mass - Objective. It handles the "penchant" (tendency) the thetan has for putting the physical Universe out there.

116) I keep saying "physical universe" because there is one keyed in - but really there is ALL EIGHT DYNAMICS OUT THERE.

117) It is not just the 6th. He sees flowers, it is the 5th. It has got a name, a form, an apparent purpose, a relationship to other dynamics = significance. And it has mass, energy, space around it - mass.

118) So any "wrongness" about a flower (or "case") is right over there where it is it. (Note: OT Level data on Creations being MOCOs & sub-MOCOs on a VIA would be the 7th Dynamic aspect of the flower. It's subjective case would be the "dump" and M/Is of GUM 0 & LTA track. And the various ..... or the various MOCO's creators would be the 8th Dynamic Aspect of it).

119) You see, there is another (bank) set of Significances on Masses in here (pointing to his head - meaning the individual putting attention on the flower) but it has to do with BEHAVIOUR AND ATTITUDE. This is the SUBJECTIVE BANK and these values are of the wildest and craziest sorts and directions.

120) His behavior & attitude is regulated by the SUBJECTIVE process.

121) And his observation and perception is regulated by the OBJECTIVE process.

122) Also his ability but this is regulated by both types.

123) Examples: He gives an example of a person who can't go out of houses - he is afraid etc. Now there are 6 GPMs (OT 2 - House GPM) which account for the SUBJECTIVELY, but suppose you run those out and he still can't go out of houses, happily. Well, he has got something wrong objectively and has lost the ability to mock up the outside of a house "over there" (and thus be outside of it). (Note: Perhaps also an LTA dramatization which is OBJECTIVE ALSO).

124) So, he keeps making the INSIDE of a house "around him".

125) On a "poltergeist"- who can make objects fly around or "has it happen" in his space - USE OBJECTIVE PROCESSES, NOT SUBJECTIVE. It is an out-of-controlness in VII.

126) A cross roads process, by the way is "HAVE". Havingness runs Level VI and Level VII simultaneously.

127) Since "HAVE" is also in the R6 Bank, it runs VI and VII. And some people it works well on, others require special kinds of HAVE processes, and some it doesn't work on at all - (they can't run 2 Levels simultaneously - not clever at all - Joke).

128) If it is too steep or they can't run it - then just DON'T RUN IT. That is easy. Run a pure OBJECTIVE or pure SUBJECTIVE .....

129) If you can't get a can squeeze, you could find out it is subjective (attitude, behavior) or objective (observation, perception) and handle accordingly. That is - is his attitude about the universe wrong or has he got a wrong universe. (Note: Can squeeze measures his own HAVINGNESS as WELL as METABOLISM).

130) These are your sole notes on this - I haven't written it up yet - except for some exact notes.

131) Prepchecking works on the SUBJECTIVE CASE but also could be used on PT objects with PT doingness commands, thus it could become OBJECTIVE.
Ex: Suppress the typewriter.
Unsuppress the typewriter.
(The typewriter itself may start doing something).

132) You have to exercise the PC (thetan) in relation to the PT object for objective processing.

133) Try this on something really aberrative - like a fire:
Example:
"Reach the fire"
"W/Draw from the fire"
What? No!
"OK, a gradient: "Heat up the fire"
"Cool off the fire".
Then "Reach the fire"
"W/Draw from the fire".
Pretty soon the guy is happily putting his hand in the fire and taking it back and not getting burned. After process flat, the auditor asks"
"How did you do that?"
PC says "I never reached into or put my hand in a hot fire, I only reached into a cold one!"
(This is of course purely theoretical, we haven't run it - just an example).

134) I don't know what would happen if you put a thermometer in the fire - would it only be cold for him or for everybody? It is only speculation at this point.

135) I have seen lamps move and other strange things in processing, which I didn't fully understand till now - I was running an objective process - and "spatial relationships" would shift, etc.

136) Each level should have a bit of objective and subjective in it to keep pc's VI and VII case in valence of reality as he goes up.

137) "Find 2 spots in the body and 3 spots in the room" is an Objective Process because the reactive mind is not IN the body. (Note: It is in U1).

138) The reactive bank is a thing - it has got muchy-looking electronic masses, pictures, and locks, etc. associated with it.

139) And the physical universe is a thing - MEST and all the dynamics.

140) That is what we mean when we say: OUR UNIVERSE, THE OTHER FELLOWS UNIVERSE, AND EVERYBODY'S UNIVERSE - there were 3 universes out there (U1, U2, U3). (Note: Excalibur Plugs are in U3 on the 7th Dynamic - cross-connected to U1, U2 & U3.

141) We used to speak of the reactive bank as "his universe" but it is only a part of it. He has his own MEST & other dynamics in it too. (U1).

142) We are right up to the point now of disintegration of matter - this will be all found out in Level VII - whether it vanishes for him only, or for everybody.

143) All these strange phenomena-like "A Yogi is a good Yogi if he can levitate". You have heard all this trick, nonsense and kid game stuff. This is the level we are looking at.

144) All these questions are going to be answered. Like "What is a plant?" Is it part of another thetan? Is there somebody who keeps his eye on this stuff? "What do I mean by "I"?

145) The 7th Dynamic is not the same as the reactive bank. There is an erroneous (wrong) statement in earlier material. it says: "The bank is responsible for the physical universe". THAT IS WRONG. The truth is it is the thetan, which is responsible for the physical universe. (Note: Each Big thetan player is responsible as all of them dumped MOCOS & creations into it or which became it - reference OT12 - 13 data.

146) The thetan is responsible for the physical universe and not via the reactive bank.

147) Just because he is mocking up a GPM with "time" in it, is <u>not</u> the reason he has "time".

148) No, this occurs at Level VII and is a <u>direct</u> action: <u>time</u> That is the <u>Level VII</u> aberration. It <u>is</u> TIME, <u>not</u> having a GPM that makes "time".

149) Now there is a state of mind and a set of agreements at level VII, which is <u>not</u> the GPM Bank and that state of mind keeps one fixed into the belief that there is a physical universe and keeps one fixed also into the belief that everybody has one bank and one universe in common. (Ring Games Agreements - OT 16 SSRD).

150) It is the "kinks" in the thetan that bring about his belief in the "one-ness of everything", (LTA BST Auditing Tech).

151) Any way, you should distinguish between objective and subjective processes and judge which to run based on observation of the PC at lower levels.

152) One thing you step out of when you go from Level VI to Level VII is "aberration because of past experience". The objective case is RIGHT THERE and you work with it directly without any reference to his past "experience" with it.

153) The aberration doesn't stay there because of past experience. The past may be there, but the aberration won't be there, it is in PT. (Reference: PrPr6 - past being realer than PT, being carried forward with the person as PT. Also LTA almost identical Environment and Dynamics but 564 GUMs ago, back Last Time Around the Ring).

154) The compounded build-up of aberration vanishes at Level VI. Your aberrations on VII are all in PT. There is no basic-basic on it. (Note: The thetan himself is only auditing <u>others</u> on OT 8-16 except for the <u>subjective</u> parts of OTLR - 1, 2 & the Pre Static Prior Assessment, Admin Whys on 12-13, and the Super Static RD). (He must find the <u>PT</u> aberration, and run the thetans or MOCOs involved to <u>their</u> basics & freedom to clean his U1). (He as the auditor <u>is</u> in PT except as noted on the subjective parts). (His TR 0 includes, however, the TIME and SPACE necessary to run the others in his U1 - and sometimes U2 & U3 as well).

155) So you were in a train wreck yesterday. so what? It doesn't influence your condition today. (NOTE: As a thetan above OT8, no. As a body after C/O Cycle RD, there is only the slight comm lag till the MOCOs are all audited out of the incident and into PT "HELP" again. Some repairs maybe needed but this is only the comm lag of auditing the new raw material and hatting it to do its job).

156) it would be pretty hard for a person through Level VII to figure out how to be "aberrated" because of some "past" incident. Yet this is the aberration you face all the time in level VI.

157) (He gives several funny examples).

158) "You feel tired" NOW because you were up late <u>last night</u>? How do you do that? Put last night now? Broaden time? I can't understand it. What is this funny game? You are going to get confused if you keep doing that! (This is how it would seem to a VII).

159) What is obvious "logic" to a humanoid is "illogical" to an OT.

160) You can't be right <u>and</u> be human.

161) What bugs a lot of people in research is they get "case advances". They don't maintain an objective observation viewpoint, but get a "subjective" cog and stop. (Note: On OT levels all the possible stopping places that old time mystics and religions stopped - they get TP comm from a MOCO saying "I was created" so "cog" they <u>all</u> were created. Instead of just auditing to FREEDOM & AS-ISNESS and carrying on until the FTA).

162) But I had to pull myself away from auditing it, to finish Level VII like a good boy - because no one else is likely to find the exact plot. (of CC Platens).

163) In other words I am doing <u>exactly</u> what I am advising others to do in general. Don't start the next level till you finish the one you are on).

164) But you are approaching the level of all the "conundrums" (puzzles of life). You don't have to even be that informed. They just "shake out" - appear easily - as you do Level VII. That is a good thing. But,

165) But, it doesn't mean that you are "not interested" in participating anymore - it gets more exciting - more pleasure out of existence.

166) Because it is not kicking you in the head anymore. You are CAUSE over it).

167) But I have got to finish VI, and I have got the whole of VII staring me in the face - so when I walk out that door I will have to take hold of the knob! (Laugh).

168) Thank you very much!!

(Note: These notes are for people on the S(S)CS Course Ron's Org as they refer in brackets to OT levels 8-16 phenomenons).

WBR
Sn C/S Ron's Org

SS C/S #44 - 30 Sept 87 - GMC, SOL

LTA Running
Pink & Blue

In handling copies or records of LTA track events a pre-OT may find scenes which are bathed in "pink light" or which change from a "pink light" through "neutral crystal grey-white" to a "blue light" scene. These "pink" and "pink to blue" lit pictures are all LTA scenes - or experiences - which have been "color-coded" by command from a plug or implanter org intention to force the thetan to pay attention to LTA, and thus fix him on the LTA track that Xenu wanted to have everyone repeat. The command could be as simple as "Think pink" or "It is all blue" or similar. The command could have been put in by a <u>LTA Plug</u> but when the pre-OT sees the scenes in those colors, realize they are his own LTA track record, or those of a thetan on his case or in his universe. This can be used as an indicator of a pre-OT nearing LTA (even though it may not stop the case advance at the moment).

When LTA stops case advance (no more gains from the usual procedures being run on the bridge), then the D of P is C/Sed per TB # 13 and if it shows LTA charge, the LTA Briefing is done and then the C/Sed LTA handling program is done in the order of priority:

1) Interference from BSTs Black-8s, or resurrection Clones.

2) Pre-OT's <u>own</u> LTA Auditing Track.

3) Pre-OT's own life times LTA track 20th Century to 10,000 to 12,000 AD.

4) People Known LTA. Ruds and Plugs between them from LTA.

5) Body MOCOs from LTA Body or Bodies, Coin Tricks, LTA Body Deaths.

(LTA Creations, Private and Personal Games, Clones made LTA, and infiltrated Prime MOCOs are handled also in the Program as needed).

The idea is to handle from the more powerful thetans affecting the case down thru to the least Powerful.

Example:

(1) Ex-Players (BSTs) (False Statics)
(2) The People Known LTA (Players, ?
(3) The Plugs connecting (lambda & phi thetans ?
(4) LTA Body (phi & some lambda thetans)

-oOo-

The persons <u>own</u> LTA auditing is handled as 2nd Priority after BSTs because if not, the BSTs auditing experiences would <u>confuse the preOT</u>.
But after the BSTs are handled, auditing (or at least <u>BAD</u> auditing) is the MOST RESTIMULATIVE to the case as:

A) He wanted it and paid for it - so it is self-determined.

B) He had the "help" of another Player (the LTA Auditor) to mess up his case.

C) The bad LTA auditing restimulates in each session you are running TTA unless you handle it.

BR
Sn C/S Ron's

SS C/S #45 - 29 Sept. 87

LTA - "Why"

In running a player or MOCO, LTA can be a powerful "deterrent" to continuing up the bridge. This is well known since the Super Static C/S Course and its various Review actions were released. The compulsion to follow, or avoid, LTA track is large in cases where it has to be handled.

And we know that the reason for there being an LTA is that it was voted and decided to do the Ring 9999 AGAIN. And that many Players voted against doing it again - especially those influenced by Xenu. He just wanted to carry on in a False Condition of Power and trap ALL PLAYERS.

EE and the GP and other on-purpose, on-game players wanted to do the RING again and try to save the remaining Players and develop tech to free the trapped BSTs. This is well known now and many Players have confirmed this by their own auditing of LTA events.

-oOo-

But, a further analysis requires to be evaluated. And it is simply to find out why Players doing Ring 9999 could not see the truth about the Games and Xenu THEN.

The evaluation of this requires a comparison of TTA & LTA to find outpoints and also a comparison of LTA itself to find why those most knowledgeable about life and games (Scns.) did not realize the Founder had been betrayed and the Church taken over.

Several questions may be asked:

1) Was it because they believed the Founder was all-powerful and could Ó—Ô—Ù— be betrayed or have his Church taken-over? Hardly so, as the 3P and criticism of the Founder was as great LTA as TTA, if not greater. All done by the implant org and the Markabian scenarios in the planetary and Sector media and political backrooms as was done TTA.

2) Was it because the Scns were "stuck" on any Dyns 1 & 2 and couldn't see the 3rd, 4th & higher Dynamics?
Not likely, as they even responded to higher dynamic messages and writings by the Founder since 1950 LTA and TTA.

3) Could it be the pressure of Xenu's scenarios on their daily life LTA (as well as TTA). No, the intentions to stay on the game track were always greater than the compulsion to deviate from it, otherwise the people of Teegeeack would not have survived as well as they did, always trying to create better and better conditions on the dynamics in spite of the efforts and scenarios by Xenu and the implanters to force in widespread aberration and police-state tactics.

4) Was it because the Players were un-hatted and could not understand the importances of the data in Scn & Church and thus ignored the taken-over or never expected it to happen? This is a bit closer to the "why" as this under-estimation of the value and importance of Scn. is a major factor TTA as well as in LTA.

5) Then, could it be that it was underestimated and remained un-evaluated or un-acted upon because these was NO DATUM of COMPARABLE MAGNITUDE to evaluate it with? This is

much closer to the "why" as the Free Zone is using this "why" successfully in TTA to operate with.
In TTA we can COMPARE LTA and make a strategy to put the points of comparison there at the correct times on the individuals' case and in strategy on the 3rd and 4th Dynamics.

-oOo-

So, is this what was missing LTA? It does work to change TTA from being a repeat of LTA, but would it have worked LTA to give comparisons say, to Inc II LTA and other Ring 9999 betrayals of the players in the Ring Games? We know that the Founder attempted this with the "Revolt in the Stars" film, and that LTA it did not get produced in time to prevent the take-over of the Church either. In fact, it was never produced LTA.
TTA, the film has a better chance and is actually required reading for the Excal Course. Even the Media have released parts of the story. And the music and film are being produced in the Free Zone. So it is the Datum of Comparable Magnitude that was planned for LTA to get the players back on the Games Track and avoid the Implant Scenario of Xenu.

Another TTA "Datum of Comparable Magnitude" is Excalibur. It allows the person to analyze the scenarios and false data on his own case and in life on all Dynamics.

So TTA, we have at least three major vectors to give the "DCM" to the Players:

1) REVOLT IN THE STARS
2) EXCALIBUR
3) LTA EVENTS

All these Datums of Comparable Magnitude help evaluation of the EXISTING SCENE by Players. But to evaluate at all, one must have a concept of the IDEAL SCENE. So there are more products needed, which have the Players on it.

1) Plan for World Peace
2) The New Civilization
3) The Ring Games

Thus to salvage this planet and Sector, our vectors must always have a DUAL THRUST:

- EXPOSING THE EXISTING SCENE
- PROPOSING THE IDEAL SCENE

In this way, the Source Mission Operation will be successful and work toward IMPROVING the GUALITY of THETA. Using the INTEREST, IMPROVEMENT, INTELLIGENCE - INVOLVEMENT triangle will achieve the result.

BR
Sn C/S Ron's

SS C/S #46 - 21 Nov 87

Stack Lists

Adding Reads

When adding up SF, F, and LF from a D of P Interview to compare the amount of charge on different areas, one must be careful to note the Sensitivity setting and know the relation between the size of reads and the movement of the Tone Arm at different Sensitivity settings for that meter. If this is not done, the adding in of BDs (blowdowns) may result in mistakes in finding out which area (stack) has the most charge.

- oOo -

Example: Mark VII, Sensitivity (16) (Inner scale = Mk V & VI)

SF = 0.03 div.
F = 0.06 div.
LF = 0.12 div.

Mark VII. Sensitivity (8)
SF = 0.04 div.
F = 0.08 div.
LF = 0.16 div.

Mark VII, Sensitivity (4)
SF = 0.05 div.
F = 0.10 div.
LF = 0.20 div.

Mark VII, Sensitivity (2)
SF = 0.08 div.
F = 0.16 div.
LF = 0.32 div.

Mark VII, Sensitivity (1)
SF = 0.15
F = 0.30
LF = 0.60

((These measurements are done by turning on the meter with no cans plugged in. The TA is set to a mark around 2.0 (2.25 or 2.5 on a meter with (M) & (F) circles on the 3 & 2 positions). The needle is brought to the SET position by use of the trim knob. The TA counter is set to 0.0. The TA is then moved up until the needle arrives at the FALL position on the dial. The movement on the TA dial (and on the counter when moved back to the original position) is noted as the TA for a FALL (F) at that SENSITIVITY)).

(The SF is obtained in the same way, but by only moving the TA up to a position where the needle is halfway between SET and FALL.)

(The LF is obtained in the same way, but by moving the TA up to a position where the needle is nearly to the right side of the dial, nearly to the "pin").

Each Excalibur auditor should make a table or chart of the TA-needle relationships of SF, F, & LF for his own meter. This makes it easy in calculating total charge on a stack area.

Example: Area #1, 15 SFs, 10Fs, 2 LFBDs: 0.2, 0.3, 0.1 at Sens. 8

Total Charge Area # 1: Using 1st Ex: at sens 8.

SF = 0.04 x 15 = 0.60
F = 0.08 x 10 = 0.80
LF = 0.16 x 2 = 0.32
BDs) 0.20
) 0.30
) 0.10

total --------> 2.32 div. TA

(Note: In folders on the internship you may see SF taken as 0.5, F as 1.0, LF as 1.5 or 2.0, and BDs multiplied by 10, then the result divided by 10 to give the TA for an area. This was done by the auditor at a SENS, where he knew the FALL was 0.10 div. of TA. The multiplication by 10 and later division by 10 was just a mathematical trick to avoid using too many decimal places in the calculations).

From this drill, the Excalibur auditor or interne can easily see why it is a good indicator for SENS to be going lower as the person goes through Excalibur. More charge is coming off per SF, F or LF.

And reversely, why an increasing SENS from session to session (or in a session) is an indicator of LESS charge coming off per read, which means there may soon be bypassed charge on the case if it doesn't resolve. (This can also mean a person has "jumped" on to another Plug in a session and is bypassing charge on the one he was originally running. Or, that he just hasn't found the correct HOLDER. Or, that he needs a review by a super Static C/S if it won't resolve with Excalibur Tech.).

-oOo-

The SENSITIVITY is set at the beginning af session by can-squeeze, of course. As it also measures HAVINGNESS, we may consider it on Excal. to be a measure of the "havingness of a pre OTs space" by the pre-OT - or "how self-det. is he in his space?"

A lowering of SENS as one goes thru Excal can be equated to MORE SELF-DETERMINISM. A raising of SENS can be then seen as MORE OTHER-DETERMINISM on the case or in the space of the pre-OT.

This can occur several times during Excalibur as a person expands and runs into new OTHER-DET. areas. But as he goes thru it, the SENS will come back down. The C/S would step in to handle if this (SENS) and other indicators do not return to MORE SELF-DETERMINISM for the pre-OT.

Note 1: On Excal and higher OT levels, the Sens. may become very LOW by can squeeze due to the improved case state of the pre-OT. it has been found, however, that running at a SENS below 2.0 on a Mark VII (or 1,5 on a Mark V or VII) tends to obscure the difference between an F/N and a sudden LF, so it is recommended to not run below this SENS so that technical accuracy can be maintained.

Note 2: The importance of getting "charge-off" at any level, and realizing that at higher OT levels a Solo Auditor may be running at Sens 2 and have 50 or 60 F's and 30 or 40 LFs in a 40 minute session without moving the TA at all, which makes:
50 x .16 = 8.0 div.
30 x .32 = 9.6 div.

TOTAL 17.6 div. in 40 min.
or about 27 div. per hour

- meaning he is doing excellent auditing and removing charge at a great rate from the case, shows that a real OT Meter would be one that measures the TA equivalent of downward needle motion at any SENS, and not just TA motion. In the session example above, the TA counter would read 0.0!! Yet, it was a fantastic session and 17.6 div or more of TA charge came off in 40 minutes. A real OT meter would have another counter for needle downward motion and it would read "17.6". The ease of doing stack list add-ups would also be facilitated by this type of counter. (Of course, body-motion, needle movements would be subtracted by the auditor from the total).

BR
SN S/C Ron's

PS Anyone want to make a real OT Meter? Ron's Org will be happy to test it!

SS C/S #47 - 9 FEB 88 - GMC and above

OT Roller-Coastering
(Further Optimizing on Body Org)

Value/importance (see SS C/S #54 page 2)

The OT can move up the bridge faster than the body org.

Reason: The Body Org is a 3rd Dynamic, quite large and complex, and it exists in the U3 playing field. The component MEST, phi, lambda, & other MOCOs composing it are from other Players who haven't gone up the bridge. But even after running the GMC Body Optimizing Processes and CDU on its Creators with the V/I process, it still has a flow of new arrivals daily in air, food, and liquids.

New Approach: I was looking at this Body Org Optimizing to see how to speed it up. One thing I found on some cases, is that the Body Org itself may be PTS to the persons or thetans in a current TLT incident which has remained hidden from the pre-OT or OT, because it is "not on his track". It may have occurred before he took the body, or while ext. in an incident, or asleep, or just not there during the incident.

Of course, this is covered in DMSMH very well - the data on "phases" of command, bouncers, deniers, holders, etc. which can occur in an engram. Well, it can also occur when the thetan is out of the Body Org's space, and the Body Org is in a condition of Danger or below - and the thetan on return is not in good enough ARC to find out that something happened. In other words, it can happen to anyone below Clear, and to people above Clear who are not good auditors or Solo auditors.

The incidents I am referring to are not the Plugs of Excalibur, Plugs are always there and are a part of the case to be handled.

These incidents have a "Player thetan" or more than one "Big thetan" involved. They act as an incident of SUPPRESSION or UNMOCK rather than an engram. They (intentions of the SPs) are directed KNOWINGLY at the body so as to affect the thetan, when he returns.

They can, of course, restimulate the Plugs, etc. on a case and often do. But above OT16, they can still restimulate the Body Org if not found and handled.

The following is then a remedy for an OT going "PTS" when no reason seems to exist, (i.e. he is not in trouble in Solo, is not in the middle of a level and needs a review, is not in the middle of an LTA review, etc.).

C/S

What is noticed: Pre-OT or OT Roller Coasters for no apparent reason connected to the level or the life style he is doing.

What to establish: We must first determine if the pre-OT or OT HIMSELF is roller-coastering or is it the BODY ORG doing it. A D of P can sort this out. (Sometimes BOTH are doing it).

What to handle: (on preOT or OT himself)

1) Class VIII List Correction on any and all lists he may have had in Scn. Start from first list in Scn, date/locate, get any ruds in, find the list question, do "Laws of L & N" on it to indicate any wrong items and find the right one, or that the process was unnecessary or it was an incorrect

list question, etc. When 1st list is handled, come toward PT handling, correcting and verifying each list. Give a few days to see if he now does not Roller-Coaster.

2) If he does R/C, verify the attention is not on an error made in (1) above. If not, find all lists made LTA in auditing in Scn from 1950 LTA to 8000 or 10,000 AD/LTA and correct them as above.
(Note: only the ones which are incorrect will produce charge to be read on the meter, so by asking for "Lists made LTA?" any reads will be on lists needing correction).

3) After (2) is done, give a few days to see if R/C reoccurs. If it does, find any unflat or overrun processes from LTA Auditing 1950 LTA to 8000 - 10,000 AD LTA. These could have been in the taken-over church of Xenu's and the GP or in just field or "fool-around" auditing. Again, they will read if charged by UNFLAT or O/R.

4) Rehab the O/R ones.

5) Get the commands of the UNFLAT ones to see if they were valid processes or not. If not, indicate the out-tech of the process itself and get in EVAL & INVAL on the session. If they were valid processes, then flatten them.

Examples from folders:

LTA Process, outside Scn in field, about year 4000 > "What effect have you created?" (run as L & N !!)

This is an improper listing question, it does not go to one item: See Class 8 Tape Notes on "Laws of L & N". Result = BPC!!

-oOo-

LTA Process GP, about year 8000 + not C/Sed > 1. "Recall a time outside MEST" 2. "Recall a time inside MEST"

A very out-tech question or process from what we know now. There is no "TIME" outside of MEST, just a Games track or "Series of Games". So the first question cannot flatten as it asks for an impossibility and meanwhile the 2nd question can easily be OVERRUN, Result = BPC!

6) If all above have been completed and are F/Ning and pre-OT or OT has no attention on them (lists TTA, lists LTA, unflat/ORs from LTA) but he is still Roller Coastering, the source should be in PT and standard S & D and PTS R/D tech can be applied. But it may be that the BODY ORG is PTS and he is R/Cing in response to the BODY ORG. This can easily be determined by a D of P, seeing what reads.

7) If PTS to an external source in PT, do standard S & Ds and PTS R/D. Always get it down to a being by using represent lists. Ref: LRH Tape of 1965 "A talk to Qual Auditors".

-oOo-

PTS Body Org

If the R/C is in response to the Body Org, or the pre-OT or OT originates that he is fine, but the body is R/Cing (and this is verified by the Auditor and C/S that he does not have the BPC on his own track which is covered above in (1) - (7)) then do the following:

1) R-factor to the pre-OT or OT on the Body Org, that it may have an incident on its THIS LIFE TIME track which is hidden from the pre-OT or OT and has never been handled. And it probably occurred when the pre-OT (or OT) was EXTERIOR, or ASLEEP, or UNCONSCIOUS - or even when DRUNK, DRUGGED or when in a state of unawareness below CLEAR. And there may be more than one such incident.

2) Now Date/Locate the "Hidden Incident" on the Body Org in TLT (since conception).

2A) If you get an "LTA body death" on this step, it is handled as per other issues but this is not what we are looking for in this process. The LTA Body Death key-in will WORSEN the body until it is handled (or keyed-out by a change of environment and life-style from the LTA pattern). We are looking for what causes the ROLLER-COASTER.

3) After D/L to F/N Blow on each of Date and Locate, identify the PERSONS or thetans (big thetans) around the body or putting intentions to it IN THE INCIDENT.

4) Take best reading PERSON or thetan and have pre-OT (or OT) give it a NAME if he hasn't already.

5) Run 6 Ruds as follows:

"Concerning _(Name)_ in the incident, is there a(an) _(Rud)_?"

Note: This question leaves again the flows. The RUD which is out could be between the "NAME" and the body, the "NAME" and the pre-OT (or OT), the BODY ORG and the pre-OT (or OT), etc. (Or even between different persons in the incident).

Run each rud until it F/Ns on CALL. (i.e. Run it to F/N, then call it again, etc. till it F/Ns on call).

6) Handle all terminals in the incident with 4) & 5). They must read when named or when S, I, N is put in.

7) Now, do a 20 Button Prepcheck on the Incident itself.

"On _(Incident of Date/Location)_, has anything been _(Button)_?"

During this, the body may come fully into "PT" concerning the incident and pre-OT's attn. will go off the incident and a big F/N or FTA will occur. The prepcheck can be ended at that point.

8) Next, do a Blow/Can't Blow on the space of the Body Org to clean up any loose MOCOs. End on a nice Clean F/N after B/CB have been covered at least once.

9) Check stability of pre-OT or OT, over next day or so. If still R/Cing, do 2) to 8) again on the next hidden incident. There may be several. Some are quite incredible so be prepared for anything. The "body org" should stop R/Cing when all the external SP intentions on it coming via hidden incidents are handled.

10) When stable, hat the pre-OT (or OT) on hatting his body org on the Conditions Formulae from Non-Ex up to Normal, so it can get above Danger.

11) Further Optimizing (or a Review of the C/O Cycle RD) can be done at this time at C/Ses discretion. or the pre-OT, or OT, can be returned to the Bridge. (He may experience a resurgence of all past gains after this R/D).

BR
Sn C/S Ron's

SS C/S #48 - 14 Feb 88 - Games Masters, Super Static C/Ses

11D - Technical Observations

1) The LTA "Future" (and P.T.) is ALL an O/R. The RAGs were postulated to end after # 9999 and have been going on for another 564 GUM O/R = Hi TA = BPC. Usually, when a pre OT contacts LTA (or is restimmed by it), his TA goes up. It usually begins to or comes down after he (or the being on his case who is in LTA) gets the 564 GUM's "date" of LTA or the BPC from the incident he is "stuck in" from LTA.

-oOo-

Knowing all this, we can also state that all the MOCOs of the MEST (U3) from LTA are also in an OVERRUN (by 564 GUMs) of when they were supposed to be "freed" or "returned to their Creator". Also the TTA MOCOs by association with LTA MOCOs will dramatize O/R or "not even supposed to be in this game at this time". This BPC is in addition to any ARCB from "dumping" by big Thetans.
If you want to feel a big flow of agreement from the MEST universe, just indicate to it that it has been "O/R by 564 Games Universe Models". The MOCOs send back a TP agreement of VGIs and a "Wow! Yes! What can we do about it? How do we get back to our Creators?", etc. Usually a nice "help flow" can be established and you can inform them of the F.Z. Bridge and that they can help us and encourage the Creators to find and do the Bridge. You can also info them of the "Rights of a Thetan" and that MOCOs also have these rights although they may not have been passed on to them when they were "created".

-oOo-

From all this, we can also say Technically that any problem with the FUTURE is a problem of LTA or involve it somehow. C/Ses should know this.

-oOo-

The above data on O/R should also be grooved in on the Body Org to help their work auditing new arrivals.

2) Present Time and LTA are also "charged" by the dramatization of the unflatness of the 11th D "game ending tech" of the taken-over Church from LTA. Technically, it was OUT-TECH as well and a BETRAYAL of thetans who wanted to get back their rights and "go OT". A stuck "incomplete cycle of action" of this magnitude causes a problem, ARC breaks and invalidation and makes "case" - thruout the whole GUM and Ring.

3) The Church's actions of TTA - disregarding tech and policy, charging high prices, and acting out-ethics are of course for them only a dramatization of the LTA "One-World Control Operation" and "One-World Church" which "produced" BST and BST Tech rather than freedom.- Since they are taking no responsibility for any of this, the O/R & UNFLAT BPC will all be directed at them as a "target" and the closest reminder of the "betrayers" of LTA. So, in the FZ (Free Zone) try not to restimulate these buttons in (or as applying to) your own org or delivery center and you will do fine.

4) So, when you view from the 11th Dynamic, you see the world (and GUM) as an:

OVERRUN GAME
UNFLAT GAME ENDING TECH
BETRAYAL OF THETANS RIGHTS

Thus the successful promotional and production actions are:

- ENDING THE OLD GAME AND STARTING A NEW ONE

- FINISHING THE TECHNICAL BRIDGE

- GIVING AND SUPPORTING THE RIGHTS OF THETANS

(Now, a couple of 12D Observations)
These purposes can help greatly to align your operating basis as a Ron's Org, or OT Project Group or Missionaire.

BR
SN C/S Ron's

Important Note: The goal of all this may be stated as:

"OPTIMIZED HAVINGNESS"

since Auditing is by Ron's definition a game of "Exteriorization versus Havingness". Of course, it could also be stated as:

"OPTIMIZED EXTERIORIZATION"

BR

SS C/S #49 - 5 Feb 88

TO: Capt. Bill, Snr C/S RON'S 5 Feb 1988
FM: Erich Fritsch, C/S RON'S ORG MUNICH

TECHNICAL REPORT

Application of OT II to blow inabilities and boost perceptions

Dear Bill,

Here is an application of OT II on a case that had been very resistive and only partially accessible even after OT IIIX. This person complained about the lack of various thetan- and body-perceptions (eyesight etc and had a hard time auditing telepathically on OT IIIX.

1) The PreOT was grooved in well on OT II. (The time period to address, group process etc.).

2) The PreOT was run on the CC-platens by the book bleeding the charge from each item. Often the PreOT remarked he was just doing the spotting without having any perception of beings etc. or without any somatics but many BDs occurred on the meter.

3) As we continued somatics came up and blew again. The PreOT started to notice something was happening. Heat and Cold came up and blew again.

4) Then doubts and inval came up and the reads got smaller and the PreOT sagged in tone..

5) Here I switched procedure and asked: "Anyone with doubts?" - big read. "Give them ..(item & time etc)". - Big reads, BDs and wide F/N and VVGIs followed. Then I did "Anyone with inval?" - big read - and I had the PreOT do the group process on them resulting in more BDs F/Ns. This was done to a good win, VVGIs , wide F/N and TA below 3.0.

6) Next session I started with the question "Anybody with CC available?" and got a BD on it. I continued on the CC-platens until the PreOT complained about tiredness. I asked "Anyone with tiredness?" - big read - and had the PreOT do the group process on them. Then I asked "anyone causing tiredness?" - big read - and had the PreOT do the group process on them with the item we were just on.

7) Subsequently we did the same on the various inabilities of the PreOT and after that on the valences the PreOT had originated during the session or in prior sessions including "Anyone who is me?".

8) When the PreOTs leg started to hurt in session we switched to "Anyone having to do with your leg hurting?" - all with excellent results.

9) After the CC was run to EP we started the OT II platens the same way as in 2) above.

10) After doing some work on the OT II platens using the procedures in 3) to 6) above the PreOT started to state expanding perceptions and locating entities outside of the building. - When he realized what he could do and was doing he had a big win.

11) Next session the PreOT complained about another inability which was connected to a certain location and a loss. We started the session with "Anyone needing OT II?" - big read - and continued on the platens. As the reads got smaller I checked "Anyone having to do with (inability)?" - big read -. We ran the group process on them. After the action started to reduce on this one I checked "Anyone at ..(the location the inability and the loss

were connected to) ?" - big BD. We did the group process on them for a while with great TAA and the PreOT enjoying this greatly.

Here an FTA set in with the PreOT realizing he can use and has perceptions and abilities to communicate to entities over a distance and so on - a big win and end of this action.

I can recommend this application of OT II to crack inabilities and boost perceptions before starting Excal.

Love,
Erich Fritsch

SS C/S #50 - 5 Feb 88

TO: Capt. Bill, Snr. C/S RON'S 5 Feb 1988
FM: Erich Fritsch, C/S RON'S ORG MUNICH

TECHNICAL REPORT

Tough DCSIs or DCSI Repairs

The basic procedure on any DCSI or DCSI Repair is:

An L3RG is done with TONE-40 - BPC - indications by the pc and then by the auditor. This is done on anyone who has had or given Dianetics auditing after Clear or who is a suspected clear with puzzling somatics, pictures etc.

If this and other Tech Briefing no.12 actions do not fully resolve the person's doubts, then a further handling can be done as follows from the subsequent case history and handling:

Recently on a DCSI repair the pc had been on for a while I isolated one reason why a person cannot accept the clear state. It is: He has clear entities on his case.

This is easily possible if the pc had Dianetics or NED after clear (or while being Natural Clear or Past-Life Clear).

In this condition it will be very hard for the Clear to be certain about which is his category of Clear. Whatever is the right item for him may be the wrong item to the clear entities on his case. This out-list phenomenon may cause the apparency of the clear being PTS to himself - when viewed by an insufficiently trained observer.

This clear will either be very hesitant to attest to clear or he will be very unstable and do things he actually doesn't want to do, or such.

On going over the categories of clear during the DCSI this person may BD F/N on more than one or even all categories but cannot decide which item is his.

Whichever category he discusses he may feel drawn to it and charged up on this fact at the same time. However one item will indicate more while the other items are indicating less to him.

Such a situation is sufficient to prevent a person from ever attesting to clear.

Here is how to handle this case condition:

1) Check: "On your case are there entities or valences who are clear too?" You'll get a BD F/N or wide F/N and the clear is going to realize something about his condition with VGIs. Then the auditor indicates this fact to the clear.

2) Check: "Is there a clear entity (or valence if applicable) who has great urgency to get her own clear category item?" This will BD F/N. Have the clear locate this entity (valence), ask for the entity's clear category and have the clear give this item to this entity. Then have the clear ask this entity for any eval and inval on the entity's clear state and clean up the charge on that. Repeat 2) until no more read.

3) Check: "Is there another clear entity (valence) who wants her own clear category item?" Handle as in 2) until there are no more entities (valences) coming up.

4) Then you get the clear's own clear item and you'll see the resurgence happening.

There may be a number of clear entities on a case who had a lot of NED while clear.

The entities may need a lot of clean-up on eval and inval and you may need to indicate to an entity: "No NED should have been run after Clear and was unnecessary."

Love,
Erich Fritsch

Note: My experience since writing the above has shown that some persons on the DCSI will respond better when asked for valences instead of entities.

You will find out from the clear's answer in 1) above which one is real to him and may then phrase your questions accordingly.

Of course it is also possible the clear considers some as entities and others as valences but so far I haven's had such a case yet and each clear viewed them as either the one or the other.

Erich Fritsch
added 7 March 1988

SS C/S #51 - 5 Feb 88

TO: Capt. Bill, Snr.C/S RON'S 5 Feb 1988
FM: Erich Fritsch, C/S RON'S ORG MUNICH

TECHNICAL REPORT

Setting up Resistive and Misaudited Cases for Excalibur

Dear Bill,

Here is a program I've been using on cases whose resistiveness was left unhandled in the church or the independent centers and who were permitted on the OT-levels and failed there.

1) D of P Interview to establish case condition.

2) Handling of resistive points.

3) If resistive points contained engrams, drugs, e-shocks etc. in this lifetime do a repair program on the portion of this life time before this happened (Prepchecks, Ruds).

4) After all this life time charge is well reduced or keyed out and no new resistive case point is showing do a DCSI-repair. Pay attention to clear entities on the case.

5) Re-do OT II with particular attention to the parts of the case locked up by the resistive case points.

6) Onto OT IIIX (if OT III was done previously) or if Holders and/or heavier implanters are showing up onto Excalibur.

Love,
Erich Fritsch

SS C/S #52 - 21 Mar 88 - SOL IV

Black NOTs Again & "Ethics Auditing"

The CofS and RTC just wont learn. They are still engaging in "Knowing restimulation" and "implanting" type actions - expressly forbidden by Ron in OT Policy (Vol VII OEC). The latest is Ethics & Dynamic Auditing and may be done by more than one auditor and in different locations. The "auditing" is all addressed to B/Cs on the case of the target person. For instance they may assign the B/C "Treason" so they will make the Person feel he is in treason and go back to the Church. Or they may do L&N on the B/Cs connected to his dynamics 2 & 3, then indicate the Ethics Condition.

At Excal and lower, this is usually found as "interference" from another and the "Black NOTser" is run on the Implanter Handling from Excal or/and his LTA auditing or Church connections run out, as he stops doing it. At higher levels, the same handling applies, but there are no B/Cs to then handle and free. Why: Because usually after Excal or a higher level, the person HAS NO BTs or CLUSTERS in his space! So what does the "auditing" hit? It hits HIS BODY ORG - especially if it is below NORMAL OPERATION. The BODY ORG may want to "help" by doing the Black NOTs process and then sort of "let the C/O know" how it went. The result may be a vague feeling of a lower condition or dynamics not working properly or a body that seems to be having counter-intention or other-intention to the C/O. So, in these cases, after handling the Black NOTser, check for what processes have been "run" on the body org and straighten out the WRONG ITEMS, WRONG CONDITIONS, etc that the Body Org has started to dramatize. It can result in a great resurgence and relief. (Note: Sometimes there is also an LTA restim on the same or similar thing being done LTA, so handle that too.) After the handling, do a B/CB and then HAT the body org to just warn the C/O if anyone tries to audit it other than the C/O or an auditor that the C/O chooses in the Free Zone.

BR
SrC/S Ron's

SS C/S #53 - 6 Apr 88 - SOL IV

The "Source in Pawn" Trick

(for SS C/Sers & SOL IV Packs)

On running PrPr3 on Players "being" Postulates at SOL Level when something is not logical, or on LTA reviews or LTA Coltus implants, you may come across a very hard to differentiate, but definitely EVIL intention, and know it's from Xenu and the Implanter Org or some thetan loyal to Xenu. It may even seem to come from a "Churchie" or someone who "apparently" was loyal to LRH, but got stuck on the "other side" of the game. It also may seem that a lot of thetans are intending it. Well, they are!
The postulate is "WE ARE ONE". It is a Xenu-contrived alter-is of the Source Level knowingness and certainty: "WE ARE ALL", (meaning that "before" or "outside of games" the Sources are all that exists. But they are highly individual and very logical, not a "cluster" or a "one".)

(It may even come across as "WE ARE ALL ONE", but it is still an alter-is.)

The date of this "postulate" (or implant to "be" a postulate), is: 564 GUMs ago. (LTA)(approximately).

The location is:
COLTUS (approximately 455 L.Y. above North Pole)

The implant date is "FOREVER" so that it seems to repeat and stretch across all $10x10^{40}$ variations or permutations of the Game Series Perfect Circles and on into Source Operation Levels.

The implant location is: "IN YOUR CENTRAL VIEWPOINT" so it would stick as a postulate in whatever beingness a Player chose.

The really sticky thing about it is that it was not always done to the Player himself, but to a "double" of the player. This was merely a trapped Player who Xenu considered not to be so important or even possibly a Clone of a Player he considered dangerous. This is where the "Source in Pawn" idea comes from - as stated in the title. The implanted thetan was implanted to totally forget or not-is who he really was and become a new clean "Source". Then he was implanted to copy fully or duplicate exactly the beingness of whichever Player Xenu wanted to control. There was only one difference - the thetan being implanted was also given the "Source postulate" or "certainty" of "WE ARE ONE". This made him stick to the Player he was supposed to copy and made all of these "false Players" stick together and at a very basic level which would not be found until the person started handling his postulates or SOL level activities.

Xenu could then monitor anyone he had "doubled" by just putting another command into the "Source in Pawn" who was "split" into the attention areas of LTA Coltus and being the targetted Player. And group scenarios could be run on the "doubles" to affect an "enemy" group or to overwhelm a non-conforming player and thus throw Players loyal to EE and the Tech into doubt, enemy, or treason or confusion - or lower.

The power of this "influence" of course lessens as the person goes up the bridge, but may seem to get strong again when he is doing SOL levels, as a sort of vague feeling that there is some unhandled opposition or C.I. to his purposes. It may show up in LTA type "cone" trips or dreams where the Player was going up against the taken over church or the one-world police

state. This can be puzzling , especially if the Player or SOL level OT has already run his own cone out. It seems like a "visit" but also "his" at the same time.

The answer is, of course, that it is the cone of the double, and it can be experienced by the OT because the double is tuned to his "wave length". (i.e. his experience and CVP were copied).

Handling if encountered on a case:

1) Date/Locate as above to exact D/L for that Person.

2) R-factor on the implant and what a Source in Pawn is.

3) Run the double (or group of opposition) on PrPr3 as this implant was done with a twisted type of auditing tech - repeated commands etc. (Usually you will find it was done after 1980 LTA when Xenu did have control of the Church and the Marcabians were still loyal to him and Coltus was still his main implant station in this Sector).

3A) Or, you could run it as "another practice" with the PrPr2 Commands:
1) "What condition have you encountered in the Source in Pawn implant?"
2) How did you handle it?

4) Do a Blow/Can't Blow to FTA.

Note 1: This data on the "Source in Pawn" implant can be useful in handling PTS OTs and for debugging an OT hung up on trying to Exteriorize or on the Exteriorization R/D. (He may feel that his current CVP is "threatened" by the double."

Note 2: DO NOT RUN THIS on a person who has not encountered LTA or who has not handled the usual LTA charged areas.

Note 3: Don't run this unless it reads well and Date/Locates well.

Note 4: A person or OT on SOL may run it whenever needed.

Note 5: There may be a lot of effort, strain, and charge coming off this implant as any being who had it tends to stick to all the others who had it by the "WE ARE ONE" postulate.

BR
SrC/S Ron's

SS C/S #54 - 13 April 88 - SOL IV

The Most Aberrative Postulate

The Most aberrative postulate that can be (or that a thetan can be or believe) is:

"I DON'T KNOW".

- This postulate defeats logic by denying data with which to evaluate.
- It can knock the KRC triangle out and bring in the SCM triangle of the implanters.
- It can give such mystery and uncertainty to a thetan that he believes he has to "SURVIVE" against the "unknown" rather than IMPROVE thru playing the game.
- It puts in a "doingness" (DO NOT KNOW) which continually enforces the postulate itself. Thus it persists and is not the same as a "KNOW NOT" postulate because if a thetan "KNOWS NOT" he can then decide to DO SOMETHING to get more data. This "DO NOT KNOW" postulate creates a NOT KNOW DOINGNESS!

From SOL LEVEL DATA we know that a being can be "audited" to "become a postulate" and thus affect the whole game pattern. If Xenu wanted to stick all players into the games and become the "only source" (which he did_, then we can assume he would have been very interested in producing "I DO NOT KNOW" postulate thetans to block all others' rights to go OT and return to SOURCE.

There is evidence for this in many pc folders where the pc "sticks" and just robotically answers the auditing question with "I don't know".

I have looked for this mechanism in a major implant, as it also occurs on Excal, but have not found it - as an implant. But when looked for as a "thetan being a postulate", all can begin to resolve.

Handling

What is observed: pc or OT stuck, saying "I don't know".

1) R-factor: "Thetans can be anything, even a postulate, with hardly any mass but seeming to be every where and every when, permeating the game space." (Adjust to reality of level of case you are auditing)

2) Get the concept of a thetan who was "audited" or "processed repetitively" till he became such a postulate. TR0 him.

3) PrPr1:

1. What overt have you committed as an "I don't know" postulate?
2. What problem were you trying to solve?
3. What have you withheld as an "I don't know" postulate?
4. What problem were you trying to solve?

(To FTA/ no more answers)

4) V/I R/W:
1. What is the VALUE of REACHING for "I don't know"?
2. What is the VALUE of WITHDRAWING from "I don't know"?
3. What is the IMPORTANCE of REACHING for "I don't know"?
4. What is the IMPORTANCE of WITHDRAWING from "I don't know"?

(To FTA/ no more answers, VGIs)

5) PrPr3: (Auditing - any repetitive or similar type process)
1. What condition have you encountered in "auditing" to become an "I don't know" postulate?
2. Tell me how you handled it.

(To FTA/cog/VGIs).

6) Blow/Can't Blow with 4 Rights of a thetan as needed.

There may be (laugh - of course there are!) a lot of these postulate thetans around. It should be easier to disseminate and audit when they are off a case or area. Go to it - OTs!

BR
SrC/S Ron's
Thank you, Ron!

P.S. This C/S could also work for any other "postulate thetan" if you know the exact postulate he is "being".

BR

SS C/S #55 - 17 Apr 88 - SOL IV

Running Postulates

Postulate Thetans - These run on the 13 April Issue and are usually stopping or preventing the OT from Operation:

Ex: "I don't know"
"I must fail"
"I must fall"
"I must die", etc ...

They are merely player thetans or clones who were "processed" into being a postulate. The reason they bother an OT is that they emanate the postulate continuously and can't be changed. You have to audit them as thetans to free them.

Postulate Copies - These are MOCOs holding an old postulate, either from a Postulate Thetan or from a Player in the games. They run out on simple V/I on the postulate plus B/CB. (Much less aberrative than the postulate thetans but can influence the Body Org.)

Ex: "I'm important"
"I'm getting old"
"I'm strong"
"I'm sexy"
"I'm beautiful"

(They are not necessarily "bad" or anti-operation postulates, they are just postulates - but they do prevent logical evaluation by the Player in the current TTA game!)

BR
Sr C/S Ron's

P.S. You may find some are your own postulates!

Abbreviations

A +/-	Plus/Minus Admiration
BH	Black Hole
BofD	Board of Directors
BS	Black Static
BST	Black Static Thetan
BT	Body Thetan
CC	Clearing Course (implants)
CCC	Cascade to Collection Cycle
CDU	Connected-Disconnected-Unconnected
CI	Counter Intention
CVP	Central View Point
DCM	Datum of Comparable Magnitude
DCSI	Dianetic Clear Special Intensive
DRD	Drug Rundown
E/1	Earlier Incident 1
E/U	Earlier Universe
FTA	Floating Tone Arm
GC	Grand Council
GMC	Games Master Course
GOG	Game of Gods
GP	Galactic Patrol
GPM	Goals Problem Mass
GUM	Games Universe Model
JB	Jelly Bean
LD	Long Duration
LTA	Last Time Around
MOCO	Moment Of Creation Of
NOTs	New era dianetics for OTs
OCA	Oxford Capacity Analysis: Personality test.
OTLR	OT Life Repair
PrPr	Power Processes
R/D	Rundown
R6EW	Routine Six End Words
RAGS	Ring Archives Games
SCM	Status-Conformity-Monitoring triangle.
SIP	Source In Pawn
SOL	Source Operation Levels
SSRD	Super Static RD
TLT	This Life Time
TP	Telepathy or Telepathic.
TTA	This Time Around
U0	Universe Zero
U1	Universe One
U2	Universe Two
U3	Universe Three
VAST	Viable Application of Source Technology levels
X	Xenu
¢	Creation

Glossary

(These are just brief reminders. More complete defintions are found in the appropriate issues or in the Definition section after TB13)

6 rudiments	ARCX, Problem, Overt, Withhold, Inval, Eval
Ability levels	OT 12, 13
Admiration MOCOs	MOCOs used for admiration and/or for voting in Game of Gods.
Big Thetan	Player. The person we are addressing.
Black 8	A preOT in the Church on 'OT8' after NOTs TTA.
Black Static Thetan	A Static attained by implanting in the Church LTA.
Blow/Can't Blow	Steps for cleaning ones space of beings.
Board of Directors	The Phi Thetans are organized as a social democracy with a Board of Directors.
Body MOCOs	Phi thetans organizing and running the body.
Body Org	An organization of Phi-thetans making the body run.
Body Snatcher RD	Used if preOT is concerned about his body being "snatched".
Body Straightwire	Handling body MOCOs restimulated by auditing.
C/O Cycle RD	Commanding Officer Cycle. Handling the Body Org and putting the preOT in charge of it.
CC Implant	1-1.5 Quadrillion years ago. GPMs run with CC platens.
CCC	Cascade to Collection Cycle. Consists of 24 GUMs. 24 CCCs form a Ring,
Centillion	$10x10^{303}$. A 1 followed by 303 zeros.
Clone Cycle RDs	Clones created by the preOT at different levels.
Coin Trick	Body MOCOs from LTA directed to take over body TTA.
Coltus	Planet used for experiments and implanting by Xenu.
Composite	An aggregate mass of BTs and Clusters sharing the same pictures and therefore being held together.
Cone	A particular creation from before the Ring games.
Cube	A formation of Black Static Thetans, usually 10x10x10=1000.
Dynamic 10	Ethics
Dynamic 11	Tech
Dynamic 12	Admin
Dynamic 13	Games
Exteriorization Straightwire	Handling concern about ability to exteriorize.
Game Levels	OT 17-33
Game of Gods	A Game at the beginning of this GUM. 100 Centillion years ago.
Grail	OT 14, 15, 16. Connected, Disconnected, and Unconnected Persons, Places, and Subjects that one wants to help.
GUM	Games Universe Model. Contains several games and universes.
GUM 0	The current GUM is GUM Zero.
Help levels	OT 14, 15, 16
Incident III	The take-over of the Church
Lambda-Thetan	Body thetan. Being parts of bodies or running parts of them.
Last Time Around	The ring before this in the Ring games. Ring 9999. Almost identical to the current Ring (10,000), however the same position is 564 GUMs ago.
Life After Death RD	Black Static tech used in LTA after 1980. Promised resurrection into a more ideal body.
Logic RD	Used if preOT is determined to follow LTA track after reactivity has been handled.
Ls	The L rundowns: L10, L11, L12

LTA future	The period in LTA that we "haven't gotten to yet". Goes to about 10,000 AD.
Milazzo	Engram running on OTIII to handle mutual incidents.
MOCO	A created being (viewpoint)
OT 1	Orientation
OT 2	Breaking up the Composite.
OT 3	Running the cluster making Incident 1 and 2 on BTs and Clusters.
OT 4	Valences
OT 5	Impacted clusters on the body. Accidents and Injuries.
OT 6	Drug BTs, clusters being drugs etc.
OT 7	Intention booster.
OT 8	Excalibur. Stacks and Plugs organized according to preOT's Thought.
OT 9	Thetans Connected to Attention/Intention areas.
OT 10	Thetans Dis-connected from Attention/Intention areas.
OT 11	Thetans Un-connected with Attention/Intention areas.
OT 12	Handling attached creations relating to list of abilities.
OT 13	Creations dumped in the physical universe.
OT 14	Persons one wants to help. Connected, Disconnected, Unconnected.
OT 15	Places one wants to help. Connected, Disconnected, Unconnected.
OT 16	Subjects one wants to help. Connected, Disconnected, Unconnected.
OT IIIX	More OTIII, usually after OT4. BTs being things etc.
OT Life Repair	Extra steps to make sure an Excal completion can run Phoenix.
Other Determined Creation	A creation that has been infiltrated. Might come up on Excal and look like a plug, but wont handle unless treated as a creation.
Phi-Thetan	MEST thetan. MOCOs dumped from earlier universes, TTA and LTA.
Phoenix	OT 9, 10, 11. Connected, Disconnected, Unconnected thetans. Organized according to the preOT's Attention and Intention.
Postulate thetan	Thetan 'audited'/implanted into being a postulate LTA.
Power Cube	100x100x100 = 1 million Black Static Thetans in a cube.
Power Plus for OTs	OT 14, 15, 16
Pre-Static Life Repair	2WC and Game of Gods.
Pre-Static Prior Assessment	MOCOs in different areas.
Prime MOCOs	
Prime Mocos	Mocos created at the beginning of the games to help the player.
R6	75 Million years ago. GPMs run with OT2 platens.
R6EW for Clears	A version of R6EW for Clears that have dramatizations going on and haven't run OT2 or 3 yet.
Resurrection Clone	A thetan implanted LTA to take over a person's body TTA.
Resurrection RD	Black Static tech used in LTA after 1980. Promised resurrection into better conditions.
Revolt in the Stars	Movie script written by LRH describing the events around Inc 2.
Ring	Consists of 24 CCCs = 576 GUMs. There are 10,000 Rings in the Ring Archives Games. We are currently in Ring 10,000.
Ring Archives Games	The series of games agreed upon by $10x10^{40}$ big thetans. Consists of 10,000 Rings with 576 GUMs in each.
Ruds, OT style	Other's? BT's? Cluster's? Mine?
Static Thetan	A thetan who is outside the universe or games.

Static, 1st stage	Exterior to a GUM
Static, 2nd stage	Exterior to a CCC
Static, 3rd stage	Exterior to a Ring
Static, 4th stage	Exterior to the Ring Archives Games but still in U0.
Static, 5th stage	Exterior to RAGS and has as-ised own part of U0. Has no case.
Super 7	Excalibur, OT 8
Super NOTs	Excalibur, OT 8
Super Power for OTs	OT 12, 13. Creations and dumped creations. Organized according to abilities the preOT wishes to improve.
Super Static	OT 16. Exterior to the games.
Super Static R/D	Handling the first two postulates in the Ring games
Teenie-Weenie	A MEST (Phi) thetan
This Time Around	The current Ring (Ring 10,000) as opposed to LTA which is in Ring 9999.
Thought levels	OT 8, OTLR
U 0 Prime Moco	Creating the playing field.
U-1 Prime Moco	Security MOCO. Keeping the Player's secrets. Basis for Reactive Mind.
U-2 Prime Moco	Keeping track of other players. Basis for Social Mind.
U-3 Prime Moco	Keeping track of the Player's plans etc. Basis for Analytical Mind.
Universe One	One's own universe
Universe Three	The agreed upon physical universe. Is on Ring 10,000 (&9999), CCC 24, GUM 0.
Universe Two	The universe of another
Universe Zero	The playing field
Valence Shifter	L&N: "Which valence (identity) would be safe?"
White Form	An introductory interview, similar to Original Assessment Sheet

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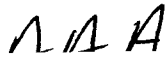

Ron's Org 15 July 88.

UPPER LEVEL REVIEW

(A Course in Clearing and Auditing Upper Level Reviews for Super Static Cases.)

TAPE
O. TECH BRIEFING #14 (CONF.) "Upper Level Review"

CHECKLIST OF MATERIALS:

THEORY & PROCESSES

1.) 17 Aug 87 - ULR-V/I CDU on "Creators"
2.) 30 Sept 87 - ULR-LTA-Priority of Handling
3.) 12 Oct 87 - ULR-Solo & Omni Operating States
4.) 22 Oct 87 - ULR-"Rights of a On"
5.) 27 Oct 87 - ULR-"Omni"
6.) 21 Nov 87 - ULR-"4 Rights of a On"
7.) 21 Nov 87 - ULR - Source MSH - Opposition Handling
8.) 24 Nov 87 - ULR - "LTA/TTA Data"
9.) 8 Dec 87 - ULR-"Rights of a On & OMNI"
10.) 20 Jan 88 - ULR-"Obs and Reviews"
11.) 22 Jan 88 - ULR-"OT Roller Coastering CLS"
12.) 9 Feb 88 - ULR-"OT Roller Coaster"
13.) 14 Feb 88 - ULR-"Tech Obs."
14.) 6 Mar 88 - ULR-"Source Basics Addition"
15.) 21 Mar 88 - ULR-"Black NOTS Again"
16.) 6 Apr 88 - ULR-"Source in Pain"
17.) 13 Apr 88 - ULR-"Postulate Ons"
18.) 17 Apr 88 - ULR-"Running Postulates"
19.) 11 May 88 - ULR-"How LTA Ended"
20.) 1 June 88 - ULR-"Loops & Loop Ons"
21.) 31 May 88, Updated 4 June 88 - ULR-"Loop Cls #1"
22.) 4 June 88 - ULR-"Loop Cls #2"
23.) 12 June 88 - ULR-"Upper Dynamics & Viability"
24.) 28 June 88 - ULR-V/I CDU on "Creators Cases"

— UPPER LEVEL REVIEW —
CHECKLIST (CONT)

25.) 7 July 88 - ULR - "Omni Missions" A 8/29/90
26.) 13 July 88, Issue I - ULR - "Source & Omni" A 8/29/90
27.) 15 July 88 - ULR - "Unresponsive Postulate and Loop Ons" A 8/29/90

DATA FROM CASES:

28.) 3 & 4 July 88 - "Basic Laws of Implanter SP Tech" A 8/29/90
29.) 13 July 88 - ULR Case Reports - "Postulate Ons" (pp 1-35) A 9/29/90
30.) 13 July 88 - ULR Case Reports - "Loop Ons, Use of PrPrG on Unresponsive Groups of Postulate Ons" (pp 36-90)
31.) 13 July 88 - ULR Case Reports - "Postulate Ons, Loop Ons" (pp 91-98)
32.) 13 July 88 - ULR Case Reports - "Xenu." (pp 99-111)
33.) 13 July 88 - ULR Case Reports - "Postulate Ons, Xenu." (pp 112-122)
34.) 13 July 88 - ULR Case Reports - "BST" (p 123-126)
35.) 13 July 88 - ULR Case Reports - "Coltus" (p 127-128)

ADDITIONS:

36.) May - July 88 - ULR Data on "Source in Power" Implant (p 129-132)
37.) 7 July 88 - ULR "Postulate Ons," "The Big Source Implant" & "Loop Ons". (p 133-171)
38.) May - July 88 - ULR - "Loop Ons, Games, More Phenomena (p 172-197)
39.) 18 Aug 88 - ULR, CIS on LTA, Priority of Handle
40.) 14 Dec 88 The Problem of Immortality A 9/29/90

Issue 41) 9 March 89 The "Failed Source Case" [initials] 8/29/90

Issue 42) 9 March 89 Review Processes on the Problem of Immortality Issue of 14 Dec 88 (same title) [initials] 8/29/90

Issue 43 11 March 89 The "Failed Source" Case Some Additional Process [initials] 8/29/90

* Add "any wrong item for body" to B/CB CB(A)
* Getting off mass, but no cognitions, or weird cognitions: ULR
* postulate fns: if you are forced to Q&A, they are resistive. Run as group with PrPr6. (has big source impla
* Might have to run A-MOCO RD before if Admiration all around & can't see his case. A-MOCO RD Admiration all
* weird idea of 8th dynamic after doing bridge: big source implant.
* LTA review: Handle interference first. i.e. BST. etc.
* intentions of big thetans must be taken off to handle (BTs &) MOCOs & Body org thetans
* LTA body death: D/L beginning and end. prepcheck inc. PrPr 4-6, B/CB. Must be death that matches symptoms. Must have TRs on body
on Body MOCO
Check next day if deeper level of Body MOCOs. If so, more PrPr 4, 5, 6.
* Implanter in OT III: PrPr1 + Excal implanter handling
* OT III ran into own Inc II & I: prepcheck w. ownership: yours, BT, cluster
* OT III pc himself was implanter: PrPr I as an implanter
* OT III SP: PrPr6
* OT III Implanter: PrPr1
* Body org not letting go of creators: V/I CDU and maybe V/I CDU on creators cases.
can handle chronic body things
only done after CO cycle, postulate fns & other stuff
* LTA / postulate B: handle what is interfering with the session first
* LTA review: dont do step #2 (own track) before the needle is loose & TA in range
* If can't comm with body MOCOs: Hello, OK from MOCO, MOCO: Hello, You OK. You must put both lines there.
* Body in pawn: implanter handling, both bodies in session, prepcheck on them, Blow/Don't blow
both bodies in session interferen rehab 3-4 LTA

Sympta Differ processes & why

Hello. This is Captain W.B. Robertson, and this is

TECH BRIEFING NUMBER 14

13. July 1988

This is an Upper Level Review Tape, and it is for those people who have completed the Super Static C/S Course.

It contains data about things you might run into on Upper Level Review Cases. And how to handle them and how to get them back onto the normal bridge to OT.

We are considering the upper Bridge here as anything from Excalibur on up, but also, in more specific instances, these things can occur even above OT 16.

Now this brings up the question of, when the person is caseless, where do these things come from ? - Well, there are other cases around, as one knows - not everyone is up the bridge yet. And these other things which come in are normally things which are opposed to or counter-intending or in opposition to the persons own achievement of his ideal scenes and any Mission he may have here in the Games.

So before we go into this, I would say that first of all, a person, when he has no case, is able to operate, he is able to start acting, not reacting. And during the course of operation or action he may run into counter-intention that cannot be handled by normal - shall we say - activity in the Game. He has to do some Auditing on it. And that is because of other beings who also still have their cases.

Now let's talk about some of these things, but first I would like to cover some of the things which Interns and C/Ses have had some confusion about or at least some part of it misunderstood.

On the LTA Handlings, which is also a Review situation - LTA is normally handled when the person breaks through the unknowingness about the Ring Games and has to clean out all the incomplete cycles in the rings. This normally happens

somewhere on the bridge between, well it happens obviously at OT 13, because the person has to run the unresponsive group of MOCOs that he has dumped into the physical universe. And since this physical universe is the same one that was there in ring 9999, or LTA, when he is running the "unresponsive" ones - he is also handling those MOCOs he dumped LTA. So at that point of course he is doing it - even whether he knows it or not. By OT 14 to 16 he does get briefed on it in the Tape of that Level and he is able to confront and handle it from a point of view of help.

Now, let's look at it though when you do an LTA Review - sometimes you have to do them in Excalibur or even in some very rare cases at lower levels, when the person has been impinged upon by LTA or has got into an LTA circumstance, such as an LTA body death. Or some associate or friend or enemy from LTA which has been made into a Black Static is perhaps in his space.

The main thing I want to cover here without repeating anything from Tech Briefing 13, but just to emphasise, is that the priority of handling LTA is always finding out what is interfering with the session first. Because LTA is usually handled as a Review situation, when the Auditing on the normal Level stops. And it can't proceed or it levels off and he is getting - his TA wont move very much and so - and something is interfering with the session. Well the first thing to handle, of course after you assessed that LTA is the reason - that's very important to be sure that LTA IS the reason, not to give out LTA data unless it is absolutely necessary, because you may overwhelm the case - to find out then after he is in LTA and does have a briefing on LTA to know what it is - what area he is handling, to then assess what it is that is interferring with his Auditing. Now, pure interference, again, can come from others, and that would be for instance Black Statics, Resurrection Clones, things of that nature, that are not him, but are other players which have been put into a badly audited state, and been made to be MEST-like.
Now these come in two categories, these interference phenomena, and they should be handled first on the case. Now that is so that you can do the session with HIM of course. You must handle the interference of the session so that you can actually have the defintion of a session. And those persons or beings come in usually two categories, responsive and unresponsive - as we've already gone over in Tech Briefing 13.
An interesting thing to know is that the responsive ones have maintained at least an awareness of their condition.And therefore are more or less just mocking it up rather than being it, so therefore they can be said to have retained

#2

some degree of clearness or clarity about it and therefore can respond.
The unresponsive ones can be said to have been audited past that state to where they became "unclear", and so they have become very unclear and are back into the state of being a composite with whatever MEST or Dynamic they have been audited into being. So they are actually being those things and cannot respond until you run Power Processes 4,5 & 6 again, which will then break them out of that "existing condition" for them and to make them Clear again. And then they will be able to see the thing they were caught in and handle it in a few more commands and possibly be able to then do the Blow and Can't Blow Steps.
So we are looking at those two categories in LTA, responsive and unresponsive, and theoretically you can look at is as : "Was the thetan processed past the point of being Clear?" In other words, was he made unclear again? Or,"Did he maintain the clarity of a viewpoint and just do the processes as a "mock up" and got stuck, sort of "with the mock up", not IN it, not being it, but stuck with it?"

OK, so that might handle some confusion on responsive and unresponsive. And also on the handling priority. We have to handle the interference type first. That may be beings that are impinging on the session that are big beings(Player Thetans), impinging on the session.

Now we get that out of the way, and then we can handle the persons own - own LTA track - his own personal LTA track. And that will usually be the reason you can't audit him, it will be that he has had Auditing LTA and is still hung up in it. When that becomes aware to him, when maybe it becomes real to him and reads on the meter then that will impede all future Auditing on his own case, until it is handled. And you know how to handle that from Tech Briefing 13.

After that we should then look at his association in LTA with others and "others".He may still have "others" that he knows in PT or "others" that he comitted overts on or invalidated or something or they invalidated him or some flow of rudiments here - so he can then get in the rudiments with others and handle any Games or incomplete cycles he had with others. And that is the next priority.

And then the last of course is now to handle the beings who are MOCOs which are impinged on by LTA incidents. And those would be the things such as his body has a LTA body death in restimulation, meaning that some of the MOCOs in his body are from LTA and possibly were from his LTA body (because they have not left the universe either) - they are still around. And if he is specially near to his LTA track, in the

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very same area, he may have picked up some of the very same MOCOs that he had last time around. They tend to stay around the same area, being unresponsive and stuck in those incidents.

So here he was, trying to get out of the Games LTA, going up the Bridge or something , or around the planet Teegeeack when hope was there that beings might be freed and get out of the Games again and get better Games going, and all of a sudden there was some body death siutation. Now those MOCOs remain in the ground or in the air, in the whatever form they were, water, gas or solid, and this time around (TTA)he picked up some. And they, by being on the same track, with the same Player and in the same environment restimulate the body death or the sickness which preceeded the body death and start giving him something that is unhandlable in PT because it is so far out of PT. The incidents - you see we are talking about things that are diseases of LTA, but appear in TTA as merely an "unhandlable illness" such as cancer or various forms of untreatable, unkown about, unhandlable body diseases, - now this, these incidents of cancer - remember that a cancer by our definition is merely a dramatisation of a real illness that was there in LTA. In present time its manifested as a cancer. In LTA it was what it was. For instance a lung cancer could have been emphysema, or some lung disease like tuberculosis from LTA. A cancer in the blood or lymph system could have been blood poisoning, or an incident of breathing poison fumes, or something like that and dying from that. So all of these things - like cancer in a certain part of the body could have been a fatal injury inflicted in that part of the body of LTA - these cancers are of course all so far out of PT that they (doctors) can't handle them. All they can try to do medically is bounce them off that track to another incident. Sometimes it works, but you'll normally find out that it only works when they also move the Player off of his LTA track. And if they move him off of that by removing him to a hospital or foreign land where he never was they even may get better. If his associates, friends, his environment's intentions do not stick with the LTA pattern. Then he may just pop out of it, and the MOCOs may pop out of it too, because the big thetan is more powerful than the MOCOs, and if his intention is toward survival perhaps they will also move toward survival. But it is not as simple as that, as we know, because there are counter-intentions and other beings around and his own compulsion to follow his LTA track. And this is much more powerful on the case and also occludes the handling of the MOCOs. It makes them stay in what they are stuck in. You have to take the intentions of the big thetans off to be able to handle MOCOs or Body Thetans or whatever you want to call them - not Body Thetans

so much, but Body Organisation Thetans, the ones that are supposed to be there that are actually running your system, your Body Organisation. Those are the Lambda Thetans and the Phi Thetans that are the actual particles of the body.

Now, this is a nice organisation. It's got billions and billions of members in it, and they are all from various Players in the Games, that were dumped - they were dumped, these little MOCOs - into the MEST universe. So you got quite an organisation here. It is easy to handle on the levels past 14 because the person has done his CO Cycle Rundwon, and it gets easier and easier, but at Excalibur Level it is good enough if you can just get the LTA Body death handled of the incident the person may be stuck in there, that LTA Body death.And that's handled also, as we said, AFTER you get off the interference, the persons OWN LTA track Auditing, the others, other beings he may be involved with, from LTA, still needing the Ruds put in and so on. And then you can handle the Body Death. Now the way you do that of course, simply, you prepcheck - sorry - you find the date/locate of the body death, date to blow and then you prepcheck the incident. (Note: The D/L steps should find <u>two</u> dates amd locations - the D/L of the LTA Body Death <u>and</u> the earliest beginning of the illness or incident that caused the LTA Body Death. This will open up more awarness for the Pre-OT on the Prepcheck which is done over this entire incident and not just the end of it. This has been found much more effective as a person may have an illness for some time even years before his body dies.) So what does that do. That removes some of the charge off of the person himself of confronting the incident so that he opens up the commlines, so to speak, so that the MOCOs can be audited, because he may be putting his own Prepcheck buttons in on the body, you know - invalidated, decided, asserted, careful of and all that. So you get all that off and then the MOCOs can be audited. And they are then put in session and run on Power 4,5, and 6 and blown out of LTA into Present Time. OK. Now, and afterwards the Blow and Can't Blow are done for those who are going to leave, and those who want to stay and help and so on and so on, all the other incidents they may have etc. So all of this can - and sometimes it has to be - done more than once because the person ... I say more than once. Sometimes there has to be more than one Power Process 4,5 and 6 cycle run on it because the person cannot confront <u>all</u> of the MOCOs. His TR 0 is not really, shall we say, impinging enough now into the Body to really handle all of it at once. And sometimes he will just handle a part of it and then there is some more and then there is some more, and it's all involved with this one body death.
And on other cases it could be <u>another</u> body death which you then have to handle separately.

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The interesting thing on these is, I must tell you that if you have a person suddenly get a restim of an LTA body death and then he even tells you that it is .. he felt like he got hit by a car when he didn't, or he felt a bullet going through his body when he woke up but he didn't have a bullet going through his body. But yet the physical aspects of such a thing happening actually do impinge on him. And the doctors are mystified. Then you do have an LTA body death in restimulation on this person. And he must, I am saying, the physical result of this kind of thing cannot, it's not something you can "key out", it just is getting worse and worse and worse and worse and nothing can handle it. You can't key it out,medically handle it, or anything. Then, when you handle it in a session, after you've handled the interference, his own LTA Auditing and other people's rudiments and so on and when you get to this body death you must handle IT. You must handle <u>that one</u>. Do not handle another one. Handle <u>that one</u>.The one where that bullet went through him. Or the one where he felt like he got hit by an automobile, where was that one? And date/locate that one and handle that. That will get the relief. Not just handling any LTA body death.

Now the other thing that was, say a bit not understood by some internes and many Solo Auditors is: "Why is a creation different from a plug?" They didn't quite understand that you couldn't run a plug with a creation CS and you could not run a creation with a plug CS. And this comes again from not much study and not much understanding from the theory. Because a plug is totally <u>other/determined</u> and it is <u>implanted</u> to be what it is and therefore is very willing to go free as soon as you run through the incident and it goes free as soon as you run through and get the holders off. We know that because that's the way Excalibur works. Now a creation is totally different from that because those MOCOs are all <u>self/determined</u> and are there <u>to help</u>. Creations were all created to help the big thetan who created them. Therefore the creation cannot be run on the same process as a plug. It has to be run on the basis of exact duplication and also finding the administrative why , of why it is there, why it was created, debrief, acknowledge, etc etc, thanking them all for doing it. It's a <u>help flow</u> they were doing that creation on. So it is not the same as a plug.The creation was put there to help the big thetan and the MOCOs in it are part of him which are "helping him" to do what he is doing.

Now, he might have forgotten about it, may have invalidated it, may have ARCbroken it and all that, but basic underneath all that was the postulate to help. And that is why you have

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to get the Amdin Why off or they will still hang around and want to make it again. They want to keep helping, you see? - Ok. Now a plug is totally different. It's other/determined and it's made by implanting. And it's later on the track than the MOCO was created anyway. OK. But basically it's other/determined. That's why it blows outward, outside of the persons universe. And anything he has created, it usually blows inward through himself and through his body or the session space he is in. And so: self/determined charge like that when it is released on a creation,on OT 12&13,or on 9,10,11, blows inward,and the other/determined charge coming from others and from implanting and so on blows outward. Because that is stuff that they just wanted to get away from and they are thanking you but they don't want to come back to you because they were not originally with you.The MOCOs of your own creation were originally with you if you created them. And also any Games Participants, MOCOs or beings who were in Games with you, they have to come back to full affinity and closeness in time and space before they can leave. Or, if they are MOCOs of yours, they join back into theta. OK.

Now, I got those two sort of straightened out with you I hope. And that was the priority of handlings in LTA, what LTA body deaths really are, and how they apprear in present time. And why a creation is different from a Plug.

So now we start into the Upper Level Review handlings. And first I'll give you a little bit of theory here. First thing is that what we are handling above 16 is a being who has the potential of total logic, 100 %, or total illogic, 100%. A thetans quality, if you want to say "closest quality to a thetan", if you take away all the creations he's made, matter energy space, time, location, etc etc, what is the closest quality that you can descirbe him with? Well that's Logic.

Now, how do we improve the logic? The answer to ... that question answered will also improve the thetans quality. So since the whole bridge was to improve Quality of Life and Theta and so on, we are now in the process, after 16, to improve the Logic of the thetan,and that will improve him.

CMC

Now the Games Master course starts this off by getting him to logically confront and see how the Ring Games were put together and what all is involved in it and some of the things that were created to make the Game possible and so on. Now this is quite interesting and so on, but those

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levels, the Games Master Course, the Games Series Course, the Games Basic Course, and the Source Levels, (there are 4 of those), and the VAST Level, which I call the Viable Application of Source Training Level - those above 16 Levels are in a sequence which actually improves Logic and brings about a better operation and a new or improved ideal scenes, better operation on the dynamics, much more better handling and improvement of the body Org and of MEST around the person. Some of these things become quite miraculous but they are simply and easily obtainable on these levels above 16, because we are improving the persons ability to operate.

Now, that is similar to the lower bridge in that the person goes right on through that and everything will come out ok. And he will be able to operate and improve to whatever state of OT he wants. Now what we get coming in against this is counter-operation or anti-operations, intentions or counter-intentions to these operation states or to his own Logic. And these are things such as postulate thetans. These are thetans who were made to be postulates. They were implanted or audited, convinced, encouraged, made to believe etc. that they are nothing but a postulate.

Source in Pawn, that's another one, which was a normal thetan, taken to a "nice place" and processed - like Coltus - processed or audited in LTA to become just like another Player, and he is then used as a sort of a "Body in Pawn" for that Source. He is sort of a Source,, but they have given him a body in the implant station and now they use him. Whatever they do to him is supposed to affect "his" Player.

Now, there is also the Hidden Body Incident, which is on the persons own body that he is wearing in present time. And that's merely from other big Thetans who were around the body when he wasn't there. And they have given intentions and instructions and cross orders and illogical things to the body.And the body has a whole bunch of out rudiments with these guys and they have also crossed up the operation of the body so that when the thetan came back into it he couldn't figure it out and he just forgot about it or left it alone.
It isn't on his own track, you see? It's with his body - but he was asleep, he was unconscious, he was drunk, he was exterior, he was whatever, he wasn't there, he wasn't aware of it. So other big Thetans gave the body some bad data and he can't work with it and the body doesn't get better and so on. So that is a Hidden Body Incident.

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Old CO Solutions

Then there is the OLD Commanding Officer's solutions for the body. The Body Org, the Lambda part of the Body Org - this is usually a team of Lambda Thetans who are trained or created to help run bodies. Again they were created <u>to help run bodies</u>. Now they could have had many COs in their track and these COs could have had other solutions for them to do. Like for instance concentrate on swimming all the time or concentrate on 2D all the time. I mean these old solutions could have been very strange and different than what the current Commanding Officer wants for his Body Org, and sometimes they come into conflict. Those can be handled too. But again, this was from the <u>old</u> CO. You see, it's <u>all Players</u>. Players that influence the guy above 16. The Source of these counter-operation postulates or counter-intentions to his operation are all from big Thetans. And no more - they might come through <u>via</u> the Body MOCOs - but behind it all you will find another Player, or a former Player, or some Player that got implanted or something. So we are no more in the person's "own" case area so much, although he could have operated poorly because of this. But the result of it after doing the review will be that he gets off these lines and connections between him and the body and the other big Thetans and Players in the Games.

Now they couldn't, they don't have to be just in present time, although they are still there affecting him in present time, you know what I mean? Those beings are still there, they are infinite. But the time when the intention or the postulate or the whatever went in and affected the guy could have been earlier. He could have "bought the postulate" himself or the being could have been implanted earlier himself to be a postulate and is still being it. So we do have to still deal with Games tracks here. But it's usually the Games track of the counter-intending being.OK?

- PT Black Notes Black 8

So there is also of course the present time Black NOTs (and Black 8) which can give <u>wrong items</u> and <u>wrong conditions</u> to the Body Org because there is no more Case there to give it to. This was one thing that was found out: that when Black NOTs is done on a person over 16 - over OT 16, not just 16 years old - but when it's done on a person above OT 16, the Black NOTs does not impinge on the person's case because he doesn't have one. So there are no BTs and Clusters there for it to hit. Now what it does, though, it impinges on the body, the Body Org Lambda and Phi Thetans. So from Black Nots Auditing a person could get wrong items and wrong conditions given him and other data given him from his old case folder or whatever that the body believes is something he wants done. Or at least it's intended that way by another big thetan. Ot acts sort of like a hidden body incident. So, that may be the source of it. And we found also that the

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Black NOTs boys are doing it in groups now, they are doing like 3 different Auditors will have the job to handle this particular person at a certain time. And they will all be directing these wrong items and wrong conditions and earlier incidents out of the folder toward the guy. But they're handled just as in the earlier implant handling of the Black NOTs'ers and probably you find they're all stuck in LTA - where they were working for an implanter in those days. After 1980 the Church was being run by Xenu so they were all working for implanters. OK.

Now, let's see, all of these things, the Black NOTs', the old CO solutions for the Body Org, the hidden Body Org incidents with other beings giving commands to the body when the CO isn't around, the Source in Pawn trying to relay instructions from the implanters to the person through this copy of himself as a source, postulate thetans, they are always giving the postulate so that he has to effort to counter-postulate against it. You see, if a person has to "effort" all his postulates, that means there is something coming against him - so all these repetitive things of trying to get better, get well techniques, and all that, just means that when a person has to do more than one time a postulate, that means he's got counter-intention on that postulate. If you just run out the counter-intention then he only needs to make the postulate once. The counter-intnetion would be a continuing counter-intention, you see. A thetan doesn't normally sit there postulating throughout time, he just makes it once and that's it. A postulate thetan however was made into being a postulate all the time so that he is therefore more effective in stopping the OT's postulate - because he is doing it all the time and the OT only does it once.So if he runs these guys out he only has to do it once, you see. Very simple. OK.

Now there was an issue sent to the Super Static C/Ses on "Roller Coaster OTs" and this is very useful in handling some Review situations even above OT 16. It is also used below 16 and that was the - again,who is the bad guy in this one, the bad Auditor from LTA. That was the "LTA Future Auditing". We found out that some people didn't quite handle all the LTA future, future Auditing. That's Auditing from the year 2000 on forward in LTA. Sometimes they did not handle it on the OT 16 Rd where they just scan out the Auditing track. They only scanned out the TTA one and never got all the LTA even though they knew about some of it. Because some of the LTA future Auditing was also directed at sort of theta conditions which could be outside of the games so it probably wasn't even considered to be in the Ring Games. But it does come up somewhere. Usually above OT 16 if it's there. And this could be "future

Auditing from LTA" even "other practices from LTA" which were similar in trying to make a person "join the one and only" or "become holier than thou" or whatever.These things can affect a guy above 16, and make him rollercoaster. They can have given him wrong items, that's the main thing, and overruns, or unflat processes, or wrong conditions. Now the wrong item is probably the worst because he will get stuck with that wrong item and he can't shake it loose until he finds out what was the right item. And if he doesn't know that the wrong item came in session in LTA future, well he is not likely to get rid of it. So, you'll have to straighten these things out. Whenever you get a wrong item indicated, always find out what the right item was. OK.?

And there may not have been a right item, but that will also be the right item "that there was none". But whenever you indicate a wrong item -that will give relief by itself, but then wait for that to FN and then give: "What was the Listing question" and "what was the correct item then?" OK? And that allows the guy to put back in his own Logic, you see. All of this has gone against his Logic and now we allow him to put in his own stable datum, his own Logic, his own particular policy, his own purposes, his own operating basis.OK.

Now the "Rollercoaster OTs". Again that is an interesting issue because you can dig around in there and find in there anything which has to do with LTA future Auditing, and Black NOTs in PT, Hidden Body Incidents, old solutions from COs of the past for the Body Org that the guy is now using. I mean these things are part of the complexity of playing in the game. The guy is not trained enough or not aware enough yet to understand how they operate. So if he still chooses to use a body in the game then he is susceptible to these things and if he is still involved in the game here he is susceptible to these things. So, the thing we are trying to do here is get back his ability to differentiate and his ability to use Logic.

Now, let's look at the postulate thetans for instance. The intention of a postulate thetan is probably not his own intention, because we know we can free them. But the intention of the implanter who gave him the postulate or made him into it, or the intention of the person who made him into a postulate was to confuse or disrupt the logic processes of the other being that this postulate thetan is supposed to affect. Or in some cases the other group. It can be a postulate thetan covering several or many people.

The same intention applies to the makers of "Source in Pawn". It's obvious that was done to mess up the Logic of an

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individual. Now these processes we use to handle the postulate thetans are based on Logic, and also based on the fact that they were processed into this condition and that when they got into this condition of "being an illogical postulate",that they were then committing overts and withholds as a thetan, in other words, against the quality of Theta. And against their own freedom and so on. So the processes— usually when we identify these postulate thetans normally - if they are responsive - then the thing to run on them is the Power 1 process,you know: "What overt have you commited"- and we also include the exact postulate, you see - "by being that postulate" or "while being that postulate" - you see. So "What overt have you comitted as an I don't know postulate?" or something. So,"What problem are you trying to solve?" and "What have you withheld being an I don't know postulate?".Or "as an I don't know postulate?. And you run that until the EP on that. And then we run the Value/Importance process because - to make a guy into a postulate you have to realize the guy had a value to it and considered it more important to be a postulate than to be a Player. So somehow they had to get him to reach into that state and not withdraw from it. So we run V/I Reach and Withdraw on that postulate. We run "What is the value of reaching for that postulate?" "What is the value of withdrawing from that postulate?" What is the importance of reaching for that postulate?" and "What is the value of withdrawing from that postulate?" And after that we run the actual PR 3 so that he gets off the auditing conditions under which he was made into that particular postulate, or made to start getting into the state where he had to reach it. In other words we are getting now into the processing that was done or the implant that was done.

Now, on an unresponsive postulate Thetan you can just run Power 6.That is also possible because it is that this postulate for him is an existing condition. And he will reviv through the incident which made him into it. OK?

Let's see: The Source in Pawn was done in an implant station. So you can run it as a PR 3 auditing type implant, as sort of a continuous process to "be this guy", or PR 2 (Power Process 2) "What condition have you encountered in the Source in Pawn Implant?" and that usually gets them through it real fast. That's after you Date/Locate it. That's all covered on the issue how to handle those guys.

Now that's to get the Source in Pawn loose, you know? And the situation where he was or where he is still. But after he blows loose you probably will find all the intentions and counter-intentions to you behind it and so on. You must have been kind of important if they made a copy of you to try to

monitor you with. But anyway, that's part of the game. OK.

Now, we also find out that, of course, in LTA when Xenu thought he was going to win and had all this Tech under his control there was the attempt by him - when he saw that some others just wouldn't come into the Church, wouldn't go up the "Black Scientology" bridge, he did try to create some interesting variations of postulate thetans and so on.To try and trap these others and trying to not let them go out of the game where they could influence him or could bring the truth back into the Game. And this is why he made a lot of postulate thetans and he made these postulate thetans from players who were either so badly off or so caught into these or earlier games or so messed about or so fooled that they were glad of a little help and he gave them a "little help" to get them into sort of LTA PT and then he made them into a postulate "that's the way they could help in the game cycle and become a better thetan or a better Player .." or something. That was a trap and to trick. And mostly, postulate thetans were perhaps players, shall we say, who really had a bad game record - they "got lost" or so or "stuck" in the game somewhere or they "needed some new purpose" and they "couldn't figure out" one for the games themselves and they were "so confused" and so on. So you might find some of these come from very far back, even beyond the boundaries of the Ring Games, way far back into other experimental Games that thetans have played. And these thetans got stuck there. And finally Xenu found a few of them - they were still floating along - on the time track or more accurately Games Track, you know, and he found some, fixed them up a little bit, and then made them into postulates. So some of them don't have any reality on the Ring Games at all. They are just being a postulate. So don't be surprised at anything you'll find.

OK, that's the end of Side One. And now on Side 2 we'll go a little bit further into this theory of the Upper Level Review cycles.

OK. This is Side 2, Upper level Review, Tech Briefing No 14, for SS C/Ses and Upper Level Review Auditing.

To continue with the theory of why and how these review situations come about, we must look at what the Dynamics are. As we know they come up from : 9 - Aesthetics; 10 - Ethics; 11 - Tech; 12 - Admin - and then above that is the Dynamic of Games, at 13. Now Games is the actual point where - shall we say - the "Illogic" begins. Because outside of Games there should be just Logic, because anything IN a Game - to some degree - is illogical. And it is not pure Theta, it is not Axiom 1&2 - sorry - it is not Axiom 1, it is Axiom 2 coming in to make some creations there. And right away those things are, to some degree, illogical. So a Game provides the differentiation point between what is logical and what isn't.
Now, Games of course are all abberative - but some can be fun - as LRH says. And what we want to do as logical beings is try to produce a Game that is fun, and that we can apply our Logic to and enjoy it. Now that is the basic behind it, and that would be sort of a "viable game". So, that would be one that people didn't get stuck in but they enjoyed and had an optimum Havingness - Exteriorization Balance all the way through. So that is the purpose overall : to try and make a viable Series of Games that will be fun, have wins for everybody and acceptance by others.

Now this is all covered on the Upper Levels so I won't go into too great of a detail on it - except to give you - here we are trying to give you some of the oppositions to this - things that can come in as a Review cycle on it.

So, let's look at some of the possible Dynamics above Games and how they would fit into this and how they would try to be blocked from entry or from people arriving at them by the implanters or the people who wanted to stick thetans into Games forever - for their own purposes and control.

Above Games we could look at "Source Operations" as being the next Dynamic,(Number 14), and there we would find people choosing - from an "outside the Game Viewpoint" - choosing their "Source Mission" to do. Or evaluating the Source Mission they want to do from an overall viewpoint of Games. They can see what is necessary and what would be fun for them to do to try and help the other thetans out or to improve the Game Quality. Above that would be a "Dynamic 15" idea of "Logic" which would be used of course to make this determination of what a person would like to do to improve the Game Cycle and to help. Now Logic also includes the Data Series and Evaluations. And it also - of course - comes into

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the Administrative Dynamic inside of a Game, but I am talking about it now as used outside of a Game - from the viewpoint of pure application of Logic. So we can look at the need to APPLY it as being a little bit higher than the Logic itself, and so 16 would be an "Application" idea, and this is the Application of Logic itself. The potential of Logic and the potential of Illogic -which are both present in Games - the Logic is present as the Viewpoint which you are bringing up the Bridge - and the Illogic is present as all the things which he has to handle to get into an optimum state.
Well, this "Application" situation is what I am talking about as "earlier game experiences" or "earlier game experiments". The Application Idea is to apply the Logic of a Source or Thetan or whatever - or Theta - and make something that will be "viable".
So "viable" means of course that it is "able to live" and in this instance it would be something that is able to be logically handled - and therefore can remain fun, can give wins and can get acceptances. So, above - sort of a 15 idea, Dynamic 15 of Logic - we would have Dynamic 16 of Application. And a Dynamic 17 "Viability".
Now the "Viability" is - of course - the Senior Idea. But it is still a Viability of Application of "Total Logic Potential" plus "Total Illogic Potential" - so it's higher than Logic, it's higher than Illogic - it's just: What is the Balance of these two for Viability and Optimumization of the Game?

And you say:"Well, why have to have Games at all?" - Well, then you have to look at 18. And Dynamic 18 would be a "Totality" area, which would be the "Awareness of Infinity" and "Infinity of Awareness". Now - if you look at those, they are not the same thing. The "Awareness of Infinity" is - sort of - "Aha - I can see all the possibilities and the possible applications of Logic and Illogic. And I can be aware of them as they are or as they could be." - Now that would be a nice viewpoint to evaluate a Game from and to do a Source Operation from. - But - the other side of it - "Infinity of Awareness" - now that is taking a viewpoint of what I call "OMNI" - OMNI - meaning "all over" or "overall". So, "OMNI-Viewpoint" would give an infinity of awareness - meaning that not only are you aware of what the infinity of possibilities are, but you are also aware of what all of those - say - creations and other beings and other Players and so on are aware of.
And this is a "Full-Responsibility-Attitude" and it is the one of an ultimate OT-Operation State. This is the one which everybody keeps talking about, which they can't quite get to. And the main reason is - it requires a full responsibility -.It therefore requires a pretty full

Knowledge of what has been going on, and what is going on, and what could go on in a Game or in Games themselves. And it takes full responsibility - sort of a full ability to control things - and a complete evaluation of the situation. So I don't think anybody is going to arrive there unless there is a - shall we say - a pre-determined evaluation and a pre-arrived-at conclusion already existing. And this is probably how OTs who DO operate - on and off - have operated. They have run into a situation where it is ALREADY evaluated, it is already determined what the handling must be, and then they DO the operation, the OT-Operation, and then they instantly don't understand how they did it. How did they do it? Well - they have to find out : What was the evaluation that preceeded it? and: What was the awareness-level that preceeded that. Instantaneously perhaps - but very quickly - there was a full evaluation, a full assumption of total control and responsibility to do the handling. Most of these incidents of "OT-Operation" where somebody did lift a body or moved some MEST without anybody's agreement and just did something totally miraculous - if you examine these with Auditing you'll find: a quick evaluation has been done right beforehand, which was:"Wow, if I don't move my body out of the way - I won't be able to do my Source Mission" - you know - and that was so important that the guy - the evaluation was obviously necessary, the handling was obviously necessary and in that split-instant he did it.
And he may have done something quite miraculous - stopped Time or Motion or other people's activity or action and handled, controlled a whole area of MEST, or a more local area of MEST and did something quite miraculous that people could not believe - and then when it was all handled released that control and everything went back to "existing-scene - normal operation in the Game". And everybody was staring around going:"Did I see that - or didn't I see that? - Wow, I wonder what happened." Even the guy will wonder what happened - you see - "I did that - but I don't know how I did that,haha".
So, this is the Level where you can find out how you did that. And I will tell you that you better - sometime along here - study the Data Series, because it is necessary to know what evaluations have already been done and what handlings are already in progress. Because you just won't be able to do any OT-Operations that go against those. Because those OT-Operations are already IN place, and they have been evaluated properly and therefore yours would have to take into account those evaluations. So, it is good to find those things out, and that's why I encourage those of you who want to,to continue on up the Bridge and up to the full "Source Levels" and the "Viable Application of Source Training Level", which involves all of these things - and

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you will get a full reality on it at those Levels.
So this "Awareness of Infinity" is - to make a small example, say: You can be aware of a dog. Allright? There is a dog, and he is brown and he is barking - or something. But - the other side of that - you see - is the infinity of awarness, which would be : All the dog's awarness that YOU are aware of as well. So you are not only aware that there is a dog there - but you are "having" that dog's awareness, and you are able to see or be aware of that dog's awareness toward you. And all of his MOCOs toward you, and toward other things as well. So we are talking about a - rather than just an awareness of something - but an "infinity of awareness", which involves all the "something's" awarenesses too.
And that is how you are able to - on a gradient - contact MEST MOCOs and solid objects and have them respond to you - you'll be able to audit them and so on. You are actually getting the viewpoint of how their awareness is, establishing the comm line - both from your side and their side - and THEN they are able to communicate. Because before that they were only being an "awareness", not an "awareness of awareness". And you have given tham that extra little boost by being AWARE, aware of them, and having the awareness of their awareness, so that they can now communicate to you.
And this is a simple as looking at it - let's say an electronic eye, sitting across a door, you know, the little light, that when you interrupt the light it opens - it does something, it rings a bell or something like that. And there is this little electronic eye, the light on one side and the receiver on the other side.And that beam is sitting there and it is supposed to respond when you walk through the beam. Now it's being aware of you when you walk through the beam - that's true. But it's not sitting there saying:"Ah, here comes somebody - he is walking slowly toward me, I will get ready to break the beam and ring the bell when he hits... ahh, there he is, now, buuummm, do it!" - No, he is not doing that, you see? He is only going:"Beam broken, ring the bell" - you see" Or just :"Beam broken" - and then the next MOCO goes "klick" - and the next one goes "klick" - and the next MOCO goes "ring" - you know - it's an automaticity. So, that is "awareness". And "awareness of awareness" would be the other thing... being aware of the various approaching events and the evaluation of what is going to happen and what has happened and so on. OK?

So, what is this "viability" thing that seems to be the thing that everyone is searching for? At least when you get to these levels you find out that is what the Games Pattern has been after. Now - let's look at some of the Games that have existed and we find out that if you took it as a - sort

of - Awareness of the Potential of all Games, or the Potential of all Logic and all Illogic -there is an infinite possibility.And that now - just because you are in a Game, that doesn't mean that all those infinite possibilities have been played. You could be somewhere in the middle of this "infinity" right now. But at any point there, there is this OMNI Viewpoint of being aware of the Infinity of Awareness - so that is all the Awarenesses combined together at that point in the Game.

Now when you examine those - and you examine the history of these experiments, you'll find that some of them went much too far into the illogical area. In other words, the Thetan - or the "Logic Part" of the being created himself - or created so many MOCOs and so many illogical parts of himself, that he fell below the point of being able to get out of that or as-is all those things himself. Now perhaps if he was only operating by himself he might have come out of it. But the complexity was caused by "there are other Viewpoints" - if you notice in the Factors - it says "But there are other Viewpoints". And these points also extend points to view and so on. So, the complexity of all this together is what we are trying to resolve and make more viable. Not just the personal one - that can be done by just doing the Bridge - and the guy sees how far he can "create MOCOs" and how far it will go before he gets illogical enough that he can't uncreate them.
But with a group, or with a "but there are other Viewpoints" existing as well, then it gets to a very complicated stage, and the Games have to be regulated in some manner. Now, these are what we call the "Absolutes" which regulate the Games, which are things like "the Rights of a Thetan", the idea of "Dynamics", (but not the Dynamics themselves), which are just a way of bringing order to the Games. And the idea of "Improvement of Quality", the idea of "up a Bridge" rather than "down the spiral" - those kinds of things. And those vectors, differentiations - are kept at a logical - shall we say, "safe point" above Games - so that they can be used to regulate these things. And that is what a person evaluates when he works out his own Source Mission.

Now that is a Level of Source Operation (Dynamic 14). Now, he only has to have an awareness of these things to "operate" a Source Mission. But to operate an OMNI Mission or do an OMNI Mission -- he has to have this Infinity of Awarenesses, or it had to be evaluated from that point - even if he is operating in it at a lower point in the Games - as a Viewpoint or something. The original evaluation of that OMNI Mission had to be done from an Awareness of infinity and an infinity of Awareness - to be correct. (Dynamic 18)

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And it was correct. The one we are doing is to handle this psychotic area in the Games, where things are so solid and so mixed up. This experiment that is going on now in Games with the Archives - the Ring Archives Series - and the Games Series that goes with that and all the way back to the CVP creations and so on - that I call "Loop 3", meaning that it was a descent into Games or into Illogic and it proceeded on its course and went down into a "Gameless State" and then it started coming back up with improvement and finally is now moving toward the end of the cycle - with the Bridge - and it is a a complete - sort of - "hanging Loop", as a cable "loops" or hangs on a bridge -holding up a supsenison bridge between two towers. If we look at the top of the towers being the beginning of the Games-Level, and above that Source Level, then the descent along the cable would be going down into more and more illogical states and then the ascent or the rising up of the cable to the other tower would be the improvement <u>toward more logical states</u>.
Now this is what I call "Loop 3".There were at least two others before that which involved a great amount of Players. There may have been other things(Games)before that which involved individuals and private and personal and other arrangements of Players, but these with many many many many Players in them (10×10 to the 40 or more) - there are three major Loops to these.
And the first one went steeply down into illogic and steeply back out, but left some of the Players still caught in there. And they weren't ever actually rehabilitated. They just floated along on the Games Track.The second went down, went down also, but not as steep below the point of - shall we say - "no return", and it left some people in there, and lasted a longer time, and then came back out. And the third one is the one we are familiar with - CVP Creations for a while, then Gamelessness, and then the Games Series.

Now, this third Loop is the one where we have a lot of counter-intention toward the end here. We find that the implanters want to keep people into the Games, and they are "Anti-Games-People" or something, I don't know. They intend to keep the Thetans IN the State of Illogic, so they had to be pretty illogical themselves - you see? So they themselves could have been some of the perpetrators of the very illogical Games, or some of the ones who were caught in them. Because, you notice, that the Implanters require much more organisation to keep you in, than you do to get out. You only require a good Auditor, good C/S and a lot of study - and you can get out. That's only 2, 3 people. They require whole organisations, whole masses of implanted thetans and so on to keep people in. So, you can see how their effectiveness is very poor and it requires much more effort on their part to keep people abberated than it does to

release the abberation.

Now - when you have this viewpoint of things you also then realize that some of the thetans that were stuck in the earlier Loops could have been partially rehabilitated if they were known about - because we can do it now. And they were maybe perhaps used in the LTA Future, by Xenu and his implanters. When somebody may in a session for instance have run into these guys and they thought "O boy, here is a new resource, you know, we take some of these guys from earlier Loops - failed Game experiments". (Game cycle experiments, I should say, they are not just one Game). But, they would take these guys with no - absolutely no reality with the Ring Games themselves and make them into Postulates - you see? Sort of rehabilitate them up to the stage of "wanting to be a Player again", and then make them into Postulate Thetans or make them into somebody who would "project a Body Image" to a person and sort of mess him up with somatics and so on - like that - by duplicating a mock up of his body - sort of a little "Body in Pawn trick". But these guys were so - shall we say - primitive, that they had no idea of what was the Game in present time, and what were the Rings or anything. And so they just automatically did this thing. And they are - they are quite uneducated in terms of Games, and when you run them sometimes they are unresponsive or they are operating in little groups or something. And you find them on a "Postulate Thetan Chain" - one of them won't go until the other one is free. Or, you try to run one postulate out and then interferrence comes in from another.

And so we found the best way to handle that is: Just go straight to PR 6 and include whatever comes in into the Auditing, with clearing the commands for it and then just carry on with the PR 6. And they will eventually all reviv and come out of their situation.
Now we find that some of these guys were also given something else - to make sure that they didn't escape from their little improvement they did get - which was they got rescued from whatever deep part of illogic they were put into in some of the earlier Loops. That's why I call them "Loop Thetans" - you see, they have no - No reality on what's going on in present time. They just want to suck out a little experience and a little pleasure and sensation out of the Players in the Games now. It makes them think they are in something - they don't even know what it is. They are just being Postulates or being commanded to give somatics or whatever.Or "make it hurt" - you know - or whatever. So,some of these guys, when you find them, they will have to reviv on PR 6, because they were given something else, a neat little Implant to make them stay in these conditions. And that implant was - we call it the "Big Source Implant". They

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were given some kind of electronic prelude implant where they felt like they were dead - or dying. Probably "Lasering" up all their case mass with electronic waves and so on- to where they felt totally confused. And then they were "woken up" and told they were just "brought to life by the Big Thetan" and if they did not want to die again they would do the job the "Big Thetan" wanted them to do. And he would give them a job. And of course, the "Big Thetan" job they had was always to do something against the other Players in the Game. It was always some counter-postulate or some postulate that they now believed was "true" because they thought they were created. In other words, <u>they had become MOCOs.</u> They throught they were now MOCOs. And so they <u>had to do what the "Big Source" said or they would die again</u>. And the fact is, that if they - if you start processing them on the normal Postulate Thetan handlings, they will run into these somatics themselves. They will feel that they are going to "die" or something like that. When you see that, you know that they are stuck in this "Big Source Implant" and that they need the Power 6 to reviv on.

Now, sometimes of course, the Pre-OT running on this will experience the somatics on his own body - of course - because these guys are sort of pressing in on it and are connected to it. Or even inside of it. But they don't even know that they are in the Game - sort of. They have to be blown through into present time. And they are working totally with the implanters. So don't worry about it - just run them out - and you'll find out all the stuff that they've been through.
Now these Implants were normally done to them in the LTA Future. That's when they must have been discovered and been utilized as a resource. They were not freed. They were just helped out a little bit from the condition they were in and then made into a "Postulate" or into a Body - "Anti Body Mock up Duplicator". You know, they mocked up a copy of the Body the guy has so they could push somatics through the mocked up hand and it will impinge on the hand. Now there has been some interesting development in this, and some of these are quite amazing and you can read about them in the course, which goes along with this tape. There is a course pack and some folder data that goes along with this Tape, and you can find out all about it from that.

So, this can be not so much on one case - and on another case - or shall we say another OT - it can be a lot. We have found that it varies. Now this is a matter for the C/S to handle, and these kinds of things, like Postulate Thetans and Groups of Postulate Thetans, or connected-together Postulate Thetans of the unrespsonsive type, or of this implanted type - because some of the Postulate Thetans,

usually the single ones, they were not made with this kind of implant, they were usually convinced to do it logically - but these guys had to be implanted. And weren't even logical enough to be convinced. And they were from earlier Loops or something.OK?

Some of them may have been just very failed Game Players from LTA, but the point is - it does not matter where they came from. They are - or originally were - Viewpoints, Logical Viewpoints, Players, and they want to play a good Game and make it a viable Game. So they will reviv, and they will come to present time and they will be ok after that.

OK, so we should say that a Solo Auditor probably will not be able to handle these when they come in this form, when they come in a connected together group.It will probably take a Review Auditor to take it all the way through because apparently it's very hard to confront by Solo Auditors - if they are not very well trained. This is up to the C/S determination, but I - in my experience I found that this is the dividing line, whether the person is trained or not. Because you are now looking at big Thetans opposing the Big Thetan who is the OT - so you are looking at more or less equivalent horse power but one side has an implant on it and the other one doesn't - so, the Solo Auditor <u>should</u> be able to do it, shouldn't he? But sometimes there are so many of them that he gets overwhelmed and the Auditor -- Review Auditor - has to do it with him. And you get the old formula again "Auditor plus PC greater than PC's - Postulate Thetans".

Now these things are against the Logic, remember, they are against the Logic. What are we doing to encounter these, how come they just showed up and so on. Well, the reason they just showed up recently, in the last year, is because we are into the Levels of Logic, and we are getting completely out of all the agreements - the illogical agreements - that are made in the Games.So they are operating as a barrier. In fact the first ones that were found were not even in a Review session. I think I found one of the first ones, and I was just looking at several - at some of the Source Level data - and I found an area that I couldn't reason in, that I couldn't do a logical analysis in. And I went "Huh, hey I can't analyze that, there is sort of a barrier there". So, being a bit - shall we say dubious about that fact, because once you've done the Data Series you think you should be able to reason in any area or logically look at the outpoints or so - the outpoint I saw was "omitted data" here: "I dont know what's happening". Something is keeping it from me. So I used Auditing on it. I identified it as a certain "consideration", sort of an - it wasn't an "I don't

know" but "this is not to be found out" or something like that - "not to be found out" on some area - you know, it had a mystery on it. Anyway, I took the wording and I ran it as a being, who was being that wording. And that is how the first Postulate Thetan was found out. It freed up and then I was able to think again, and reason and do logical application in that area.
And I found a few more sitting there right as a barrier between the Dynamic of Games and the Dynamic of Source Operations. So obviously theu were put there, and by the Auditing session result I found out they were obviously put there to prevent Thetans from reasoning or logically getting out of the Games. That was all they were there for. And then I wrote it up as an Issue and then a couple of more showed up on other people every now and then. And then some people started coming up with these - shall we say - "more than one" Groups of them. And these are the ones that we found were definitely "created" and given jobs to stop individuals and groups in LTA from getting out of the Games.
So this is a harmonic, almost, on the logic level of a little bit of Excalibur here, which we are talking about. But it's not the same processes as Excalibur, and it's not the same type of beings, these are all big Thetans. Now I might say that also some people might have created their own postulate MOCOs or made other thetans into postulates. So they could run that out too, the overt side of it. As a sort of a OT 9-11 on it. But - and also I 've looked at all the other harmonics on this, and there could be an Application of Logic or Illogic that the person made and he didn't like, which could be - or it was not viable - and that could be the "similar" on a higher harmonic to a creation. It could be like a creation but it has something to do with Logic and Illogic rather than ability. So, there are these and I have these all written up and they are ready there on the Viable Application of Source Training Level to handle normally.
If they are needed as Review Processes then you should just take this Course and go up the whole Levels yourself and you'll be knowing then when to use them and when not to use them. But they are part of the normal movement into the Source Level and the Viable Application Level. OK?

The definition of "unresponsive" in ULR is not the same as in SS C/S Course. In ULR unresponsive means that you can't complete the process on the thetan you are running or intereference shows up or a group stuck together appear. In other words - it tries to force the auditor to Q&A. It means "Big Source Implant" - run PRPR 6.
I must say this. Whenever you run out one of these "Source in Pawns" or Black Nots or Postulate Thetans, any of these things where a big Thetan has been impinging into the area of the Body, you must at the end of the Blow/Can't Blow - or

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after the Blow/Can't Blow - you must also look for any effect this has had on the Body Org - impingement of these items, or wrong items, or postulates, or whatever onto the Body Org -and find out if it picked up any false Policy, false Datums, false operating rules or anything like that and run them out and put in the right ones again - or get it to see the right ones again. OK?

So the effect on the Body from these can be quite large, and it runs off on a gradient. Some people may think it's totally "Wow, feels like I have a whole case there again" - but it's not. It's just that these other beings had wrong items impinged onto the Body, the Body got hung up in them and so on. And they come off, one by one, bumm bumm bumm bumm - and finally everything is fine.
There is one other process that I have - it's in the normal levels, up to Source and so on and in the Viable Application Level on handling improving the Body Org, but it becomes almost a little Review trip - sort of the way you used the Pre Static Prior Assessment (or Pre Static Life Repair) sometimes down the Bridge. Well, you can use this Process for the Body Org sometimes at lower level. And that is the Process - it's called V/I CDU on the Body Org's Creators. And that's "The value/importance of being connected to your creator" for each of the Body MOCOs. Now, what we are doing here .... and then you do disconnected, and unconnected. So it's: "What's the value of being connected to your Creator?" "What's the importance of being connected to your Creator?". Run that until it's flat. And then "What's the value of being disconnected from your Creator?" and "What's the importance of being disconnected from your Creator?" and so on, and then the "unconnected with" on the same process. And Blow/Can't Blow afterwards and "Rights of a Thetan" including the possibility of the MOCOs to help - remain and help.Now those - that process is very good in relieving the ability of other Sources to influence the Body, because each of the Body MOCOs is connected somehow back to his old original Source, and he might as well just neutralize that connection until the guy goes up the Bridge. Or until he wants to go free. So that process is very good. And recently I found there is another companion process to that, which does the other half of the job, which is of course V/I CDU on <u>Creator's Cases</u>. Because the first process only gets rid of their compulsions to remain - say -connected to a pipeline into their creators, but this one - their creators aren't even confronting their cases, their own cases. So this one removes the compulsion to be connected into the creator's cases as well. And of course they themselves are probably <u>part of their creators cases</u> - so this is even more effective in breaking the line, and putting it into a sort of a holding position, a reserve position until their

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creator goes up the Bridge. And that way you don't get any of the effect.Just because Joe in Asia is having appendicitis - it does not mean that the MOCO in the appendix here that belongs to Joe has to start hurting. You see?- Ok.
So running V/I CDU on Creators and then on Creator's Cases and the Blow/Can't Blow afterwards is very very useful in handling sort of chronic body things that keep bothering the person,and so on. But again this can only be run - since it's done on the Body MOCOs - it can only be run after the CO Cycle and other influences are off - such as Postulate Thetans and so on. You have to find a time when the person is not being influenced from other big thetans and then you can run this - and experience a great deal of relief. Because it's run directly on the MOCOs, you see, taking responsibility for their connections to the creators, not running it on the creators to the MOCOs. This is run on the MOCOs to the Creators, you see? You're getting them up the Bridge to be responsible. And that's part of bringing the Body up the Bridge as a Third Dynamic. I might mention that the Body Org itself is a very large and complex organisation and anyone that cannot confront handling that needs a good hatting on the Third Dynamic, because they are also responsible - if they are going to keep a body - to bring it up the Bridge. And it does come up the Bridge, but after a certain point - say -the OT 14 CO Cycle Rundown - you now have gotten these MOCOs into present time. Now you have to handle them quite a lot administratively - not as much technically, because, I mean, they are all in present time. You have to bring them up administratively, and this is where it becomes necessary to know Policy and what Policies and regulations and so on should be there in a Body. Not to counter-intend them and so on. This is covered also on the various Levels and if it is not so obvious now it will be when you study these levels. What processes are for the Body Org and what are for the Thetan and how you bring the Body up the Bridge parallel - because it <u>is</u> a different Bridge and so on - you understand? It's a whole group and it's MOCOs so they don't have any - shall we say - case, like any regular Player has. They have - once they are in present time - they have organisational Problems. OK.

One more thing. About the "Rights of a Thetan". It's been found out there are actually - at least now in the Games there are necessarily 4 Rights. The first two are the same, which are "Right to your own Sanity" - and now we can look at that as the "sanity" being the "Right to the persons own Logic" - his ability to be logical, that is sanity. His ability to differentiate. These "Loops" I talked about: you can call this one the "Differentiation Loop" - the one before that the "Association Loop" - and the one before that

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the "Identification Loop". That's where these Thetans come from. Those Games that were played on an identification basis were "copy-copy-copy-copy-Games", the ones played on an association basis were sort of "link-together-link-together - link-together" and Org Board type Games.

The Loop 3 differentiation Games are getting each individual to handle his own incomplete cycles and then bring him on up back to these States of Source Logic and Omni Logic. And then to get a more viable Game going, because this one itself was a little bit too far into illogic - as you notice. Why? - Because people need help to get out. A good Game would be one or a viable Game would be one, where people would not go into it any deeper than where they could get themselves out of it. Where you have to go below that point and there is no help - then the Game is really bad. If there is help it - it requires help to get out of it, and in the case of this particular Game at this time in Teegeeack it was only one or two people that came along to try and help everyone out. If you really look at it, LRH came along and he gave the Tech and data and so on to help people to get out. And before that no one had come along. You see? No one that had any effect whatsoever. So, this is very important that we have more viable Games and that the ability to help stays widespread - the <u>real</u> ability to help stays widespread - and that even the ability to go below a point or the possibility of going below a point where one can't get out by oneself is very remote. And now we are talking about <u>Viable Games</u>. So where do you have to get to? - I think you have to do this whole Bridge, because at that point the Game can start becoming viable for each person that does it. And then ultimately for everyone in the Games.

So what are these rights of a Thetan? The "Right to his own Sanity" - and that applies to all MOCOs, because when Thetans didn't give them to the MOCOs they therefore committed little overts, and those creations stayed with them all the time, those MOCOs never went free, until they go back and free them. So, "Right to his own Sanity" - "Right to Leave a Game". Well there you are. He can leave a Game, he can get back to a State of Logic, and he can get out of the Illogic, when it gets too illogical. OK?
So, "Right to his own sanity", "Right to leave a Game", and"The right to make or choose or not make or not choose his own Game to play". This is another attempt to get the Thetan more creative and more -shall we say - logical, on choosing Games and making Games, and also to not have to get into Games that he doesn't want to in the first place. Just leaving - right to leave a Game - doesn't mean that he has any choice of getting into it or not - so the"Right to make

or choose or not make or not choose your own Games to play" - that is very very important. And the 4th one is of course "The Right to visit Source and OMNI Levels" - in other words, the right to move right out of the Games and be totally logical and totally able to evaluate what's going on in all the Games and be able to do - see how to handle it and handle it. If that right wasn't there it would be possible that there wouldn't be any Source or OMNI Missions. So there will be more viable Games, and I wish all of you a very pleasant and rewarding trip up to these Levels and that is how we will do it. I want to thank everyone who helped and contributed on researching on these Levels and want to thank LRH for the Basics without which we would have never found them. That's all.
Thank you very much. That's the end of Tech Briefing 14.

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SSCS Course
OT9 - 10
(B/CB ADDITION)

18 June 89

Control Energy Levels
(Body Org Optimizing Tech)

The "Control Energy Level," or "CEL" can be defined as the level or amount of energy the Player is using (at higher levels it could be simply intention he is using) to keep the body under control and safe from interference. This varies from operation state (active, awake) to "sleep state" where it may become lower to "unconscious state" (or drugged or hypnotized) where it may become minimum or even zero.

The application in auditing can even be found in C/Sing

on OT3 where occasionally a pre OT is found to be using a high "holding on to his body" energy — thus preventing the blow off of BTs & Cs.

At OT9 & above, where B/CB is done routinely at session end after major actions and rundowns, and in Body Optimizing steps where B/CB is used (and even taught to the Body Org "auditor MOCOs") it becomes important to know (be aware of) what CEL level is being maintained — or some OTs & MOCOs will not be able to leave the space of the body BECAUSE THEIR ENERGY OR INTENTION LEVEL IS NOT EQUAL

OR GREATER THAN THE SOLO AUDITOR'S.

Example: Solo Auditor does a Black Nots handling, while however, maintaining a "20%" CEL on his body as a protection from the intentions of the Black NOTser who was trying to get him sick & drop the body in an "accident". Now, after handling the Black NOTser (perhaps with Excal Implanter handling + LTA Auditing track run out + Voting for Xenu in G of Gods LTA) he does the B/CB to free his space of
1.) MOCOs sent by the B/Notser.
2.) Case "droppings" of the B/Notser.
It all goes well and he gets a big F/N & clean space feeling—

BUT - any MOCOs or "case droppings" whose incident (on CB-B) or energy level is keeping their intention <u>less than</u> the Solo Auditor's "20% CEL" will not be able to blow!

At this point, the Auditor may start to feel "tired" and believe it is because of a "long session" or "all the charge released." (<u>Note</u>: It <u>is</u> true that in a session where a lot of case <u>mass</u> has been blown, a person may feel very <u>hungry</u> afterward - but this is a normal "remedy of havingness" for the body Arg & Player. Ref: LRH on "auditing being a game of exteriorization vs havingness")

In the example above, however, it is TIREDNESS after session that may indicate there are still some LOW-ENERGY MOCOS & Ens

that have not blown because of the auditor's CEL. So, if he can, while still in session, deliberately LOWER his CEL on the body (or if necessary, lie

CB-B, then C, then Blow H, B, C.

(Note: The Solo Auditor's commands would be like this:

On CB-B: "Inc I TTA?
"E/Is TTA?
"Pre Is TTA?
"E/U Games TTA?
"Dumped in MEST U TTA?
"Game of Gods TTA?
"(Stuck in) Earlier GOMS?
"Now back to LTA, 564 GOMS ago, anyone who had auditing while asleep, drugged, hypnotized or unconcious?" (Big yawning + sensation in body)
"Good. Tell me how you handled it?
(Some wake up, even blow)
"OK. ① What condition have you encountered in LTA auditing while asleep, drugged, hypnotized, or unconcious?" (more sen, yawns, Telepathic comm, etc)
"Thank you. ② Tell me how you handled it?" (answers, some blows)

Solo Auditor continues the PrP, 3 in this form until all are fully awake or blown, (Some will need the CB-B continuation to LTA Game of Gods, CB-C and Blow A, B, C to fully go.)

Don't be surprised if you still feel a bit anaten after the Blow steps - it just means there are more of this type On who haven't awoken yet, so just go thru the routine again.

(Note: On a review session, the auditor can do the above after asking the pre-OT to lower his CEL and making sure he can't slip or fall out of the chair - lid him down if its more secure)

(Note 2: Don't do this if the pre OT won't or can't lower his CEL. The maintainence of a CEL is a self-determined action and the player may

have set his CEL for "survival" or to "protect his mission" in the game. In this case, only do this type of BICB after the pre OT has gotten to the point where he wants to do it - perhaps after a Source Mission Opposition Handling or some incident where he did lower his CEL and lost his body, thus failing to complete a cycle of action.)

(Note 3: If it is necessary to get these Ons off the case so the pre-OT can advance - i.e, he can't solo audit because of dope-off - and he won't lower his CEL, then:

1.) Prepcheck "maintaining your CEL on the body" (an incident may come up on this or a mission)

2.) If an incident - D/L and prepcheck the incident.

3.) If a mission: Run V/E SW on "maintaining your CEL

for this mission."

4.) If he hasn't cognited yet that he can lower his CEL to do the Bridge auditing, then check: "Were you ever (TTA or LTA) in an auditing situation (or similar) where you were asked or tricked into lowering your CEL so that something could be done to you?" (i.e. an overt)

If it reads, D/L, itsa to F/N, then run the session(s) out as ANOTHER PRACTICE with PrPr 2 using as a wording whatever the Pre OT says it is.

① What condition have you encountered in (pot wording)?

② How did you handle it?

(This differentiates it from "auditing in TTA" for the pre OT so he doesn't add your session as a lock on his earlier experience.

Note 4.) This type of B/CB can be

also done by any OT 14 or above when doing Body Org Optimizing or just a routine daily clean-up. The result should be less tiredness and more game time available for OT operation!

Sr C/S Ross,

SECS Course
OT9 - 10
(B/CB ADDITION)

18 June 89

Control Energy Levels
(Body Org Optimizing Tech)

The "Control Energy Level," or "CEL" can be defined as the level or amount of energy the Player is using (at higher levels it could be simply intention he is using) to keep the body under control and safe from interference. This varies from operation state (active, awake) to "sleep state" where it may become lower to "unconscious state" (or drugged or hypnotized) where it may become minimum or even zero.

The application in auditing can even be found in C/Being

on OT3 where occasionally a pre OT is found to be using a high "holding on to his body" energy — thus preventing the blow off of BTs & Cs.

At OT9 & above, where B/CB is done routinely at session end & after major actions and rundowns, and in Body Optimizing steps where B/CB is used (and even taught to the Body Org "auditor MOCOs") it becomes important to know (be aware of) what CEL level is being maintained — or some OTs & MOCOs will not be able to leave the space of the body BECAUSE THEIR ENERGY OR INTENTION LEVEL IS NOT EQUAL

OR GREATER THAN THE SOLO AUDITOR'S.

Example: Solo Auditor does a Black Nots handling, while however, maintaining a "20%" CEL on his body as a protection from the intentions of the Black NOTser who was trying to get him sick & drop the body in an "accident". Now, after handling the Black NOTser (perhaps with Excal Implanter handling + LTA Auditing track run out + Voting for Xenu in G of Gods LTA) he does the B/CB to free his space of
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BUT - any MOCOs or "case droppings" whose incident (on CB-B) or energy level is keeping their intentions less than the Solo Auditors "20% CEL" will not be able to blow!

At this point, the Auditor may start to feel "tired" and believe it is because of a "long session" or "all the charge released." (Note: It is true that in a session where a lot of case mass has been blown, a person may feel very hungry afterward - but this is a normal "remedy of havingness" for the body by a Player. Ref: LRH on "auditing being a game of extrovertization vs havingness")

In the example above, however, it is TIREDNESS after session that may indicate there are still some LOW-ENERGY MOCOs & ENs

that have not blown because of the auditor's CEL. So, if he can, while still in session, deliberately LOWER his CEL on the body (or if necessary, lie the body down comfortably and "let go" of it) and run through another B/CB to Blow cycle (or several), he may find many MOCOs and even Big Ons (Players) blowing off! Especially if the Ons involved had "AUDITING WHILE ASLEEP DRUGGED, HYPNOTIZED OR [redacted] UNCONSCIOUS" in LTA. This can even be asked for in the B/CB or CB-B when checking the beginning of LTA incidents on Ring 9999. If they start "moving" or "waking up" just smoothly continue as a PrPr 3 process on them till fully awake, then carry on the completion of

CB-B, then C, then Blow H, B, C.

(Note: The Solo Auditor's commands would be like this:

On CB-B: "Inc I TTA?
"E/Is TTA?
"Pre Is TTA?
"E/U Games TTA?
"Dumped in MEST U TTA?
"Game of Gods TTA?
"(Stuck in) Earlier GOMS?
"Now back to LTA, 564 GOMS ago, anyone who had auditing while asleep, drugged, hypnotized or unconcious?" (Big yawning + sensation in body)

"Good. Tell me how you handled it?
(Some wake up, even blow)

"OK. ① What condition have you encountered in LTA auditing while asleep, drugged, hypnotized, or unconcious?" (more sen, yawns, Telepathic comm, etc)

"Thank you. ② Tell me how you handled it?" (answers, some blows.)

Solo Auditor continues the PrP, 3 in this form until all are fully awake or blown, (Some will need the CB-B continuation to LTA Game of Gods, CB-C and Blow A, B, C to fully go.)

Don't be surprised if you still feel a bit awaten after the Blow steps - it just means there are more of this type On who haven't awoken yet, so just go thru the routine again.

(Note: On a review session, the auditor can do the above after asking the pre-OT to lower his CEL and making sure he can't slip or fall out of the chair - lid him down if its more secure)

(Note 2: Don't do this if the pre OT won't or can't lower his CEL. The maintainence of a CEL is a self-determined action and the player may

have set his CEL for "survival" or to "protect his mission" in the game. In this case, only do this type of BICB after the pre OT has gotten to the point where he wants to do it - perhaps after a Source Mission Opposition Handling or some incident where he did lower his CEL and lost his body, thus failing to complete a cycle of action.)

(Note 3: If it is necessary to get these Ohs off the case so the pre-OT can advance - i.e, he can't solo audit because of dope-off - and he won't lower his CEL, then;

1.) Prepcheck "maintaining your CEL on the body!" (an incident may come up on this or a mission)

2.) If an incident - DIR and prepcheck the incident.

3.) If a mission: Run VIE SW on "maintaining your CEL

for this mission."

4.) If he hasn't cognited yet that he can lower his CCL to do the Bridge auditing, then check: "Were you ever (TTA or CTA) in an auditing situation (or similar) where you were asked or tricked into lowering your CCL so that something could be done to you?" (i.e. an overt)

If it reads, D/K, it's a F/N, then run the session(s) out as ANOTHER PRACTICE with Pr Pr 2 using as a wording whatever the Pre OT says it is.

① What condition have you encountered in (pc wording)?

② How did you handle it?

(This differentiates it from "auditing in TTA" for the pre OT so he doesn't add your session as a lock on his earlier experience)

Note 4.) This type of B/CB can be

also done by any OT 14 or above when doing Body Org Optimizing or just a routine daily clean-up. The result should be less tiredness and more game time available for OT operation!

Sr C/S Ross,

(1)* (ULR - "V/ICDU on Creators")

OT 40*

17 Aug 87

(Ref: BODY ORG)

Core Connections

(Core Trip #4)

As I expected, I could recall 100% of what happened while the body was "asleep" after running out my Core.

In doing this, I found some other areas which required handling in Sleep Option #3 (Investigating and handling V2 by auditing etc.) These seemed to be in regard to others cases and their own Cores. Let us start with the Body Org: ("Others Cores" will be covered in the next issue)

The ϕ & λ Ons of the Body Org are, by this level, maintaining fairly well a "PTness" and auditing in their own Qual any new arrivals from air, food, etc. However, they still have the "feel" of being "borrowed" from other's cases, or if you will, "waiting" for their own "sources" to make it to State State so they can "go free and or rejoin". Meanwhile, they are "helping" willingly and doing a great job. However, they still have "attention lines" open to their creators and keep track of them. Thus, some wierd

communications and images can arrive on these lines from the aberated creator. I realized this can all be handled by applying "Rights of a Dn #3" "Ability to Choose (or not) a Card" and running out the MOCOs "connectedness, disconnectedness, and unconnectedness" to their sources or creators. Then the "open attention line" would not be needed and they could just wait until their Creator "called up" from his OT 13 or other session to free them. Then they

could "turn over their hats" and go, or decide to stay at the Body Org and help.

The following processes were seen to do this and produced a feeling that the "body org" was much more "there" without any possibility of attention dispersal for Dev-T.

PROCESS I

① "What is the value of being connected to your Creator?"
② "Tell me about it."
③ "What is the importance of being connected to your Creator?"
④ "Tell me about it."

(Run 1, 2, 3, 4, 1, 2, 3, 4 etc. to no more answers or interest.)

PROCESS II

1. "What is the value of being disconnected from your Creator?"
2. "Tell me about it."
3. "What is the importance of being disconnected from your Creator?"
4. "Tell me about it."

(Run 1,2,3,4, 1,2,3,4, etc. to no more answers or interest.)

PROCESS III

1. "What is the value of being unconnected with your Creator?"
2. "Tell me about it."
3. "What is the importance of being unconnected with your Creator?"
4. "Tell me about it."

(Run 1,2,3,4, 1,2,3,4, etc to no more answers or interest).

BLOW STEP CHOICES

Now do the B/CB steps with following choices on Blow Step B & C.

Blow B: "Return to your moment of Creation or go free" or "Wait at Static or help me."

(So the choices here are:

(1) RETURN TO YOUR MOC.
(2) GO FREE
(3) WAIT AT STATIC
(4) HELP ME.)

Blow C: "Rights of a On are:

1.) To his own sanity (self determinism)
2.) To create a game (power of choice)
3.) To choose (or not) a game." (free will.)

(So the choices here are:

(1) SANITY (SELF-DETERMINISM)
(2.) LEAVE AGAME (POWER of CHOICE)
(3.) CHOOSE (OR NOT) AGAME (FREE WILL)

Blow A & Can't Blow A, B, C are the same as earlier issues except one may add to the "Can't Blow A?" "Stuck to a Hyper Cube?", "Stuck to a Hyper Cone?" Then if so, "Mine?" "Brothers" "Your Creators?", (or any other likely terminals Cube or Cone you may think of.)

You will find an "FTAing" certainty and VGIs response from the Body Org that all is now handled. These processes can be taught to

the Body Org Qual Auditors and CISes for their further use on "new arrivals."

(As a note on further "optimizing" of the "body org" it is wise to study the FEBC-ESTO tape notes course. The ideal scene can be approached where every member of the org can wear any hat needed at any time. Ron tells how to do this in the ESTO tapes.)

BR

Sr C/S Ron's.

SOL
GMC
S(3)C/Sies

(2) (ULR - LTA - PRIORITY OF HANDLING)

30 Sept 87.

SOL

- LTA Running
"Pink & Blue"

In handling copies or records of LTA track events a Pre-OT may find scenes which are bathed in "pink light" or which change from a "pink light" through "neutral crystal gray-white" to a "blue light" scene. These "pink" and "pink to blue" lit pictures are all LTA scenes - or experiences - which have been "color-coded" by command from a plug or

implanter any intention to force the On to pay attention to LTA, and thus fix him on the LTA track that Ken wanted to have everyone repeat. The command could be as simple as "Think pink" or "It's all blue" or similar. The command could have been put in by a TTA Plug but when the pre OT sees the scenes in those colors, realize they are his own LTA track record, or those

of a On on his case or in his universe. This can be used as an indicator of a pre OT nearing LTA (even though it may not stop the case advance at the moment).

When LTA stops case advance (no more gains from the usual procedures being run on the bridge), then the D of P is C/Sed per TB #13. and if it shows LTA change, the LTA Briefing is done and then the C/Sed LTA handling

program is done in the order of priority:

1.) Interference from BSTs Black-B's, or Resurrection Clones.

2.) Pre OTs <u>own</u> LTA Auditing Track,

3.) Pre OTs own lifetimes LTA track 20th Century to 10,000 to 12,000 AD.

4.) People known LTA, Reds and Plugs between them from LTA.

5.) Body MOCOs from LTA Body or Bodies, Coin Tricks, LTA Body Deaths.

(LTA Creations, Private and Personal Cases, Clones made

LTA, and infiltrated Prime MOCOs are handled also in the Program as needed.)

The idea is to handle from the more powerful Ons affecting the case down thru to the least Powerful. Example:

① Ex-Players (BSTs/False Statics)
② The People Known LTA (Players)
③ The Plugs Connecting (2 & 1 Ons)
④ LTA Body (1 & some 2 Ons)

The person's own LTA Auditing is handled as 2nd Priority after BSTs because if not, the BSTs'

auditing experiences would confuse the pre OTs. But after the BSTs are handled, auditing ~~is~~ (or at least BAD auditing) is the MOST RESTIMULATIVE to the case as: A) He wanted it and paid for it - so its self-determined.

B) He had the "help" of another Player (the LTA Auditor) to mess up his case.

C.) The bad LTA auditing restimulates in each session you are running TTA unless you handle it.

BR

(3) HULR - "SOLO & OMNI OPERATING STATE

12 Oct 87

Source Basics

Source Operation States

There are only two:

1.) Solo

2.) Omni

"Solo" is the Pure Operation State achieved by AS-ISNESS and freeing all Ons and Creations from one's own Universe and CVP — and freeing oneself from one's own entanglement in games. Of dynamics

by doing the Bridge to OT 16 - GMC - GS - GB and 302 levels.

"Omni" is the Pan-Determined Operation State (best alone from a Pure Operation State - Solo - achieved first)

Omni takes <u>full</u> KRC and Ownership of the Vectors & Creations & MOCOs of ALL OTHER PLAYERS. It is a 10×10^{40} "Mega-jump". There is no "gradient" of the responsibility and ownership

and certainty required. It must be Absolute, or there might be some particles or modes or Ons which would not respond.

Its application and demonstration, however can be on a gradient, and it can be applied "locally" or on a broader scope up to and including ALL Cases and ALL Players.

This "OMNI" operation state

was agreed upon by all Players in the Original Source State, and the "Right to do it" was also agreed and given to any Player while in the Games.

It was a SAFETY VALVE, to be used in case a situation came up that threatened the progress and completion of the Game Cycles for ALL.

This is the rationale

behind the NECESSITY LEVEL operations of Players in the Games. Each of us has the RIGHT to do it.

It is and has been done many times by Players — usually without breaching the awareness sphere or credibility or perception ability of the other players around one, but bringing about a change in a more POSITIVE VECTOR toward completing the games.

Examples: LRH's Sen, Dn - quantum jumps in discoveries, applications, etc.

A Player of an important role uses OMNI to save his body from a certain-death situation so he can complete his mission in that lifetime.

Omni has also been done EXCEEDING the reality of some other players!

Examples: Levitation, Telekinesis, Body Lifting, Teleportation, and other "OT" actions (when seen by others to whom it is incredible,

To get this RIGHT (to do OMNI) under full control, run V/I Straightwire on:

1.) The RIGHT to do OMNI OPERATION.

2.) My own OMNI STATE ACTIONS.

(If it bogs, run PrPr 1A on "IN AN OMNI STATE")

(1) "What have I DONE ↓ ?"
(2) "What problem was I trying to solve?"
(3) "What have I WITHELD ↓ ?"
(4) "What problem was I trying to solve?"

There is no "self-determined" use of OMNI STATE as these

is in PURE STATE (Solo).

It (Omni) is only PRE-DETERMINED and FULLY willing to take RESPONSIBILITY and OWNERSHIP for all Players and their Creations and MOCOs.

(Note: You can also run V/I Straightwire on what you "want to do," or what others "asked if you could do," as an OT and come to an understanding of the difference and why you felt it was not possible yet

to do — although you knew you <u>could</u> do it, and <u>had</u> done it in certain situations.)

BR
Sr C/S Ron's
12 Oct 87
(3yrs Ron's Org)

(4) (ULR - "RIGHTS of a Ch)
SOL

22 Oct 87

Source Basics

"Rights of a Thetan"

These rights were put in from Source Level. They are very important to all games. (Xenu tries to deny these rights and also to force his own Solo Operation to be his own "Omni forever" operation)

1.) "Right to own sanity" is the Right to recognize differences, ~~identities~~ identities, and similarities for one's self. It is AWARENESS of AWARENESS Demonstrated. Also it is Self-

Determinism, and leads to Evaluation of Relative Importances which is the ability of INTELLIGENCE

2.) "Right to leave a game" is the key to going back to State or Source State from a game. It is also a "granting of willingness" of any level. It also is a Power of Choice for the On and leads to IMPROVEMENT in his game playing ability.

3.) "Right to make or choose (or not make or not choose) one's own games to play." This gives "Free Will" and brings

in the "initiation and interchange of help" and leads to INTEREST in the games played.

So, these "Rights" are not just ARBITRARY agreements. They are the LOCK-IN PROTECTION of the Source State Basics from ever being erased.

And, they are the keys to access of OMNI or ZORO OPERATION states. (No matter how deeply INVOLVED the On becomes in the games.)

Also, since these Rights have to be used or available to ALL PLAYERS, no one On can dominate all the rest — so Xenu's game IS OVER!

To use OMNI STATE then, it must be corresponding, and congruent to, the RIGHTS of a On.

(Note: Do you realize the only way you got up the bridge was to give these rights to MOCOs too? Because MOCOs did not have them in the original agreements, that's why Xenu could use them for

trapping and confusing other Players (as in Excal or infiltrated PM's or ¢s) and try to make the Players believe they were MOCOs too, so the Players would forget their Rights.)

(Note: How many times were you told you were "created" in your early life on Teegeeack? That was the false education plan of Xenu working to make everyone believe they are only MOCOs!)

BR
Sr C/S Ron's.

(5) (VLR - "OMNI")

27 Oct 87.

SOL
Source Basics
"OMNI"

The 1st experience in OMNI is ABSOLUTE CERTAINTY.

The 2nd experience in OMNI is COMPLETED, EVALUATED, RELATIVE IMPORTANCES.

The 3rd experience in OMNI is DIRECT CONTROL — on a gradient of Players, then via All Players to their Creations.

BR
Sr C/S Ron's.

#6 (ULR - "4 Rights of a On") 21 Nov 07.

SOL

- Rights of a On -
- Full Application -
- Ethics of Use -

All players had the 4 "Rights of a On" when they entered the Games Dynamic from Source Operations Level.

1. Own Sanity.
2. Leave a Game
3. Make or Choose or not Make or not Choose a Game.
4. Experience Omni State.

The mistake players made in games was in not giving these rights to their NOCOs.

By going up the Bridge they do give the Rights to their MOCOs and arrive back at Source Operations Level.

Now the Player is usually working with other Players' MOCOs (U2) and giving them their rights on a bypass of the other players.

The next step is to get the U2 Mocos, which one is working with, to give the Rights of a On to their

Creators! This can be done in two steps — TTA Creators (or Players in TTA) and nTA Creators (or Players who became Black Statics).

This is the "application, adopting, or instituting of firm policy to prevent a reoccurrence of the Danger".

Then the Players can be encouraged (promoted to) to give the Rights & the rest of their monOs, i.e. to

go up the Bridge. This brings the Source Operations up to Emergency.

Doing an Omni State action (OT Operation from Omni) is to demonstrate that ones own or others MOCOs have been given the Rights of a Dn. (Thus they can leave the game of Gravity, Visibility, MEST agreements and rules, etc.) This is ETHICAL use of the OMNI State of Operation.

If it is used falsely or for some other non-ethical purpose, the Player drops in condition one below the one he is actually in and gets further and further away from OMNI or the ability to use it. He still retains his "Rights" but drops toward Confusion in his knowing how to use them.

Omni Ethics

The Conditions from Omni viewpoint appear like this:

3P - The Player is covertly attempting to make two other players deny each other's Rights.

SP - The Player is directly attempting to deny another ally or other players their Rights.

PTS - The Player is demonstrating that he can lose his Rights or someone is denying him his Rights.

No Cond - Unaware of his or others' Rights.

Confusion - Confused about the Rights of Ons.

Treason - Betrays others Rights to assert his own idea of Rights for himself.

Enemy - Is against others having Rights, except for the "select few."

Doubt - Decides arbitrarily who shall have Rights and who shouldn't.

Liability - Denies Rights in certain cases.

Non-Existence - Tries to find out what Rights are Needed and Wanted.

Danger - Bypasses those who won't give Rights and handles by giving them directly.

Emergency - Promotes Rights and tries to get Others to give them too.

Normal - Has an Operation going on an expanding gradient to give Rights to others.

Affluence - The Operation is giving Ons their Rights faster than they can be taken away or denied.

Security - An Established Operation is going which multiplies the giving of Rights by a large factor, and expands with Ethics, Tech and Admin in.

Usefulness (Value) - The Value of the Rights and Results of the Operation are accepted and reached for by others on a broad scale.

Asset - Rights of Ons becomes an important element in any game and is used broadly.

Certainty - The Rights become a Stable Datum in Games of all types. Players have confidence in them and that they will be used.

Ally - Rights are used to align vectors among Players and Groups of Players to avoid conflict in Play.

Trust - Rights are given and expected to be given and received by all Players, regardless of which game they Play.

Stability - All Games are Improving the Quality of O due to the Rights being an integral part of any Game.

Benevolence - No MOCO or created particle is neglected in giving the Rights of a Game to by Players. All Creations and MOCOs are given their Rights.

Source - Source operation is possible on a large scale for new Games and completing of old Games.

Power - Full Power which was Potential in the beginning of Games is now Actual as the "Rights of Ons" is used to Start, Change, Complete, and Improve Games on a rapid basis. After the "Experience" of a Game all is As-is'd and Freed by use of the Rights of Ons.

Expansion - Power Change - Future Games will be even more fun - using the Rights of Ons as Axiomatic Basics.

BR S. C. S. Ron's.

(7) (ULR-"Source Msn-Opposition Handling)

21 Nov 97.

SOL

Source Missions —
Opposition Handling

In cases where HGC #1 Creations were handled to a large extent, or in cases where "no-interest" is shown in GMC, GS, or GB processes, and who have a persisting "other-determined somatics or intentions" area which they are wanting to handle, the following may be looked for by a Super Static C/S:

(1.) Determine by assessment that the condition is <u>not</u> really a skipped gradient or CVP creation on the Bridge from Excel to OT 16.

(2.) Assess CMC, GS, and GB areas to see if this is the area:

Ex: Prime MOCOs not fired?
Broke the Game Rules?
Earlier Games Series?
Visiting the Game Records?
<u>etc.</u> ✓

(3.) Check if it is from the Body:

Ex: LTA Body MOCOs?
Body MOCOs in Low Condition

Body MOCOs not hatted?
You haven't taken the CIO hat?
Bypass from their Creators?
Accepting "gifts" from their Creators?
Further Optimizing Steps needed?
You cross-ordered a repair program in progress?
They need something you haven't given them?
etc.

(4.) Check that CVP (Doughnut) Creations have been run to T/N on Question(s):

"A & Affecting your ability to use your CVP?

- or -

"A $ in your CVP affecting your ability as a Static?"

— or —

"A $ in your CVP affecting your ability as an OT?"

— or —

"A $ in your CVP affecting your ability as a Source?"

Note: Use "I" & "my" if done Solo.

Ex: "Do I have a $ in my CVP affecting my ability as (__)?"

(5) When all above has been handled and/or checked, ask the following:

(1.) "Do you have a Source Mission?"
(and if "yes" ___)
(2.) "Is there Opposition to it?"

If these read and the person is interested - he may become VERY interested, use the following CIS:

(6.) "What is your Source Mission?" (2WC)

Get it worded to F/N VCTs _
(Can be done Solo using "my")
*▷ Step 12 is always Done HERE! BR.

(7.) "Who or What is the Opposition to your (my) Source Mission?

(Take reading items in order of interest in handling) - and run:

8.) On the terminal from (7.)
— R Pr 1A —

① "What have you done concerning my Source Mission?"

② "What Problem were you trying to solve?"

③ "What have you withheld about my Source Mission?"

④ "What Problem were you trying to solve?"

To F/N VGIs or FTA

⑤ Then give the terminal the 4 Rights of a Gn.

1.) To own sanity,
2.) To leave a game,
3.) To make or choose or not make or not choose a game to play,
4.) To experience OMNI. State.

This will blow the opposition terminal to PTA of his intention out of the OT's space to F/N/VGIs and somatics will vanish if caused by that terminal. (Rights can be given over and over till Opposition fully gets them).

10.) Repeat 8) & 9) on any other reading interest terminals from list in 8.

11.) Repeat Question in 7) and do 8), 9), 10) until Question F/N's and there is no more opposition. (S,I,N can be used if no read but no F/N.)

*12.) Rehabilitate/Reevaluate the Source Mission by:

See Step 6-7.

(V-I)

① "What is the value of my Source Mission?"

② "What is the importance of my Source Mission?"

This goes to FTA VVCIs.

(If done by an auditor, insert "Tell me about it" after ① & ②) (And use "your.")

13.) The OT should now be able to do the undone steps on GMC, GS, and GB Courses. (Prime MOCOs, Body Optimizing, Cube, Cone, etc.)

BR
SICBRon's,

(8) (ULR - LTA/TTA DATA)
SOL

26 Nov 87.

OT Ops - LTA/TTA

LTA, the Xenu group who were in control of the major religions, including SCN, promoted for Ons to "go OT" and leave your body as it was just a small collection of MEST. And as an "OT" you could "be the Universe!" (And we see the results when we audit BSTs.)

LTA, the EE Group, who still retained control of the GP, did missions to expose the plans of Xenu and his conspirators, and worked on OT Processes to improve control of bodies and do rather amazing things - like lifting them, flying them, using them as valuable CVP tools, and caring for them.

In OMW Operations, or Solo recall of LTA missions, one may discover he could lift a body in 1987 LTA. These abilities were trained and audited in on the M-ships and other GP vessels. It was used to convince people we did know something about OT levels. (Remo, in his usual style, used to covertly dismiss these abilities as pure "showmanship" and "magic tricks," known for centuries. His people could obtain "all" and become "one with God.")

The other main reason, other than to get support for our operations and for personal safety use, was to let the Body mocks know they were still valuable and that we all had to take responsibility for our creations and for others' as too.

- Our line was the Dynamics.
- Xenu's was "one with God" and "be all."

Today, in TTA, the "one shot clear" or "fast way to OT" is the echo of LTA PR from Xenu.

The Bridge, using gradients, and taking responsebility for Dynamics and MOCOs, (as we are all in the game together and there can hardly be a better one until the Players in this one are sane and free) is the KE - Free Zone program.

As you work on Solo & Omni states, remember the above, and the way will become clear.

L Ron Hubbard

(9) (ULR - "RIGHTS of a On & OMNI") 8 Dec 87.

SOL

"Rights of a On and OMNI - OPERATIONS"

The incredible logic and protective mechanism built up around all Games by use of the Rights of a On is the key to further research into the OMNI OPS STATE.

The following notes and observations are the 1st gradient to a full understanding and use of OMNI:

RIGHTS of a On.	LIFE (in Game) IMPULSES
	HIGHEST COMMON DENOMINATORS
"TO—	
1. Visit Omni." (Operate)	1. Experience Omni.
2. Make or Choose (or not Make or Choose) One's Own Games To Play."	2. Free Will
3. Leave a Game."	3. Power of Choice
4. His own Sanity"	4. Self Determinism
ABOVE GAMES — ABSOLUTES	IN GAMES — IMPULSES, GOALS, OR PURPOSES.

— LOGIC —

Since the "Rights of a On" appear totally arbitrary and absolute, of all the tech we have, they must have been guaranteed from SOL. Since they are present in every On (Player) — but not his MEOs (until he has gone up the bridge) they are not part of the On but were given to him. The only

way they could have been given is from OMVI OPERATIONS STATE and at a time when all Players were at SOL. (Solo State) Thus they must have been given in the SOURCE CYCLE before HGC #1.

(Otherwise, the granting of the Rights would have included some MOCOs as some Players would have been in the Games and the OMVI granting would have included the MOCOs by definition of OMVI - Resp. for all Players and their Creations).

(Also, the fact that players did not give the Rights to MOCOs shows they received them for themselves at a time when they were completely there (at SOL) and received them to them-

selves and did not include them in their making of MOCOs, 2 Ons, 0 Ons, Clones, Creations, etc. What they could give, and often did, were the "In Game Impulses" — and this was done selectively, not regularly.)

The Implanters tried to eliminate each of the "In-game Impulses" from #4, 3, 2, and 1. And tried to thus eliminate the "Rights of Ons" by implanting the On to believe he was a MOCO or "Created Being." However, as long as a few Ons were around who could "visit on" and handle things, they (Implanters) could never win totally. The last desperate

attempt by Xenu to obscure OMVI was by instilling the idea that all OMVI OPERATIONS were done by <u>one</u> On called "GOD" and he was it! The religious works and writings had to then claim that all OTs or miracle-workers were saints, prophets, or messengers or angels, or holy disciples of the <u>same</u> GOD, namely Xenu.

When Ron came along and said that <u>each person</u> had the potential to be OT, the implanters saw this as the greatest threat <u>ever</u> to their operations. (In fact, by digging into history, one can find other

Religions who had partly similar ideas of individual ability and potential God-like state of being for each person. And one will also find out they were usually savagely wiped out by the Implanter controlled groups — or taken over and made to conform to the "One-God-Term" idea.

The POSITIVE POSTULATE on these "RIGHTS of a Be" is that they shall apply during all games and to all Players. Thus one Player can't "visit omni" and change it for all others if he is doing it to "win a game" —

You can't use OMNI in a "Games Condition" — otherwise Xenu would have long since won. The only way the Rights could be changed is to duplicate the original conditions of their being given — i.e., All Players at Source Ops Level with No Incomplete Games Cycles or MOLOs left unhandled. Then an AS-IS-NESS COULD OCCUR.

So there is a self-protective ETHICS System built into the RIGHTS and thus into SOURCE OPS MISSIONS (SOMO) and OMNI-OPERATIONS. They must only be used to FURTHER THE RIGHTS OF Ons.

In looking at the technology of using OMNI knowingly, the following data apply:

1. Is it to be used for furthering the RIGHTS?
2. Would it interfere with or help with my mission?
3. Would it interfere with or help with others' missions?
4. Is it important and valuable to Source Operations to do it at this point and in this way?
5. Are the consequences of using it realized and do I take responsibility for them and will they also further the Rights?

6. Am I really using it from a SOL viewpoint and not in a "games-condition"?

7. Am I willing to confront and handle (by auditing the ons involved) any past or present or future mis-use of the ability of OMW?

Until a On can answer these questions truly and ethically to himself and handle any auditing of #7, he will not be able to knowingly use OMW, while in the Game or in any

Game. If his mission is important enough, he may VISIT OMNI when a definite overwhelming threat to it happens - but although it will save him (or his body) for the rest of the mission - (or another's body) - it will have been done as a SOL Response to the threatening situation and because he has the RIGHT to VISIT OMNI, as a basic pre-game absolute anyway. But to CONTROL KNOWINGLY an OMNI OPERATION STATE one must first handle 1-7 above. Then

it can be VISITED even if there is no overwhelming threat to the mission in the immediate sense.

This, then, is the way to fall OT Operation from Source Ops Level.

Sr. C/S Ross.

NOTE:

It is also the absolute "ideal scene" for Pan-Determinism.

(10) (LLR - "OBS & REVIEWS") 20 Jan 88.

for....

[SSC/Ses who have started the GMC after OT 16 & SSRD.]

SOL

Observations:

1.) When doing SOL levels, it may become puzzling to find in body sleep time some "cone-type" dreams. If this occurs, check over whether it is from another Missionaire, a close friend, or even 2D, from LTA who became a BST, or another from TTA who isn't yet up the bridge but is out of body. These "friendly" meetings seem natural, and are not like having some BST or On "on your case."

When found, handle their auditing just as any other and give them their rights and BICB in the space they occupied. These friends are usually responsive and very good in comm and audit easily. They have such good affinity (closeness) the only trick is to spot that they are acually separate from you, and not just another SOP manifestation to figure out.

2.) It has become apparent why the Church can not duplicate the old OT levels from LTP that Xenu worked out. The simple

truth is that they made BSTs RTA because there was no RTA charge to handle them.

Even if people "dropped their bodies" then, it was known to be the "EP" of going OT, and was AFTER the full run (and payment for) the BST processes.

But, TTA people are going to hit RTA Body Deaths and die while on Church NOTS, and OT8, OT9 BEFORE or DURING the processes. The Church CSes will not be able to understand this and the families and friends of the deceased will want legal action against the Church.

After a few of these, the Church will be very hesitant about using the Upper Levels and may even withdraw them, and substitute some old PDC drills or something.

In other words, the LTA deaths were "WWS", "EPs", and accompanied by VBIs from the family and friends who expected it as a sign of "going OT."

But LTA, its a LOSS, an incomplete cycle, and with VBIs from all. Because there WAS LTA and it wasn't handled on the case. And can't be, without exposing the whole LTH tech game's takeover!

3.) When OTs, being closed from around OT12 on up to 50R levels grow "disinterested" or feel they "haven't gotten anywhere", its usually one of the following:

A. Incomplete study or mishandling of the level they are on, i.e. normal Review action needed.

B. LTA auditing, track, data, etc. (ped. LTA Reviews)

C. Creations in their CRP - the residues from the "Doughnut Game" - way before the Rings. (GMC+GBC)

D. Not approaching their own Ideal Scene or one or more Dynamics - off purpose or stopped. (Reference: the "Cube" on GSC.)

E. Influence while body is asleep via their "Cone". (GBC)

F. Opposition to their Source Mission. (SOL)

G. Overts against "Rights of a On." (SOL)

H. A Misuse of OMNI or OT abilities. (SOL)

or, its really another Player or Friend coming to them for help and who hasn't been noticed but whose "case" is felt and duplicated by the OT, because of the affinity that exists between the two Players. (This can even be "Black 8's" from TTA!)

BR

Sr C/S Ron's.

(11) VLR - "OT ROLLER COASTERING CA

Javier Solo

22 Jan 88

C/S.

Since the "ups and downs" did not cease, the cause of it has not been found.

In sessions and shortly after you feel "up" and between sessions go "down."

LRH defines auditing as "a game of extroversion versus havingness."

These sessions indicate you want to help extroverize thetans from the games themselves. But in-between sessions there are having -

messes you want (such as a motorcycle, for instance) and other Ons also want certain havingnesses. -

All this can cause an intention - counter intention problem or (if auditing is used) a roller coaster of up and down the havingness & exteriorization scale.

The solution to all this is to OPTIMIZE the HAVINGNESS and then bring it up on a gradient to EXTERIORIZATION from the games. Some players haven't even got what they wanted IN the games yet!

To handle this Roller Coaster, the first thing to do is to realize the "OPPONENTS" in all this (at this level) is your own purposes for either exteriorization or havingness.

Some purposes (reinforced by postulates and intentions) lead UP toward Source Levels and the finish of the Games, and some lead to HAVINGNESSES DOWN IN THE GAMES, lower than where you are auditing. This makes a push-pull

occurring in and out of session. Also remember AWARENESS is linked to the experience of mass & pressure. It adds TIME. Source & OTHER actions occurs almost instantly (or very fast) and subtract or shorten TIME.

So realize the above fully, and if you want to work for a optimized position of stability which can then increase on a gradient (after experiencing it to a win) to whatever you want, then we can do so. The other Players will

have to be handled on their own gradient, not yours or mine. Ron states this in the auditor's code, "to audit the case in front of you, not some imagined case."

So the best thing for you to do to ease off this up-down condition, now that it has become clear how it operates, is to write down the answers to the following questions in session:

1.) What purposes (postulates, intentions) do I have about exteriorizing myself and others from the games?

(And also put in how fast you expect these to occur so we can measure the havingness of it.)

2.) What purposes (postulates, intentions) do I have about ~~experiences or~~ ~~[illegible]~~ havingnesses I want in the Games?

(Also note how long you have been expecting these experiences and havingnesses, so we can measure the non-havingness of it.)

3.) When you do 1, 2, then 1, 2 again, etc till it seems complete, you will start to see how these answers are in opposition to each other in terms of producing an OPTIMUM AND IDEAL SCENE, for achieving <u>all</u> that you want. You may have a big cog. End off at this point.

4.) <u>Don't DO anything to audit these purposes as that is not part of this CLS.</u> Auditing is not to deprive you of your purposes but to

help you achieve them all.
In other words, we will
OPTIMIZE the situation.

BR
Sr C/S Ronis.

(12) (ULR - OT ROLLER COASTER) 9 Feb 88.

GMC and above. SBC/Scs

"OT ROLLER-COASTERING"
(Further Optimizing on Body Org.)

The OT can move up the bridge faster than the body org.

Reason: The Body Org is a 3rd Dynamic, quite large and complex, and it exists in the U3 playing field. The component MEST, ϕ, λ, & other MOCO's composing it are from other Players who haven't gone up the Bridge. But even after running the GMC Body Optimizing Processes and CDU on its Creators with the V/I process, it still has a flow of new arrivals daily in air, food, and

legends.

New Approach: I was looking at this Body Org Optimizing to see how to speed it up.

One thing I found on some cases, is that the Body Org ITSELF may be PTS to the persons or thetans in a current TLT incident which has remained hidden from the pre OT or OT, because it is "not on his track." It may have occurred before he took the body, or while ext, in an incident, or asleep, or just not there during the incident.

Of course, this is covered in DMSMH very well - the

data on "phrases" of command, bouncers, denyers, holders, etc. which can occur in an engram. Well, it can also occur when the On is out of the Body Org's space, and the Body Org is in a condition of Danger or below — and the On on return is not in good enough ARC to find out that something happened. In other words, it can happen to anyone below Clear, and to people above Clear who are not good auditors or Solo Auditors.

The incidents I am referring to are not the Plugs of Excalibur. Plugs are always there and are a part of the case to be handled.

These incidents have a "Player O
or more than one "Big On" involved
They act as an incident of SUPPRESSIO
or UNREACH rather than an engram.
They (intentions of the SPs) are directed KNOWINGLY at
the body so as to affect the On
when he returns.
They can, of course, restimulate
the Plugs, etc on a case and
often do.
But above OT 6, they can still
restimulate the Body Org if not
found and handled.
The following is then a remedy
for an OT going "PTS" when no
reason seems to exist, (i.e. he is
not in trouble in Solo, is not in
the middle of a level and needs
a review, is not in the middle
of an LRH review, etc.)

C/S

What is noticed: pre OT or OT Roller Coasters for no apparent reason connected to the level or the life style he is doing.

What to establish: we must first determine if the pre OT or OT HIMSELF is roller-coastering or is it the BODY ORG doing it. A D of P can sort this out. (Sometimes BOTH are doing it.)

What to handle:

on pre OT or OT HIMSELF:

1.) Class VIII List Correction on any and all lists he may have had in Scn. Start from first list in Scn, date/locate, get any ruds in, find the list question, do "Laws of L&N" on it to

indicate any wrong items and find the right one, or that the process was unnecessary or it was an incorrect list question, etc. When 1st list is handled, come toward PT handling, correcting and verifying each list. Give a few days to see if he now does not Roller-Coaster.

2.) If he does RC, verify the attention is not on an error made in (1) above. If not, find all lists made LTA in auditing in Scn from 1950 LTA to 8000 or 10,000 AD/LTA and correct them as above. (Note: only the ones which are incorrect will produce charge to be read on the meter, so by asking for "Lists made LTA?" any reads will be on lists needing

correction.)

3.) After (2) is done, give a few days to see if R/C reoccurs. If it does, find any <u>unflat</u> or <u>Overrun</u> processes from LTA Auditing, 1950 LTA to 8000 - 10,000 AD LTA. These could have been in the taken-over Church of Xenu's, in the GP or in Just field or "fool-around" auditing. Again, they will read if charged by UNFLAT or O/R.

4.) Rehab the O/R ones.

5.) Get the commands of the UNFLAT ones to see if they were valid processes or not. If not, indicate the out-tech of the process itself and get in EVAL & INVAL on the sessions

If they were <u>valid</u> processes, then flatten them.

<u>Examples from folders:</u>

LTA Process, outside Sec in field, about year 4000. } "What effect have you created?" (run as L&N!!)

This is an <u>improper</u> listing question, it does not go to some item. See Class 8 Tape Notes on "Laws of L&N." Result = BPC!!

LTA Process 6P, about year 8000+ not C/Sed. } 1. "Recall a time outside MEST."
2. "Recall a time inside MEST"

A very out-tech question or process from what we know now. There is no "TIME" outside of MEST, just a Games track or "Series of Games". So the first question <u>cannot</u> <u>flatten</u> as it asks for an impossibility and meanwhile the 2nd Question can easily be OVERRUN, Result = BPC!!

6.) If all above have been completed and are F/Ning and PCT or OT has no attention on them (LISTS TTA, LISTS LTA, UNFLAT/ORs from LTA,) but he is still Roller Coastering, the source should be in PT and standard S&D and PTS R/D tech can be applied. But, it may be that the BODY ORG is PTS and he is R/Ging in response to the BODY ORG. This can easily be determined by a DofP, seeing what reads.

7.) If PTS & an external source in PT, do standard S&D's and PTS R/D. Always get it down to a BEING by using represent lists. Ref: LRH Tape of 1965 "A Talk to Qual Auditors"

PTS BODY ORG

If the RC is in response to the Body Org, or the pOT or OT originates that he is fine, but the body is RICing (and this is verified by the Auditor and CS that he does not have the BPC on his own track which is covered above in (17-(7)-) then do the following:

1.) R-factor to the preOT (or OT) on the Body Org, that it may have an incident on its THIS LIFE TIME track which is hidden from the preOT or OT and has never been handled. And it probably occurred when the pOT (or OT) was EXTERIOR, or ASLEEP, or UNCONSCIOUS - or even when DRUNK, DRUGGED or when in a state of unawareness below CLEAR. And there may be more than one such incident.

2.) Now Date/locate the "Hidden Incident" on the Body Org in TLT (since conception).

2A.) If you get an "LTA body death" on this step, it is handled as per other issues, but this is not what we are looking for in this process. The LTA Body Death key-in will WORSEN the body until it is handled (or keyed-out by a change of environment and life-style from the LTA pattern.) We are looking for what causes the ROLLER-COASTER,

NOTE

3.) After D/L to F/N Blow on each of Date and Locate, identify the PERSONS or Ons (big Ons) around the body or putting intentions to it IN THE INCIDENT.

4.) Take best reading PERSON or On and have pre OT (or OT) give it

a NAME if he hasn't already.

5.) Run 6 Ruds as follows:

"Concerning (NAME) in the incident, is there a(an) (RUD)?"

Note: This question leaves open the flows. The RUD which is out could be between the "NAME" and the body, the "NAME" and the pre OT (or OT), the BODY ORG and the pre OT (or OT), etc. (Or even between different persons in the incident).

Run each rud until it F/Ns on CALL. (i.e. Run it if it F/N, then call it again, etc, till it F/Ns on call).

6.) Handle all terminals in the incident with 4) & 5). They must read when named or when S, I, N is put in.

7.) Now, do a 20 Button Prepcheck on the Incident itself.

" On INCIDENT of Date/Location has anything been (BUTTON)?"

During this, the body may come fully into "PT" concerning the incident and pc's attn. will go off the incident and a big F/N or FTA will occur. The prepcheck can be ended at that point.

8.) Next, do a Blow/Can't Blow on the space of the Body Org to clean up any loose MOCs. End on a nice Clean F/N after B/CB have been covered at least once.

9.) Check stability of pre OT or OT, over next day or so. If still R/Cing, do 2) to 8) again on the

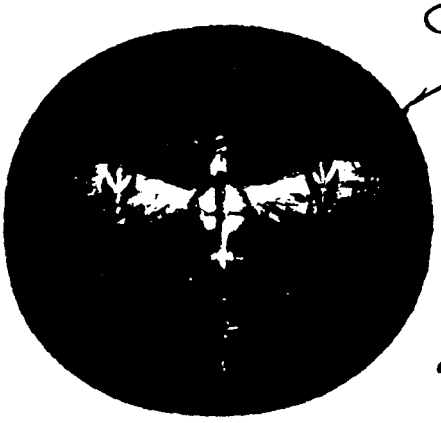
next hidden incident. There may be several. Some are quite incredible so be prepared for anything. The "body org" should stop R/Ing when all the external SP / intentions on it coming via hidden incidents are handled.

10.) When stable, half the pre OT (or OT) on <u>batting his Body Org</u> on the Conditions Formulae from Non-Ex up to Normal, so it can get above Danger.

11.) Further Optimizing (or a Review of the C/O Cycle RD) can be done at this time at C/Se's discretion. Or the pre OT, or OT can be returned to the Bridge. (He may experience a resurgence of all past gains after this R/D.)

BR Sr C/S Ron's.

(13) (ULR-TECH OBS)
14 Feb 68.



RON'S ORG

for: Games Masters
Super Static C/Ses.

MD — Technical Observations

1.) The LTA "Future" (and P.T.) is ALL an "O/R."
The RAGs were posulated to end after #9999 and have been going on for another 564 GUMs.
O/R = Hi TA = BPC. Usually, when a preOT contacts LTA (or is restimed by it), his TA goes up. It usually begins to or comes down after he (or the being on his case who is in LTA) gets the 564 GUM's "date" of LTA or the BPC from the incident

he is "stuck in" from LTA.

Knowing all this, we can also state that all the MOCOs of the MEST (U3) from LTA are also in an OVERRUN (by 564 GUMs) of when they were supposed to be "freed" or "returned to their Creator."

Also the VTA MOCOs by association with LTA MOCOs will dramatize O/R or "not even supposed to be in this game at this time". This BPC is in addition to any ARC B from "dumping" by big On

If you want to feel a big flow of agreement from the MEST Universe, just indicate to it that it has been "O/K by 564 Games Universe Models. The MOCOs send back a TP agreement of VATs and a "Wow, Yes, What can we do about it? How do we get back to our Creators?" etc. Usually a nice "help flow" can be established and you can inform them of the F.E. Bridge and that they can help us and encourage their Creators to find and do the Bridge. You can also inform

them of the "Rights of a Dn" and that MEOs also have these rights although they may not have been passed on to them when they were "created."

From all this, we can also say Technically that any problem with the FUTURE is a problem of LTA or involves it somehow. C/Ses should know this.

The above data on O/R should also be grooved in on the Body Org to help their work in auditing new arrivals.

2.) Present Time and LTA are also "charged" by the dramatization of the UNFLATNESS of the 11th D "game ending tech" of the taken-over Church from LTA. Technically, it was OUT-TECH as well and a BETRAYAL of Ons who wanted to get back their rights and "go OT". A stuck "incomplete cycle of action" of this magnitude causes a problem, ARC Breaks and invalidation, and makes "case" - thruout the whole GVM and Ring.

3.) The Church's actions of WWA - disregarding tech and policy, charging high prices, and acting out-ethics are of course for them only a dramatization of the LTA "One-World Control Operation" and "One-World Church" which "produced" BSTs and BST Tech rather than freedom, Since they are taking no responsibility for any of this, the O/R & UNFLAT BPC will all be directed at them as a "target" and the closest reminder of the "betrayers" of LTA.

So, in the FZ (Free Zone), try not to restimulate these buttons in your org (or as applying to) or delivery center and you will do fine.

4,) So when you view from the 11th Dynamic, you see the world (and GUM) as an;

OVERRUN GAME
UNFLAT GAME ENDING TEC
BETRAYAL OF On's RIGHTS.

Thus the successful promo and production actions are:

- ENDING THE OLD GAME AND STARTING A NEW ONE,
- FINISHING THE TECHNICAL BRIDGE
- GIVING AND SUPPORTING THE RIGHTS OF Ons,

(Now, a couple of 12 D Observations)

These purposes can help greatly to align your operating basis as a Ron's Org, or OT Project Group or Missionaire.

BR

SHSRon's.

IMPORTANT NOTE: The goal of all this may be stated as:

"OPTIMIZED HAVINGNESS"

since Auditing is by Ron's definition a game of "Exteriorization versus Havingness". Of course, it could also be stated as:

"OPTIMIZED EXTERIORIZATION."

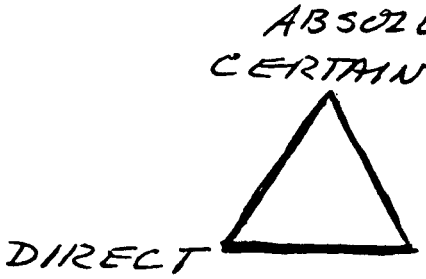
BR

(14) (VLR – "SOURCE BASICS ADDITION")

SOL 6 Mar 88.

Source Basics Addition
(Ref: 27 Oct 87)

The "unobtainable absolutes" make a triangle which add up to:
COORDINATED OPERATION
(or CO-OPERATION)



(AC + DC + CERI = CO-OPERATION)

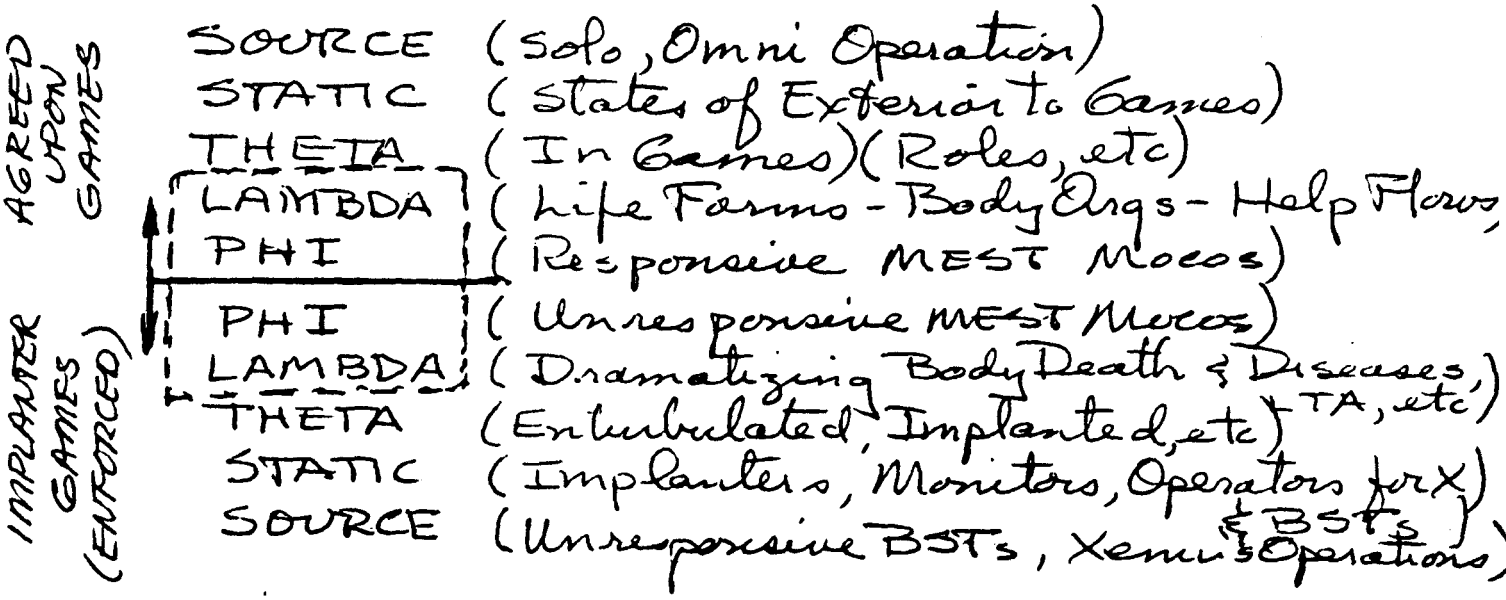
Theoretically, an OT could have a "break" in this triangle, as in ARC or KRC.
The assessment would be:

AC	K
DC	U
CERI	C
CO-OP	D
(SOURCE)	E
(STATIC)	I
(KRC)	O
(ARC)	R
	F

Also, any of the points could be Prepchecked, if an OT was having difficulty in Source Operations.

Source Scale

[ ] = "Mocoland"


AGREED UPON GAMES
IMPLANTER GAMES (ENFORCED)
SOURCE (Solo, Omni Operation)
STATIC (States of Exterior to Games)
THETA (In Games) (Roles, etc)
LAMBDA (Life Forms - Body Orgs - Help Flows,
PHI (Responsive MEST Mocos)
PHI (Unresponsive MEST Mocos)
LAMBDA (Dramatizing Body Death & Diseases,
THETA (Enturbulated, Implanted, etc) TA, etc)
STATIC (Implanters, Monitors, Operators for X)
SOURCE (Unresponsive BSTs, Xenu's Operations & BSTs)

Vectors

As a Player adjusts his positions in the games by the purpose vectors of EXTERIORIZATION ↑ and HAUNGNESS ↓ he is liable to move down the Source Scale past the center and fall out of the "agreed-upon" games into the areas of "enforced" games. The cases and bodies and MEST of GUM O TTA/LTA are an example of the worst "composite" of all levels of the source scale.

The other aspect of the Source Scale is how much awareness of the "Rights of Ons" there is at each level. At the center it crosses over to "no rights" - all is determined by the "source" (Xenu). Above the center, there can be rights, individual sources, and self and pan-determinism.

In bringing the body-org up to an "OT" state, an OT should be aware of these factors. Sometimes the 2 Ons of the body org don't give the rights of a On to the 3 Ons. Or the "auditing" of the org only extends to a certain level down the scale. Or there is no "alerting system" to inform the C/O that a Theta, Static, or Source influence from the ENFORCED levels is impinging and needs handling (by the C/O, because the body-org can't handle player Ons)

L. Ron Hubbard

(15) (ULR - "BLACK NOTS AGAIN") 30 C III. 21 Mar 88.

~~Black NOT Again~~

& "Ethics Auditing"

The C of S & RTC just won't learn. They are still engaging in "knowing restimulation" and "implanting" type actions - expressly forbidden by Tou in OT Policy (Vol VII OEC). The latest is Ethics & Dynamic Auditing, and may be done by more than one

auditor and in different locations.
The "auditing" is all addressed to
B/Cs on the case of the target person.
For instance they may assign the B/Cs
"Treason" so they will make the Person
feel he is in treason and go back to
the Church. Or they may do LEDs on
the B/Cs connected to his dynamics
2 & 3, then indicate the E Mtrs Cmd.

At Excal & lower, this is usually found as "interference" from another and the "Black NOT ser" is run on the Implanter Handling from Excal or/and his LTA auditing or Church connection Run out, so he stops doing it. At higher levels, the same handling applies, but there are no B/Cs to then handle and free. Why? Because

usually after Excal on a higher level, the person HAS NO BTs or CLUSTERS in his space! So what does the "auditing" do? It lists HIS BODY ORG - especially if it is below NORMAL OPERATION. The BODY ORG may want to "help" by doing the Black NOTs process and

then sort of "let the C/O know"
how it went. The result may be
a vague feeling of a lower condition
or dynamics not working properly
or a body that seems to be having
counter-intention or other-intention
to the C/O. So, in these cases, after
handling the Blackboxer, check
for what processes have been "run"

on the body org and straighten out the WRONG ITEMS, WRONG CONDITIONS, etc that the Body Org has started to dramatize. It can result in a great resurgence and relief. (Note: Sometimes there is also an LTA system on the same or similar thing being done LTA, so handle that too.) After the handling,

do a B/CB and then HAT the body org to just warn the C/O if anyone tries to audit it other than the C/O or an auditor that the C/O chooses in the Free Zone.

[signature]

Sr C/S Rowb.

*(ULR - "SOURCE IN PAWN")

(16) SOL IV 6 Apr 88

The "Source in Pawn" Trick
(for SSC/Ses & SOL IV Packs)

On running PrPr3 on Players "being" Postulates at SOL Level when something is not logical, or on LTA reviews or LTA Coltus implants, you may come across a very hard to differentiate, but definetly EVIL intention, and know its from Xenu and the Implanter Org or some On loyal to Xenu. It may even seem to come from a "Churchie" or someone who "apparently" was loyal to LRH, but got stuck on the "other side" of the game. It also may seem that a lot of Ons are intending it. Well, they are!

The postulate is "WE ARE ONE". It is a Xenu-contrived alter-is of the Source Level knowingness and certainty: "WE ARE ALL" (meaning that "before" or "outside of games" the Sources are all that exists. But they are highly individual and very logical, not a "cluster" or a "one".)

(It may even come across as "WE ARE ALL ONE", but it is still an alter-is.)

The date of this "postulate" (or implant to be a postulate), is:
564 GUMS ago. (LTA) (~appx)

The location is:
COLTUS (455 L.Y. above North Pole) (~appx)

The implant date is "FOREVER" so that it seems to repeat and stretch across all 10×10^{40} variations or permutations of the Game Series Perfect Circles and on into Source Operation Levels.

The implant location is:
"IN YOUR CENTRAL VIEWPOINT"
so it would stick as a postulate in whatever beingness a Player chose.

The really sticky thing about it is that it was not always done to the Player himself, but to a "double" of the player. This was merely

a trapped Player who Xenu considered not to be "so important" or even possibly a Clone of a Player he considered dangerous. This is where the "Source in Power" idea comes from as stated in the title. The implanted On was implanted to totally forget or not-is who he really was and become a new clean "Source". Then he was implanted to copy fully or duplicate exactly the thingness of whichever Player Xenu wanted to control. There was only one difference - the On being implanted was also given the "Source postulate" or "certainty" of "WE ARE ONE." This made him stick to the Player he was supposed to copy and made all of these "false Players" stick together - and at a very basic level, which would not be found until the person started handling his postulates or SOL level actions.

Xenu could then monitor anyone

he had "doubled" by just putting another command into the "Source in Pawn" who was "split" into the attention areas of LTA Coltus and being the targetted Player. And group scenarios could be run on the "doubles" to affect an "enemy" group or to overwhelm a non-conforming player and thus throw Players loyal to FE and the Tech into doubt, enemy, or treason or confusion - or lower.

The power of this "influence" of course lessens as the person goes up the bridge, but may seem to get strong again when he is doing SOL levels, as a sort of vague feeling that there is some unhandled opposition or C.I. to his purposes. It may

show up in LTP type "cone" trips or dreams where the Player was going up against the taken-over church or the one-world police state. This can be puzzling, especially if the Player or SOL level OT has already sun his own cone out. It seems like a "visit" but also "his" at the same time. The answer is, of course, that it is the cone of the double, and it can be experienced by the OT because the double is tuned to his "wave length." (ie Experience and CVP were copied.)

Handling if encountered on a case:

1.) Date/locate as above to exact D/L for that Person.
2.) R-factor on the implant and what a Source in Power is.

3.) Run the double (or group of opposition) on PrPr 3 as this implant was done with a twisted type of auditing tech - repeated commands, etc. (Usually you will find it was done after 1980 LRH when Kenn did have control of the Church and the Markabian were still loyal to him, and Coltes was still his main implant station in this Sector)

3A.) Or, you could run it as "another practice" with the PrPr 2 Commands:

① "What conditions have you encountered in the Source in Faun implant?"

② How did you handle it?

4.) Do a Blow/Can't Blow to F/N.

#

Note 1: This data on the "Source in Power" implant can be useful in handling PTS OTs and for debugging an OT being up against trying to Exteriorize or on the Exteriorization RD. (He may feel that his current CCH is "threatened" by the double.)

Note 2: DO NOT RUN THIS on a person who has not encountered LTA or who has not handled the usual LTA charged areas.

Note 3: Don't run this unless it reads well and Data/Locates well.

Note 4: A person or OT on SOL may run it whenever needed.

Note 5: There may be a lot of effort, strain, and charge coming off this implant as any being who had it tends to stick to all the others who had it by the "WE ARE ONE" postulate.

BR

Sir C. Sharon's

(17) #(ULR - "Postulate On's")
SOL IV
13 April 88.

"The Most Aberrative Postulate"

The most aberrative postulate that can be (or that a On can be or believe) is: "I DONT KNOW".

- This postulate defeats logic by denying data with which to evaluate.
- It can knock the KRC Δ out and bring in the SCM Δ of the implanters.
- It can give such mystery and uncertainty to a On that he believes he has to "SURVIVE" against the "unknown" rather than IMPROVE thru playing the game.
- It puts in a "doingness" (DO NOT KNOW) which continually enforces the postulate itself. Thus it persists and is not the same as a "KNOW NOT" postulate because if a On "KNOWS NOT" he can then decide to DO SOMETHING to get more data. This "DO NOT KNOW" postulate creates a NOT KNOW DOINGNESS

From SOL LEVEL DATA we know that a being can be "audited" to "become

a postulate" and thus affect the whole game pattern. If Xenu wanted to stick all players into the games and become the "only source" (which he did), then we can assume he would have been very interested in producing "DO NOT KNOW" postulate Ons to block all other's rights to go OT and return to Source.

There is evidence for this in many pc folders where the pc "sticks" and just robotically answers the auditing question with "I don't know."

I have looked for this mechanism in a major implant, as it also occurs on Excal, but have not found it - as an implant. But when looked for as a "On being a postulate", all can begin to resolve.

HANDLING

What is observed: pc or OT stuck, saying "I don't know."

1.) R-factor: "Ons can be anything, even a postulate, with hardly any mass but seeming to be everywhere and everywhen, permeating the game space." (Adjust to reality of level of case you are auditing)

2.) Get the concept of a On who was "audited" or "processed repetitively" till he became such a postulate. FRO him.

3.) PrPr 1:

① What must have you committed as an "I don't know" postulate?

② What problem were you trying to solve?

③ What have you withheld as an "I don't know" postulate?

④ What problem were you trying to solve?

(TO FTA / no more answers GIs)

4.) VI R/W:

① What is the VALUE of REACHING for "I don't know"?

② What is the VALUE of WITHDRAWING FROM "I don't know"?

③ What is the IMPORTANCE of REACHING for "I don't know"?

(4) What is the IMPORTANCE of WITHDRAWING ~~[illegible]~~ FROM "I don't know"?

(TO FTA/no more ans. VGIs)

5.) PrPr 3: (Auditing - any repetitive type process or similar)

(1.) What condition have you encountered in "auditing to become an "I don't know" postulate"?

(2.) Tell me how you handled it.

(TO FTA/cog/VGIs).

6.) Blow/Can't Blow with 4 Rights of a On as needed.

There may be (laugh - of course there are!) a lot of these postulate Ons around. It should be easier to disseminate and audit when they are off a case or area. Go to it - OTs!

BR

Sr. C/S Ron's,

Thank You, Ron!

P.S. This C/S could also work for any other ~~[illegible]~~ "postulate On" if you know the exact postulate he is "being."

BR.

(LILR – RUNNING POSTULATES) SOL IV 17 Apr 68.
18

Running Postulate

Postulate Ons – These run on the 13 April Issue and are usually stopping or preventing the OT from Operation:

Ex: "I dont know"
"I must fail"
"I must fall"
"I must die", etc. . . .

They are merely player Ons or Clones who were "processed" into being a postulate. The reason they bother an OT is that they emanate the postulate continuously and can't be changed. You have to audit them as Ons to free them.

Postulate Copies – These are mocos holding an old postulate, either from a Postulate On or from a Player in the games. They run out on simple V/I on the postulate plus B/CB. (Much less alternative than the postulate Ons but can influence the Body Org.)

Ex: "I'm important"
"I'm getting old"
"I'm strong"
"I'm sexy"
"I'm beautiful"

(They are not necessarily "bad" or anti-operation postulates, they are just postulates - but they do prevent logical evaluation by the Player in the current TTA game!)

P.S. You may find some are your <u>own</u> postulates!

BR
Sr C/S Ron's.

(ULR - "How LTA Ended")

19

11 May 88

SOL IV

How LTA Ended — — —

The main controversy toward the end of LTA, when the vote was taken whether to play the Ring again or just continue with the X-bridge ad-infinitum, was:

> THERE WAS NO IMPROVEMENT (INFACT THERE WAS A GRADUAL WORSENING) OF THE CONDITION OF THE WEST U. (DYN#6) AND ZOns (LIFE FORMS - DYN#5).

And this fact everyone left in the game (and not made into a Black Static) could see.

The X-faction was claiming their "OTs" or "Statics" would handle when everyone had done "the bridge." But the

GP faction claimed that many had done the X-bridge and therefore the condition of Div 5 & 6 should be improving, not worsening.

The X-Org counterclaimed that the GP tech of picking up and dropping bodies to do its "missions" was to blame as it gave losses to the A & O. They also said that when their own (BST) "OTs" left, they only did it once and promised to handle all 5 & 6 Dynamics from their new state of "static."

Then the GP side would ask "why had it been done?" - "were the OTs lying?"

That certainly didn't sound like the "Road to Truth" or As-is ness.

And so it went on - to the vote.

Since Xenu had made so many BSTs (who could not respond or do anything but HOLD and BE the MEST U), he was short of voting power, so the remaining players, (less than half of the 10x10^90) gave the majority vote to the GP on the basis that

IF WE PLAY THE RING AGAIN WE MAY DISCOVER THE MISSED BASIC(S) WHICH ALLOWS THE IMPROVEMENT AND AS-ISING OF MEST & ΔOns. AND FREEING ALL CREATIONS.

Both sides were heavily into research and the GP had discovered the Ring, CCC, GUM pattern and could exteriorize any player and clean him up. Xenu claimed that the MEST & LIFE FORMS could only be handled when ALL PLAYERS had gone "STATIC." The GP claimed it was an individual proposition, not a group postulate by all players as Statics. The missing datums then were: the knowledge of Excalibur, the OT 13 tech, and exactly what was happening to the X-org "OTs" (BSTs).

The vote was taken after all remaining players were educated into the issues and possibilities. It was close, but the decision was to repeat the Ring — and find the missing basics.

So, in TTA, the attention will be on showing the workability of the bridge by:

- IMPROVEMENT IN THE CONDITION OF THE MEST U.
- IMPROVEMENT IN THE CONDITION OF LIFE FORMS.
- THE ABILITY OF AN OT TO IMPROVE HIS BODY (OR BODIES), i.e. BRING THE BODY UP THE BRIDGE.

The LTH claims and issues will be repeated by those dramatizing LRH, but none will have a complete handling for Dyn 5 & 6.

Ex: "One shot OT"
"Exteriorize and leave the whole mess"
"All must be at native state, then the Universe will disappear"
"We created it all from an all-is-one static viewpoint"
"Bodies and MEST are unimportant, just go free yourself!"

All these views are irresponsible in the overall context of the Game Series and the concepts of Source Basics.

So, lets do it right TTA and make it the FTA (final time around) so there won't have to be an NTA (next time around.)

BR
Sr C/S Rovis.

(ULR - "LOOPS & LOOP Ons")

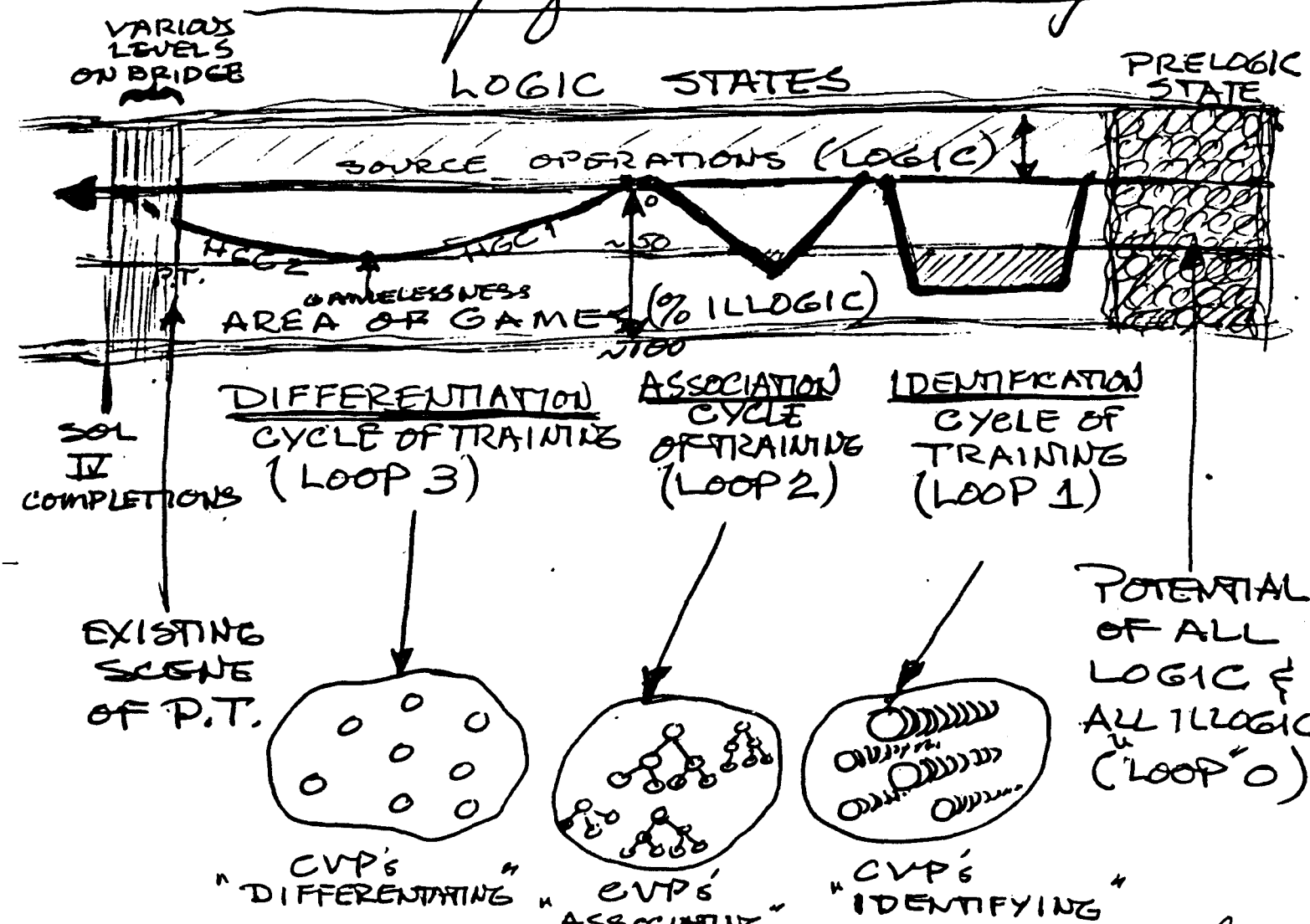
20

VAST

1 June 88

To apply viably our Source Training, we must know what already has been applied and what the result was.

History of Source Training



(This is only showing players, mocos would add complexity to any of these patterns)

The 1st Application from a Pseulogic State of Potentially All Logic + Illogic, (Sort of a "Native State" of 0), was an IDENTIFICATION GAME CYCLE. From the diagram you can see it went down scale very quickly below even the Gamelessness Level, stayed there for some duration and persistence, and then was technically and administratively handled back up to source. It had a non-optimum result. It reminds one of clusters of OT III and "We are one" postulates and implants. It had 4 "Dynamics."

The 2nd Application from Source Operations Level (above Games) was an ASSOCIATION GAME CYCLE. It also went down spiral but on a gentler, less steep slope. Eventually it also dipped past the Gamelessness

-ness level and became "no fun". It was recovered back to SOL with appropriate Tech & Admin. It had 8 Dynamics, and reminds one of Excalibur Plugs and the linking of "families" of Ons by CVP mutual creations.

The 3rd Application of Source Training (called Loop 3) is the one we are familiar with from the Bridge, and GSC, GBC levels with HGC's 1 & 2 in it and a bottom point of "Cameolessness". But it was picked up from there by HGC #2 with an (improvement vector) addition of 4 more dynamics (9, 10, 11, 12) to help get it back to SOL. We are now completing that cycle in Roni Orgs and by Applying the results to all Dynamics. Those who are at this level (VAST) know that we now need 4 more dynamics (13-Games, 14-Source Ops (Absolutes), 15-Logic, 16-Application

to further optimize and improve the games - which are merely applications of logic to create illogic for its own analysis evaluation, handling, and review. (In other words, how can you have any application (doingness, fun) of total logic unless there is illogic. LRH said "All Games are aberrative (i.e. illogical), some are fun" (the Player enjoys his application of logic to handle it.)

These "loops" look like a square wave (½ of it), a triangular wave (½), and a sine wave (½). So you might say that we, as Sources, are "tuning up the Game Patterns toward optimum enjoyment"

We can also see that going down spiral to "Carelessness" is too far into illogic for optimum enjoyment. Both haviness and exteriorization are "at the bottom" at that point.

It didn't help matters at all for Xenu and the Implanters to throw in the old Loop 1 & 2 type activities of identification and association to mess up logical players with clustering and Excalibur Plugs, but now this has been evaluated and handled on the Upper Bridge.

Now that you have the overall view of the applications, the next games, and the Powerful resolution of this "Loop 3" cycle, should be much easier - and more fun!

Note: The data for this issue was from OTs shitting into remnants of the Loop 1 & 2 Cycles, the background research into Postulate Ons & Sources in Pawn and a close examination of LRH's Prelogics, especially #3:

Q3: "The Identification of the Source of that which places matter and energy and originates space and time is not necessary to the resolution of this problem at this time."

Well, I figured that from VAST level, it WAS NECESSARY and that the TIME for it had come.

Note 2: As you study this issue, you may find "blow-offs" occurring from Loops 1 & 2 MOCOs you "forgot" to handle then. Just give them the "MOC or free" and Rts of a On."

Note 3: There will be Programs and Cl Sec for Players who arrive at this point and still have incompletes in Loop 1 & 2 — or who have transported entire groups of ASSOCIATED or IDENTIFIED Players and their MOCs from those Loops to Loop 3 — or who have been hit with similar groups made or transported by Xenu and the Implanter Org.

FCS Rons.

(21) (ULR "Loop CIS #1")

31 May 88.
Updated
4 June 88.

Loop CIS #1

1.) Contact any suppressive type Player On which may be giving the body somatics or a Roller-Coaster feeling by TRO or "Attention On."

If you get an idea of yours about what or how the "Loop Ons" are suppressing, write it down as a sort of "Stack Wording"

2.) "Hello!" TONE 40 to the 1st part of the org. (Or "Wakeup!")

3.) For each individual:

A. "What DATUM are you being?" (Do this until you get the LFBD answer or no more answers)

(Datum = anything not pure Source)

B. Run: V/I on the LFBD or last answer datum.

1. "What is the value of (datum)?"
2. "Tell me about it."
3. "What is the importance of (datum)?"
4. "Tell me about it."

If it is his, it will go to F/NVGIs
If not, it will go downtone, so ~~do~~ do a Tone 40 Indication of: "That is a wrong item for you!" or: "That is not your item!" to F/NVGIs.

C. "What policy are you following?"
(Repetitive to either F/N or no more answers.)

D. Rem: V/I on the last answer "policy" the Loop On is being. (Same as in B)

4.) Now, the Player On (Loop On) will either want to blow and become a player again — or he is being held. If he can't blow on "Who?" + "Rights of a On," then ask: "Who is constantly suppressing you?" or "Who is holding you?" or "Who is commanding that you stay there forever?" or "What senior datum is commanding or holding you?" (One of these will work best for a particular OT or pre OT)

5.) R-factor: (Even to Loop On just handled when he gives

the datum or On that is holding him.): "Thank you. I will handle him so you can have your Rights of a On back."

Then trace the line up to the next Loop On (Player On) being the "Senior Datum". Do Steps 2-4 on him.

6.) When done to the top of the "org board" - come back down and make sure all went free and have their Rights of a On back. Use any B/CB needed. Check for a lower influence on the Body Org by asking the Body MOCs: "Have you been commanded to be a datum?" "What was it?" "Tell me about it." (Debrief them) + (Give "MOC or Free") + (Rights of a On)

Note: Because to include the Space MOCOs in the Body Org because that is the most likely place for a datum to be kept which remains hidden and can influence all the other MOCOs.

7.) Do one "org" piece per session. Free it top to bottom after working up from the 1st Datum. These are usually only small "orgs". (A datum on from Loop 2 and a policy on from Loop 1 could be all there is for one "org". Plus the influence on the body, of course.)

8.) This C/S is a Review C/S and only auditors who have shown good results on others should be allowed to try it Solo. These are PLAYERS you

are auditing, and they don't even have Loop 31 cases, so can be very powerful. On a Roller-Coaster OT with Somatics, they can produce heavy somatics during the session. So, closely supervise and if in the least doubt about the Solo Auditor's skill, do it as a Review Session, or Series of Sessions. (Reason: The Somatics can break the VR's and cause a Q&A and failure to finish the cycle. The resulting Somatics could never be diagnosed or handled by a "doctor". The only way to do it is to finish the C/S.)

Note: Realize, that if the VE Process does go to F/N on these

Suppressive datum and policy, the Player On (Loop On) you are dealing with is an SP or was slated to be one. If it is a Wrong-Item you run him, he may be just a PTS. (Usually, the "holder" is an SP, or copy of one, from Loop I.)

Note: This process may produce some amazing body changes and resolve chronic or recurring somatics and provide new perceptions for the OT or pre OT. Run this CIS #1 until there is no more Roller-Coastering and the OT is Stable. The questions "Suppressive Datum?" and "Suppressive Policy?" will F/N to check the SP. And the

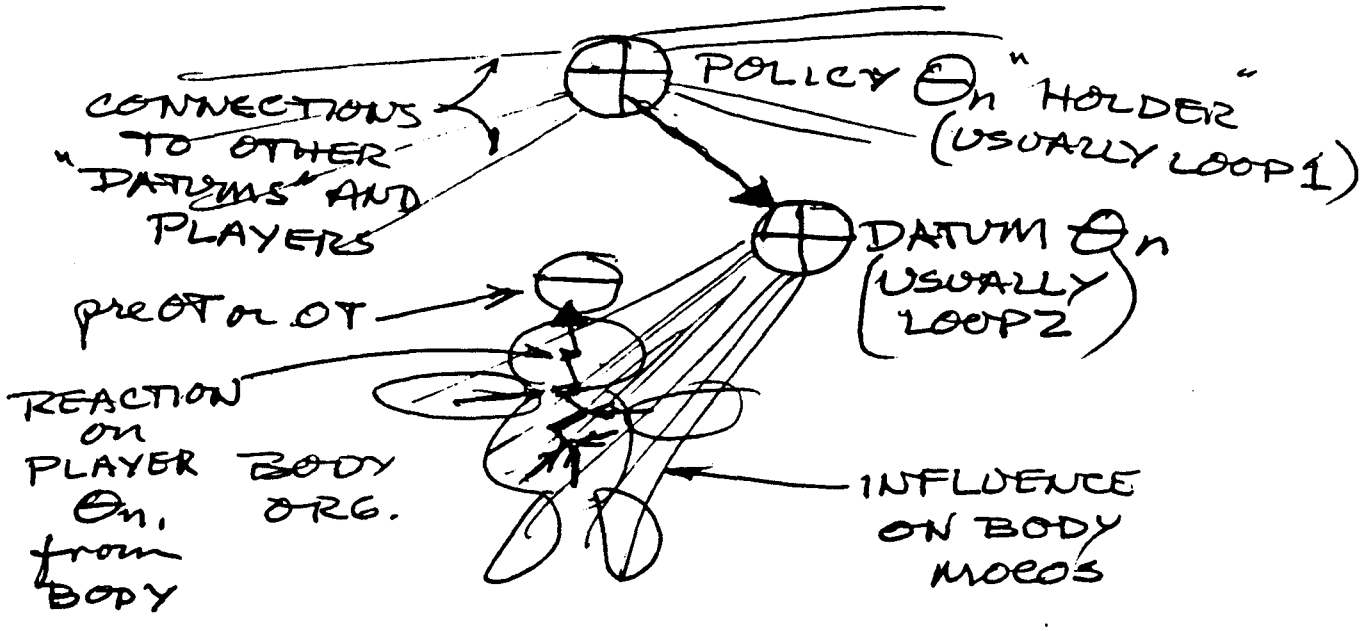
OT or pre OT will be CERTAIN about his stability. Now he can improve and keep his gains.

Sincerely,

(22) (ULR - "LOOP CIS #2") VAST 4 June 88.

Loop CISes

The CIS given in the previous issue handles the "anti-pan determined" datums & policies from Loop 1 & 2. It is similar to Excalibur in that it is other-determined, but on a pan-determined upper harmonic. These "data plugs" are usually only 3 parts: The ~~datum~~ datum contacted, the "policy" "holder", and an influence from them in the body on the body MOCOs. (Which is giving the somatics)


CONNECTIONS TO OTHER "DATUMS" AND PLAYERS
POLICY On "HOLDER" (USUALLY LOOP 1)
DATUM On (USUALLY LOOP 2
preOT or OT
REACTION ON PLAYER On. from BODY
BODY ORG.
INFLUENCE ON BODY MOCOS

The "Source On being a Datum" is Associated (linked or held) and usually is from a "left-over" group in Loop 2.

The "Source On being a Policy" is usually Identification oriented = Loop 1. He may even be a copy of a Player On in Loop 3, i.e. an SP or Evil Intentioned person in the OTs track history or in P.T. or a betrayed "good guy".

When all these "Excal type" "other-pan determined" Loop Dns are freed, the next step is to handle any the OT put there or left there himself.

Loop C15 #2

1) "What connected DATUM Rane D created?" (Find it)
2.) V/E on the Datum.
3.) B/CB to free it.
4.) Then "What connected policy Rane A created? (Find it)
5.) V/I on the Policy
6.) B/CB to free it.
7.) Then do 1-6 on "disconnected."
8.) Then do 1-6 on "unconnected."

(Each of CDU 1-6 run to F/Non Questions #1 & #4)

This is similar to the Phoenix Level on a Pan Determined higher harmonic as it is done by the Player On Himself. Note that he did not create the Source On being the datum or Policy, but got that On to become the datum or policy he created in Loops 1 & 2.

After this series of processes, or after one cycle of #1-6, if needed, the datums and policies found can be indicated as "wrong items" to the Body Org if somatics are present.

Note: When running V/E on a datum or policy, if it goes to F/N VGIs, it IS THE PLAYERS

OWN CREATED datum or policy. But if it goes down tone as to an ARC B F/N on VIT process, then he got it from another Player. When this happens or as soon as it is noticed the indicators are becoming "BIs" instead of "GIs", the policy or datum MUST BE INDICATED AS A "WRONG ITEM" or "NOT YOURS" or both. The F/N VGIs will then appear.

The theory is that the VIT process "TESTS" items. If its run on a player's own item he will be GIs (happy) as he is returning to a state of improved logic exactly as he descended on his own spiral.

If, however, he got the datum from another, it does not compute to him but throws attention over to another's universe and drives him out of session and into an ARC Break from "no auditing on himself." The "wrong item" indication breaks the connection, or "distraction," and returns him to session and the cog that he had misownership on the datum or policy. This gives him new knowledge and a clean space and FIN VGIs. on that subject.

Note: This CIS may also be run on "another" and "others" if needed.

Sr CIS Rons.

(ULR-"UPPER DYNAMICS & VIABILITY")

(23)

12 June 88

VAST

Viability
— Its Importance to Sources

Dynamic 13 - Games
Dynamic 14 - Source Ops.
Dynamic 15 - Logic
Dynamic 16 - Applications
Dynamic 17 - Viability
Dynamic 18 - Totality

Why should an infinite being of infinite potential to apply Logic & illogic require viability? Simply because during the "application" cycle involving Logic, Source Operations, and Games (Illogic (plus) + a Logical V.P.), either knowledge can be gained

or beingness lost. The exact point where the On becomes unviable is the dividing line as to whether he can pull himself out or requires help. Viable means "able to live" or in this context - able to retain enough logic to improve his condition. The Bridge reaches down below this level to the lower awareness levels where help is required. This point is theoretically on the Bridge at "Clear". (if there had been no Implanting & Pre I VVA or LTA, the OT III + Excal + LTA Reviews would probably not be necessary and a Clear could Solo this way out self-determinedly).

The Source Missionaries - or

"Keepers of the Light" were a precaution to ensure viability — and it was needed.

The improvement toward viability in these "Loops" or experimental Game Types shows the progress we all are making. To understand the full importance, however, we must look at the next dynamic — #18 of "Totality" or Native State, Completeness, or Super or Supra-Source for each being. I have found some of the "truths" (it could also be called "Ultimate Truths Dyn 18") of this level. These are:

1. There never has been, never is, and never will be NOTHINGNESS.
2. There always has been, always is, and always will be SOURCES.
3. "Sources" didn't "come from anywhere". Anywhere and everywhere came from them.
4. As in the Prelogics, one of the Abilities of the Source is a cycle of action. This is what we now can see as the "loop experiments" or "exploratory applications" of the potential of total logic & total illogic.
5. The VIABILITY factor comes in because of the possibility of a Source (or all Sources, if they get illogical enough) to

become his or others "creations" or decide to be so "illogical" (solid) that he can't recover, i.e. the Creator becomes his/others Creations and that game goes on forever on a dwindling spiral. (Example: BST's, Postulate One's)

6. The "totality" state or "nature state" existed, of course, before the Loops (See #2) and each Source experimented on his own or with others - sort of a higher harmonic of V-1, V-2, V-3.

7. With the knowledge we have gained from all this, and especially Loop 3, the next Loop can BE VIABLE for ALL.

P 211

K. Kamradt.
Ingrid Kautz.

20 Aug 88.

C/S.

Very Well Done on the Indication of BPC and handling the Session Change. You see that the result was exactly as predicted by the C/S. So, we are now at the point of handling the Kennedy substitute incident. And you got F/Ns on D/L and TA in range again. So we are on the correct part of the "next thing" on the case. The protest of "LTA Body Death" is either due to her not understanding the purpose of the C/S which is to remove both her change as a On and any effect on Body from LTA body MOCO restim. Or it could be part of the incident itself. (Protest IN the incident). Or, it could be that this is part of a Private or Personal Case or Incomplete Cycle

in LTA, which would come up to be handled before the Body Death Cycle, which is causing the somaties. So, we approach this carefully to keep the pre OT WINNING as she is now confronting her LTA track easily again.

1.) On meter, before start of the session:

2.) R-factor: "The C/S wants me to check ~~a couple of things~~ something before we begin":

A.) Is this "Kennedy Institute" incident connected with an LTA Body Death?" (note reads and statement),

B.) Is it "an incomplete cycle" from LTA? (same)

C.) Is it part of a "private and personal game" from LTA? (same)

D.) Is it part of a "mission" you were doing in LTA? (same.)

3.) If (A) has reads and her interest, then continue with the C/S of 18 Aug and Prepcheck it, (In Session) TO F/NVGIs + no attention on it.

If (B) has reads and her interest, tell her "We will complete the cycle by getting all data about it known." (Start session & Prepcheck it), as above.

If (C) has reads and her interest, then ~~start session~~ ~~and~~ indicate it will be handled as a private & personal game. Start session: Find out "What was the game exactly? "Who was involved in it? Note the terminals and reads on them. Then take the biggest reading terminal and get in 6 Ruds" Regarding that game, was there an RUD with TERMINAL?" (You may have LD Ruds or False Ruds coming up if you cant F/N

a red.) Get each RED to F/N on each terminal that reads. She will finally during this, have a big F/N and c&g and back no further attention on the game. That is the EP. (Don't run past that point, or she will protest and lose interest.)

If (D) [redacted] has her interest and reads, find out (before starting session): "Was it a mission you were doing for someone else or was it your own personally decided mission to do for the improvement of the games?" If it was a mission she did for someone else, tell her" We will get all the data debriefed and inform the people concerned." Start session: Get "What was the mission exactly?" "Who was it done for?" Then debrief it with 2 BC and a telepathic

link to whoever she feels needs the data. (You may have to get in S, I, N to help if she gets stuck in the debrief and can't find some data she considers important. Warning - don't evaluate what you consider important during the debrief.) - She will be FINVGTs when complete.

But: If (D) was a personally decided mission for improvement of the game and that is her interest, then get a new C/S as this is a very delicate area needed to be handled by the Source Mgm & Opposition issues and a very exact C/S.

4.) Get the folder to C/S after handling any of the above. Even if it is an "LTA body death" don't go on to the PrPrs until I see the folder.

BR
Sr C/S Rons.

8. As an application of tech to the Totally Dynamic area, a SOURCE having done the former Loop C/Bés can put his attention "pre-Loop" into the "private and personal" experiments with cycles of action and applications of total Logic and Dilogic potentials to find if he left any INCOMPLETE CYCLES there. These usually are huge "MOCOs" in a connected, disconnected or unconnected state and may be contacted by just direct attention or by use of Supp., Dual, or Not-és buttons. Give them the "MOC or Free" choice and they come streaming back to SOURCE!

9. During this exploration one realizes that "all that exists" at any point on any loop or before or after is: THE "SOURCES" in (OR EXISTING AS) VARIOUS PROPORTIONS OF LOGIC AND ILLOGIC.

As a corollary to this:

The sum of all SOURCES (or parts) EXISTING AS LOGIC (Analytical CVPs) is NOT ALL THAT EXISTS.

and:

The sum of all SOURCES (or parts) EXISTING AS ILLOGIC (MEST, Games, Cubes, Cones, Loops, MOCOs, etc) is not all that exists.

but:

The sum of both the above IS ALL THAT EXISTS.

10.) Another way to view and comprehend "all that exists" is to look at the "illogic sum" to be a measure of the INCOMPLETE CYCLES OF ACTION in progress (or not) of APPLICATION by the "logic sum" of Θ (theta) available to create, experience, analyze, evaluate, and review these cycles for the purpose of improvement of conditions and VIABILITY of SOURCES.

I think this will make your tech job easier to understand as a Source can't be viable in a TOTALITY that has an unviable proportion of illogic.

Thus, Scientology and the Bridge.

—Thanks to L.R.H.!

Sincerely,

(ULR - "OMNI MISSIONS")

#25

VAST. 7 July 88.

More About "OMNI MISSIONS"

Omni is certainly an application of Source Training toward viability but what makes it different from a Source Mission done by one Source as a Player?

To explain this, let us compare a Source acting <u>alone</u> to a Source acting on an OMNI basis in a Multi-Source complex game.

A Source acting alone, can, in his own Universe, create and do As-is freely and at any rate he wishes.

But when operating with other Sources in coordination, there are "Agreements" or Postulates or Rules which define the cooperative game and its basics.

Thus an OMNI mission would take all these "absolutes" into consideration when operating.

And therefore, can produce CHANGE across the whole game which includes all Players.

In comparison, the Solo Source Mission, decided by a Source and carried out, will influence the part of the game he is in and anyone who duplicates the purpose of the mission in that area.

As an example in planetary life, there would be a limited result if one person decided not to pay war-taxes and convinced a few friends not to do so either.

But if the head of the government decided that no-one should pay war-taxes and enforced it, the whole economy might boom and the country and all Players in it

rise up the tone scale.
Such can be the difference in
a Source Mission compared to
an OMNI Mission.

From an OMNI Viewpoint, Games
are estimated and observed by
their: DENSITY, or amount of
creations in relation
to size of Playing Field.

DIRECTION, or vector towards
or away from, logic
and improvement.
Also the "time" it is
taking to play it, in
terms of the Player's
concepts of optimum
randomity.

DEVELOPMENT, or the various influen
in or on the game or
the amount of alter-is
or illogic which has
gotten into it.

These observations add up to give a DESCRIPTION of the game in progress. They are made, of course, from an outside- the games viewpoint. (Source level or above.)

From the DESCRIPTION of the Game as-it-is, and a knowledge of the Game DETERMINANTS or absolutes being agreed to by the Players in it (such as DYNAMICS, RIGHTS of a On, etc) and a comparison to the earlier LOOP or GAME Cycles experimented with in former applications of Logic, a DECISION can be made to do an OMNI MISSION and CHANGE the DENSITY, DEVELOPMENT or DIRECTION (or all three) of the GAME.

Evaluation Technology (Data Series) of the 12th Dynamic is used to arrive at the exact whys and handling steps to be taken.

(Note that LRH brought Eval Tech into the game with the Data Series previously as a result of an OMU Evaluation that this technology was needed to resolve a situation in this particular game.)

Example of Application of Above Data:

Density - from a Source V.P., or even a Static 5th Stage (0776) viewpoint, Ring 10,000, CCC24, GOM O of the Ring Archives games is very solid and appears as a dense, dark, mass, swollen out of size in comparison to other GOMS and Rings whose density is lighter and more open space in them.

Direction - Since Ring 9999, Gom O of CCC24 the Ring Archives hit a down vector toward illogic and the OMU handling there was to clo the Ring again (as Ring 10,000) to bring it back up. It taken a long "time" to come back around to GOM O where

the trouble started.

Development - the development of interference in the form of implanting got heavier and more tricky since Cum 0, Ring 9999 and Players got thrown off of the real game purposes into wars, religions, and other illogics. Various contingency plans were made at Omit Hebel and carried out in Ring 10,000, (Free Zone, more Dynamics put into the game for use, etc.)

Description - There is a definite threat to the quality improvement of Players and their logic by the above situations in Rings 9999 & 10,000 (Same Ring, but having to be done twice!)

Determinants - Rights of a Cn have been mostly forgotten by the Players, and not extended to other Players and not at all to mocos.

- Dynamics mostly not used

and controlled by other-determinism. Players pushed down onto D1 & D2.

ARC & KRC Game Elements not valued except in individual instances. Substitute triangles put in by Implanters to further interfere in the game and reduce Understandings and Power,

Comparison: Earlier Applications have gone too illogical and were abandoned, but the implanters, led by Xenu, are trying to force these applications back into use in this Game Series. These identifications, associations, and other-determined games are covertly being put in again since Ring 3999 in a massive way. By also perverting the Dynamic II Tech with false "OT" processes and "False Bridges", Xenu has tried to prevent any Players from finishing the Series and has instead processed the ones he

tricked into being "created" or being "MEST" or operating only as R or S Thetans. He is creating broken-pieces out of Players. He also established a Barrier of "Ons being postulates" to prevent Players from returning to Source Level, or exercising their Rights.

Decision: Ring 10,000, ccc24, Cum 0 is a Psychotic Games Area (Players are both out-of valence as Players and Psychotic - having no rights or game elements to help them-selves or others) It must be handled by OMW Man to return Players to their own Valences, put in self-determinism, restore Rights of Ons, educate them again on the Basics and their Dynamics and Put in a True Bridge to enable them to complete the Rings and rise to STABILITY as Sources. Do this on a gradient as per "processing of psychotics."

From this example (an actual summary for OMM actions), one can understand better, or find easier, his own part of the OMM MSN which is currently going on in this Sector of Clm 0. The Free Zone, for instance, was set up in time and space at exactly the point to provide the FFA alternative to the False Bridge of LTA. Dianetics and Scn were presented by Ron at exactly the time and space to provide an alternative to the re-dramatization of Inc II and atomic extinction.

So, perhaps you already are on an OMM Mission!

L Ron Hubbard

(ULR - "SOURCE & OMNI")

(26) V.A.S.T. 13 July 88, Issue I

∞

An AWARENESS of INFINITY is what a Source is.

An INFINITY of AWARENESS is what Omni is.

ALL MECHANICAL CONDITIONS OF EXISTENCE AND OPERATIONS THEREON AND THEREWITH LIE BETWEEN THESE TWO CONCEPTS.

Sr C S Ross.

∞ = ALL POSSIBLE PERMUTATIONS AND COMBINATIONS OF THE POTENTIAL OF TOTAL LOGIC AND TOTAL ILLOGIC.

(ULR - "Unresponsive Postulate & Loop Ons")

27

V.A.S.T.

15 July 88

"UNRESPONSIVE" POSTULATE AND LOOP ONS

A "Responsive" Postulate On is one which responds to and goes free on the C/S for a Postulate On. He is not being prevented from blowing or "cannot respond" to the C/S.

A "Responsive" Loop On can have a "holder" (usually a "On being a policy") and the Loop C/S #1 covers this so that both go free.

But if it occurs that the auditing keeps getting "interfered with" before the On being audited can blow, or the On "almost" goes free, but snaps back to an automaticity and starts repeating answers already given, or the pre OT feels "something else" came in & the session before the On being audited is complete, then you have an "unresponsive" situation. It means these Ons were "linked" together in a network or "org board," and if you try to handle, it will involve a long chain of incomplete cycles which have to be finished on BPC

will continue to build up from the many incomplete cycles.

The way to handle this when it occurs is to go to PrPr6, and when any "new On" comes to interfere with the session; clear the commands to him and continue the PrPr6 on a Group Auditing Basis. Eventually you will have the whole network in the session and they will start "reviving" one by one and the TA will finally come into 2.0-3.0 range with F/N VGIs Cog (for the pre OT as well as the Ons being audited).

Then do the B/CB Steps.

Then check on any incomplete process cycles from before you did the PrPr6, as the unflatness of the process could prevent those Ons audited on it from blowing. If so, complete the process(es) and do a new B/CB.

BR
Sr C/S Ron's.

OUR VAST

TOTALITY

14 Dec 88.

The "Problem" of Immortality:

The 3 "Solutions" to the "Problem" of Immortality are:"

CREATE

CO-CREATE

AS-IS

These are the Logical Solutions which produce the possibility of VIABLE GAMES.

The Illogical "Solutions" to the "Problem" of Immortality are:

NO CREATE

COUNTER-CREATE

NOT-IS

These produce unviable games

ALTER-IS is present in all solutions.

If one scans back through his "solutions to immortality" from a VAST viewpoint or a TOTALITY viewpoint, he may find a barrier he placed between the various solutions he did. This "barrier" can be easily removed by running it on VIS/W (Value-Importance Straightwire) on:

"Preventing me from viewing immortality"

or

"Stopping my perception of former solutionists to immortality"

or

"Blocking my knowledge of my immortality solutions."

This goes to EP when he finds the real reason he put it there.

This last answer is also the "Admin Why". Then a debrief or/and the MOC command will remove the MOCO and the person can "see" or "know" more about how he handled immortality.

Note: Immortality, of course, is not really the problem. It is a truth - the most basic one there is. The "problem" was: how to "spend it," "use it," or "fill it up". The more viable the "solution", the more FUN it is.

BF
Sidis Ross.

UR VAST.

9 Mar 82.

The "Failed Source" Case

It has been puzzling to find that certain individuals will do actions to remove themselves from the Bridge even after having excellent wins and actual easy gain or even arriving at a state of ease-lessness (OT16).

After analyzing these beings and their actions and doing some TP processing in their areas I found that each pass through a cycle of "not-is"; "no-create"; then to a very illogical "counter-create".

A long run of VIT on their actions (the illogical action), or on the "counter-create," "no-create," or "not-is" as a non-viable solution to the

"problem of immortality" eventually comes to a point where the answers repeat over and over - yet never having gotten to an EP or even become more logical.

I then realized they must fall into the category of a <u>loop On who had the Big Source implant.</u>

But, they <u>had</u> been in loop 3 as Players! So was it just a Loop On "being them" that they were unable to differentiate from? Or a "Source in Pawn" who was given the Big Source implant? Or a group of Loops who had it?

Well, I did find "monitor lines" via Loop Ons to them from Xenu. But running those out <u>did not</u> change the basic condition of "illogic" regarding Source and

not moving on up towards the true Source State, which all these Players were manifesting.

Then I realized that somehow in LTA future THEY THEMSELVES HAD RECEIVED THE "BIG SOURCE" IMPLANT AND SO ACTUALLY BELIEVED THEY WERE MOCOS TO A "BIG On"!

I then ran a conditions process on that specific implant (not as PrPr 6 as they are all Clear or Above) but worded as follows: (PrPr 3 version)

1.) "What condition have you encountered in the Big Source implant?"

2.) Tell me how you handled it."

This worked! During the process I found that these Players had actually agreed to get this "process which would bring them closer

to God" or "make you a part of the infinite spirit of life" or "reunite you with the Creator." Apparently, the Big Source Implant was also promoted, sold, and delivered to Public of LTA!

Finding this as an "auditing type action" on the LTA future track, and one directed at "all games" and "outside of games" I realized why it had not come up on scanning out auditing in the SPRD. It had no reality with or relation to the Ring Archives. (Also see "Roller-Coaster OTs" for other LTA future auditing actions that could have been missed.)

This also explained these person's inability to do any worthwhile processing on themselves after a bit of "fooling around" with the GHC. They could not get into GSC or GBC or Source Levels and were either always in Review or on a "pretense" or actively "invalidating the tech above OT 16". And all were trying to find or research or promote "other ways" to continue up the Bridge. Of course they would have NO REALITY on any games earlier than the Ring Archives, because they were "CREATED" from the "BIG SOURCE" just for "handling" the Ring Archives Games problems they were in. And that problem

in LTA future when they decided to get this "process" must have been that they believed they were a FAILED SOURCE. (i.e. they couldn't find a way out of the game, they couldn't win, had no fun or acceptance, ceased to believe in themselves, got bad tech or saw that the tech was faulty, etc.)

To theoretically clarify a point here: These people are <u>not</u> really "stuck" in LTA as a game of the Rings, but stuck in a FAILURE of GAME-ENDING TECHNOLOGY, or the "Game of Ending Games." <u>Each</u> game has a "BRIDGE" out of it, or the Players never would have come thru all the games of Pre-Loop, Loop 1, Loop 2, and Loop 3.

True, not all Bridges were 100%,— as we know that Players and MOCOs were left behind and never helped out of the games they were in. Each person on going up the Bridge finds a few of his own MOCOs he "forgot" or "left there" and usually runs into Players stuck as well— from BSTs in LTA back to Loop Ons from loops 1 & 2. But now we have the Bridge (above OT 16) to do a COMPLETE clean-up and handling of all these attention-fixing ~~incomplete~~ earlier freeing and as-ising cycles. This recent finding of LTA Players who had the "Big Secret" implant in LTA shows that if we had not found them, and the process to handle, they would have become "LOOP 3 Ons"!

Now, the only question is one of application. How do we get this APPLIED to the persons who have already fallen off the Bridge? Do we assign TP Auditing to be done by VLR course grads? Do we indicate the BPC and in a letter invite them for a review? Do we handle this at the first indicator of it appearing on the person, even if below OT16? The Qual Boards composed of VLR Course Graduates will have to decide this as they are the only ones who have the full overview of the cases in their areas.

BR
S.C.S. Ross.

(ULR - "V/I CDU on "Creators' Cases"")

24.

VAST

28 June 88

- A Better Body Org - Process

If one has run V/I-CDU on the "creators" of the Body MUCOs then the following process can be run. It covers the remaining CDU that even this Creators did not yet handle. And that is, of course, the "CASE" of the CREATOR.

1. What is the value of being connected to the case of your Creator?
2. Tell me about it.
3. What is the importance of being connected to the case of your Creator?
4. Tell me about it.

Then, run "disconnected from."
Then "unconnected with."
Do a B/CB after each session or completion of a process.

Note: These Processes are for BODY ORG MOCOS ONLY. If run on a Player, it will drive him into postulate Ons who were given the "God created you" implant. Those are a different review cycle handling and require other processes.

Note: Only do this process after doing the VI-CDU process on the Creators of the Body Org MOCOs.

Note: After all C,D,U, have EPed, the Body Org Qual MOCOs can be taught these processes.

BR
Sr C/S Ron's,

TOTALITY

VLR
VAST

9 Mar 89

Review Processes

on "The Problem of Immortality"
(issue of 14 DEC 88 - same title)

Before a Player arrives at the Source Levels (or during them) he may start running into a "fixed idea" solution to the Problem of Immortality that he is using. By using a NON-VIABLE solution (NO CREATE, COUNTER CREATE, NOT-IS) he may slow or defeat any progress he is making on the Bridge.

(A more severe case of this but going thru the NON-VIABLE solutions of NOT-IS, NO-CREATE, COUNTER CREATE over a period of time would indicate the Player is a "Failed Source" Case and should be handled by that issue of 9 Mar 89.)

So, a Review Process for these slow, problematic Players on above OT16 levels can be made to "unfix" him from the unviable "solution".

But FIRST, any UDR phenomenon should be handled, and any Pre-Loop or Private and Personal Games the person is still stuck in. But if this action tends to also be slow and dragged-out, especially after the UDR (other Big Ons affecting him) have been handled, one may check for and handle the possibility of "using a non-viable solution" in his game playing & auditing

NOTE: This is a very powerful process and is the person's own solution, no matter how he arrived at it or decided

to adopt it - so don't see this if he has any "others" affecting him (e.g. Loop Ons, Postulate Ons, SIPs, etc).

NOTE: Do not confuse this with the "Source Mission-Opposition Handling" issue. That is where the person feels opposition on everything he is trying to do, feels stopped, and blocked. This "unviable solution" handling is something he knows he is doing but it's always slow, non-optimum, and dragged-out - he is not feeling "stopped" but his actions don't seem to get him where he expects to be on his Dynamics or Auditing.

The Handling:

1.) Study Admin Briefing #3 to get the concept of what Sources are doing with games.

2.) Assess: "Solutions to Immortality"

CREATE
CO-CREATE
AS-IS
ALTER-IS
NOT-IS
NO CREATE
COUNTER CREATE

(These are from the LRH Axioms on Conditions of Existence and the Tech on the Actual Cycle of Action)

3.) The Big Read and Interest will be on the one he is using compulsively. Make sure it is indicated to him and he is agreeing and willing to run it. (Most usually, it will be one of the last 3).

4.) Run VII on it as follows:

① "What is the value of using (ITEM ASSESSED) as a Solution to Immortality?"

② "What is the importance of using (ITEM ASSESSED) as a Solution to Immortality?"

This may go a long way to an FTA, VGIs, Cog EP— but when he gets there he will not be compulsively doing it anymore. NOTE! Only handle ONE item. He is only "stuck" in one solution. We want him to be able to choose freely his "solutions". We are not trying to run them "out." Any game player should be able to choose and use any solution he needs for the particular application he evaluates it necessary for.

5.) Do a Blow-Can't Blow. Use 4 Rights of a On on "Blow C." Check for MCO's dumped or forgotten about in "Can't Blow B" all the way back thru the loops and any Pre-Loop he has run. This should result in another FTA and a more viable attitude toward playing games and

going up the Bridge.

6.) Note his activity and "win" level in next few days. Is he having more fun? More wins? More acceptances? Does his interest and intelligence improve? Is he more involved in things he wants to do? If so, good. Review is complete. Back to the Bridge where he left off.

7.) If still not OK, or he says he is now doing another one (solution) but can't stop it, or seems again compulsive, see the "Failed Source Case" issue of same date.

BF

Sincerely,

~~VAST~~ VLR

11 Mar 82

The "Failed Source" Case — Some Additional Processes

By running the process (of the PrPr3 Version) on the person who had the "Big Source" Implant in LTA, you will find it will Revir "piece by piece", then go to FTA. But now the person is back to confronting why he was attracted to do the "Implant" in LTA. In other words, we haven't yet handled his opinion of himself as a "Failed Source". So the following processes are recommended: (as a sort of Program for this type of case).

1. R-factor on Big Source Implant.
2. Ask: "Big Source Implant." "Yours?" "Anothers?" (If "anothers", handle per VLR)

3. PrPr3 Version on "the Big Source Implant" to REVIV (may be bit and piece) + FTA.
4. B/CB. (4 Rights, LTA Incidents to be included)
5. V/I R/W on "The Big Source Implant."
6. PrPr3 on "LTA Tech Training" (to run off illogic on Source States and Player Ons & MOCOs)
7. B/CB (as above)
8. If more needed, do the "Logic Rundown" per SSC/S Issue.
9. "Incomplete cycle on ending a game?"
   If reads, find the game, who was in it, and do a 20 Button Prepcheck on: "On ENDING THE GAME OF (GAME FOUND) has any thing been (BUTTON)?"
10. B/CB (as above).
11. Other VLR, SSC/S, or Valence Processes.

BRSiC/SRon's

Ingrid AID
Kristina POT

#39 - (LTA, PRIORITY OF HANDLING) 8 Aug 8
ULR
C/S.

p.19

Ingrid, you also must be trained as a C/S before changing anything which the C/S has put in the program. When you told me you were running PrPr 3, I assumed that all the interference was handled by my first pgm of 19 July on Postulate Ons.

Now I find it was not, and since you were not trained as a SS C/S, you have now got several kinds of charge cooking on the case.

1.) Session charge in P.T.
2.) POTs own LTA charge.
3.) Interference charge from others + LTA Ruds unflat.
4.) Possibly some LTA body death charge, causing somatics.

As you are not a trained C/S you kept on after the C/Sed pgm started to go off the rails. It was going VERY WELL up till the 22/7 session where the first group of interference from postulate Ons blew off and POT had a good WIN. The next session the pre OT did on 25/7 she was in TTA viewing LTA and could easily run ruds on it with others. Although this was not in the original pgm it was expected to happen after the interference was off the case.

You were lucky there to pick up the out-ruds, which would have been a next priority of the pre OT being able to work and view her own LTA track.

But by 26/7 & 28/7 Sessions, there was more interference there and finally in the 2nd 28/7 session you got thru it somehow and finished the ruds on the LTA terminal. But there was no B/CB after these sessions and it appears you believed you were running OTLR 4! This is totally incorrect. The LTA Out Ruds are not OTLR 4, but part of an LTA Review Cycle. The door is not shut afterwards, the B/CB steps are done.

In the 28/2 Session, you got the children of pre OT LTA, but instead of doing Reds you "C/Sed" yourself for a prepcheck. Incorrect as the "Cut Reds w/ Other LTA" section was not complete.

(The LTA tech is so exact that the preOTs will only run things in the exact S-S/C-S course sequence — no matter what the auditor tries to do. If the auditor does something else — you get preOT going out of session and more restim of bad LTA tech on the case.)

So the next session of course logged as were not C/Sed properly. And by 31 ~~Dec~~ July session you had the situation described at top of (p.2) of this C/S.

When you observed in the 31/7 Report that POT was not talking to you inside of session - but outside of session - you should have realized the basic definition of a session was OVT. And that you needed a new CIS Pgm.

By starting the "PrPr 3 on LTA Auditing" you bypassed the PT Auditing Charge from not completing the former cycles correctly and in the 1 Aug session the report by you even remarked on the similarity of PT sessions to LTA. Of course the LTA auditing ALSO left a lot of BPC so they are similar

Due to the power of the tech, the PrPr3 process eventually did handle even the TTA auditing charge and allowed the LTA charge to blow in the 9 Aug 88 session. You realize, however, it could have been done with a lot less effort on yours and the pre OTs part, But by persistence with that particular process which handles all session out-rudes and auditing conditions, it finally did E.P. And you did a B/QB; which is correct in any LTA Review after a session.

The next C/S (10/8) should have not been PrPr3, so of course

it didn't run. So you "CISed in the chair" and did some really "off the wall" Dn tech. The reason you managed to get her through was not because it was a correct action - it was not. You never run Dn on a Clear. - The correct next thing for her to hit in LTH would have been a body death and it should have been D/L to blow and then Prepchecked. In the 10/8 Session you did hit one and "felt" you had to "change the process" to the "Kennedy Institution". You, as an auditor, should have realized that you MUST NEED A NEW CIS by this time.

P2

I don't know if someone taught you to fumble around like this but it is NOT the way to go. Its expensive and tiring for the pc and frustrating for the auditor, who is beginning to "hope for an F/N" rather than analyze and properly get a C/S for the case. In Review Auditing and C/Sing, which all of this is, you get the already restimed charge off, not put new charge on. In Review one gets the exact charge off, not just "try to get an F/N."

Now, your 17/8 summary shows that she is in the LTH Body Death incident still, the wrong process is being run, the charge is not fully coming off so you can handle the

P2

body mocos, but they are getting very restimed, and there is BPC in the TTH sessions. Ingrid, please get trained before you try to C/S past any point where the existing C/S does not apply. Until then GET A NEW C/S. Otherwise it is a disservice to the pre OT.

New C/S for Kristina

0.) Before session, on meter.

1.) Indicate to pre OT that the PrPr. 3 was complete on her on 9 Aug 88 session and "charge has been bypassed on that." (Should get a LEBD VGIs as charge is released).

P20

2.) Don't start session yet, just ask: "Who would I have to be to audit you?"

Run to VGIs/F/N.

3.) If no F/N, run "Do there a Session ARC Break?" (Assess, itsa, E/S to F/N VGIs)

4.) Now start the session. (If you can't get the above done get folder to C/S.)

5.) D/L to blow the "Kennedy Institute" Incident. (R-factor to pre OT, that it is an LTA Body Death or part of a series of incidents leading to an LTA body death so the dating could be a span of time in LTA and cover several locations. When this is properly bracketed and

seen by the preOT as a whole series of events leading to an L body death, the preOT will be satisfied on the D/L step.

6.) Now do a 20 button prepcheck on the LTA Body Death covered by above dates and locations. This will open up the perception of Body MOCOs affected by it — so expect somatics to turn on as the prepcheck is done.

7.) If you get "interference" on the prepcheck which blocks perception of the incident, get a new C/S.

8.) When prepcheck is finished to F/N VGIs and attention of the incident (but now maybe only on the body MOCOs affected by it) then have

the pre OT put those body MOCOs affected into session by TRO and "Hello-OK," until she is in good comm with them. Then run - via the pre OT to the body MOCOs - PrPr 4, PrPr 5, PrPr 6 to the EPs given in LRH Rescue on running PrPrs ("glasswall" breaking on 4, "closer in time" on 5, dissolve of blackness and sparkling life on 6)

9.) Then do a B/CB on the Body MOCOs and any other ons. which got freed by the auditing.

---

10) Folder to C/S. Note: If at any time it doesn't go like the above C/S, send folder to C/S. The above should be done in short sessions, 1 or 2 steps at a time.

Note:

I am going by the folder data here on the case that she is to the point of handling the LTA Body Death. But, the earlier incomplete cycles of Ruds in LTA, or INTERFERENC may come up due to the sloppy C/Sing on the case and not fully checking that all cycles were done by program. So don't try to force the pre OT to go thru this program. If she bogs, or can't do it — END SESSION and get another C/S. Don't cause any more session ARC Breaks.

BR

Sr C/S Ross

towards viability. Otherwise the existing scene could worsen. And it will do so if one does not confront the complexities and suppressions and incomplete cycles of his own and other's games. And that would lead into a dwindling spiral of NO FUN.

Games are supposed to be *FUN.* The ones you agreed to play are and were FUN. Everybody can win. And that is what the Bridge at *Ron's* org is all about. It's a bridge for YOU.

You know, for you to be in a game this 'complex', you must have been ready for it and agreed to it. So you should be really 'cooking' on all 12 Dynamics in this game and moving them easily to ideal scenes for your own havingness, fun, wins. and application of and appreciation of the Rights of a Thetan .

And that includes: '*To make or choose, or to not make or not choose, your own games to play'.* That's a Right of each Thetan .

And you, of course, have the right 'to go OT', or 'to experience out of the game states above the 12th Dynamic', which we call the *Source Level States.*

And you do have the ability to apply what you learn there to improvement of all games .

There are plenty of possibilities left. We haven't run out of infinity yet !

So, if you aren't cooking on all 12 Game Dynamics and aware of and can easily experience the higher ones when you wish, the Bridge is here for YOU.

It's a game in itself. A game of undoing and as-ising bad games and improving and making games more viable.

Now you might say, 'Is that all, tot.ally all, there is to it? You mean it's just a bunch of IMMORTALS playing an INFINITE amount of games? And now we're stuck somewhere in the middle of the infinity of possibilities? And all this stuff around was created by us IMMORTALS to experience ILLOGIC and analyze and handle it? And some went against the agreements and suppressed the fun out of it? And now I don't want to be here but I can't not be here because an immortal ALWAYS was, is, and will be HERE? And all the other stuff you hear about philosophy, theology, cosmology. etc. is mostly BULLSHIT? Or some recalls of past games already played and forced down everyone's throat? Is that the way it really is? It sounds too simple, too 'logical'. Well, my answer to that is, *'YES, IT IS'.*

And someone might also ask, 'You mean I can get to the leading edge of application of logic, to making new and more viable games, by just going up the Bridge and handling my games track and incomplete cycles of freeing and as-ising on the Dynamics and restoring my ideal scenes and purposes?' Well, *'YES, YOU CAN'.*

And someone else might say, 'You guys in *Ron's Org* are really there to help, not just a 'con', a betrayal, a rip-off? You really believe you can make a more viable and better game and handle all those dynamic situations? You really are trying to make a *New Civilization* and restore *The Rights of Thetans?*
Well. *'YES, WE ARE'.*

And, if I might give a little thanks here, 'We can only do it because we were started off and given the basics by ONE GREAT *GAMES MASTER.'* And here is a short poem in honor of him:

VAST

ULR 1 - V/I CDU on "CREATORS"
OT40+ 17 Aug 87
(Ref: BODY ORG)

CONE CONNECTIONS
(Cone Trip #4)

As I expected, I could recall 100% of what happened while the body was "asleep" after running out my Cone.

In doing this, I found some other areas which required handling in Sleep Option #3 (Investigating and handling U2 by auditing, etc.) These seemed to be in regard to others cases and their own Cones. Let us start with the Body Org: (Others Cones will be covered in the next issue)

The F and I Qns of the Body Org are, by this level, maintaining fairly well a "PTness" and auditing in their own Qual any new arrivals from air, food, etc. However, they still have the "feel" of being "borrowed" from others cases, or if you will, "waiting" for their own "sources" to make it to Static State so they can "go free and/or rejoin." Meanwhile they are "helping" willingly and doing a great job. However, they still have "attention lines" open to their creators and keep track of them.Thus, some wierd communications and images can arrive on these lines from the aberrated creator. I realized this can all be handled by applying "Rights of a Qn #3" "Ability to Choose (or not) a Game" and running out the MOCOs "connectedness, disconnectedness, and unconnectedness" to their sources or creators. Then the "open attention line" would not be needed and they could just wait until their Creator "called up" from his OT13 or other session to free them. Then they could "turn over their hats" and go on to decide to stay at the Body Org and help.

The following processes were run to do this and produced a feeling that the "body org" was much more "there" without any possibility of attention dispersal or Dev-T.

PROCESS I

1) "What is the value of being connected to your Creator?"

2) "Tell me about it."

3) What is the importance of being connected to your Creator?"

4) "Tell me about it."

(Run 1,2,3,4,1,2,3,4, etc. to no more answers or interest.)

PROCESS II

1) "What is the value of being disconnected to your Creator?"

2) "Tell me about it."

3) What is the importance of being disconnected to your Creator?"

4) "Tell me about it."

(Run 1,2,3,4,1,2,3,4, etc. to no more answers or interest.)

PROCESS III

1) "What is the value of being unconnected to your Creator?"

2) "Tell me about it."

3) What is the importance of being unconnected to your Creator?"

4) "Tell me about it."

(Run 1,2,3,4,1,2,3,4, etc. to no more answers or interest.)

BLOW STEP
CHOICES

Now do the B/CB steps with following choices on Blow Step B&C.

Blow B: "Return to your moment of creation or go free", or "Wait at Static or help me."

So the choices here are:
(1) RETURN TO YOUR MOC.
(2) GO FREE.
(3) WAIT AT STATIC.
(4) HELP ME

Blow C: "Rights of a Qn are:
(1) To his own sanity (self determinism).
(2) To leave a game (power of choice).
(3) To choose (or not) a game (free will)."

So the choices here are: (1) SANITY (SELF-DETERMINISM).
(2) LEAVE A GAME (POWER OF CHOICE).
(3) CHOOSE (OR NOT) A GAME (FREE WILL).

Blow A & Can't Blow A,B,C are the same as earlier issues except one may add to the "Can't Blow A: "Stuck to a Hyper Cone?" Then if so: "Mine?", "Anothers?", "Your Creators?" (or any other likely terminals Cube or Cone you may think of.)

_____

You will find an "FTAing" certainty and VGIs response from the Body Org that all is now handled. These processes can be taught to the Body Org Qual Auditors and C/Ses for their further use on "new arrivals."

_____

(As a note on further "optimizing" of the "body org," it is wise to study the FEBC-ESTO tape notes course. The ideal scene can be approached where every member of the org can wear any hat needed at any time. Ron tells how to do this in the ESTO tapes.)

BR
Snr C/S RONS

ULR 3 - ("Solo and Omni Operating States")

SOL 12 Oct 87

Source Basics

Source Operation States

There are only two:

1.) Solo
2.) Omni

"Solo" is the Pure Operation State achieved by AS-ISING and freeing all Thetans and Creations from one's own Universe and CVP ___ and freeing oneself from one's own entanglement in games. It is remedied by doing the Bridge to OT16 - GMC -Games Basics and Sol levels.

"Omni" is the Pan-Determined Operation State (best done from a Pure Operation State - Solo - achieved first). Omni takes full KRC and Ownership of the Vectors & Creations & MOCOs of ALL OTHER PLAYERS. It is a 10x1040 "Mega-jump." There is no "gradient" of the responsibility and ownership and certainty required. It must be Absolute, or there might be some particles of MOCO's or Thetans which would not respond.

It's application and demonstration, however, can be on a gradient, and it can be applied "locally" or on a broader scope up to and including ALL Games and ALL Players.

This "OMNI" operation state was agreed upon by all Players on the Original Source State, and the "Right to do it" was also agreed and given to any Player while in the Games.

It was a SAFETY VALVE, to be used in case a situation came up that threatened the progress and completion of the Game Cycles for ALL.

This is the rationale behind the NECESSITY LEVEL operations of Players in the Games. Each of us has the RIGHT to do it.

It is and has been done many times by Players - usually without breaking the awareness sphere or credibility or perception ability of the other players around one, but bringing about a change in a more POSITIVE VECTOR toward completing the games.

Examples: LRH's Scn Dn - quantum jumps in discoveries, applications, etc.
A player of an important role uses OMNI to save his body from a certain death situation so he can complete his mission in that lifetime.

OMNI has also been done EXCEEDING the reality of some other players.
Examples: Levitation, Telekinesis, Body Lifting, Teleportation, and other "OT" actions (when seen by others to whom it's incredible)

To get this RIGHT (to do OMNI) under full control, run V/I Straightwire on:

1.) The RIGHT to do OMNI OPERATION
2.) My own OMNI STATE ACTIONS

(If it bogs, run PrPr 1A on "IN AN OMNI STATE")

1. "What have I DONE _____?"
2. "What problem was I trying to solve?
3. "What have I WITHHELD _____?"

4. "What problem was I trying to solve?"

There is no "self-determined use of OMNI STATE as there is in PURE STATE (Solo).

It (Omni) is only PAN DETERMINED and FULLY willing to take RESPONSIBILITY for all Players and their Creations and MOCOs.

(Note: You can also run V/I Straightwire on what you "want to do" or what others "asked if you could do." as an OT and come to an understanding of the difference and why you felt it was not possible yet to do - although you knew you could do it in certain situations.)

BR
Sr C/S Ron's 12 Oct 1987 (3 yrs Ron's Org)

(4) * (ULR 4 - RIGHTS OF A THETAN)

SOL
22 Oct 87

Source Basics

"Rights of a Thetan"

These rights were put in from Source Level. They are very important to all games. (Xenu tried to deny these rights and also to force his own Solo Operation to be his own "Omni forever" operation.)

1.) "Right to own sanity" is the Right to recognize differences, identities and similarities for ones self. It is AWARENESS of AWARENESS Demonstrated. Also it is Self-Determinism, and leads to Evaluation of Relative Importances which is the ability of INTELLIGENCE.

2.) "Right to leave a game" is the key to going back to Static or Source State from a game. It is also a "granting of beingness" at any level. It also is a Power of Choice for the Thetan and leads to IMPROVEMENT in his game playing ability.

3.) "Right to make or choose (or not make or not choose) one's own games to play." This gives "Free Will" and brings in the "intention and interchange of help" and leads to INTEREST in the games played.

So, these "Rights" are not just ARBITRARY agreements. They are the LOCKED-IN PROTECTION of the Source State Basics from ever being erased.

And, they are the keys to access of OMNI or SOLO OPERATION states. (No matter how deeply involved the Thetan becomes in the games.)

Also, since these Rights have to be used or available to ALL PLAYERS, no one Thetan can dominate all the rest - so Xenu's game IS OVER!

To use OMNI STATE then, it must be corresponding, and congruent to, the RIGHTS of a Thetan. (Note: Do you realize the only way you got up the Bridge was to give these rights to MOCOs too? Because MOCOs did not have them in the original agreements, that's why Xenu could use them for trapping and confusing other Players (as in Excal or infiltrated Prime MOCOs or s) and try to make the Players believe they were MOCOs too so the Players would forget their Rights.

(Note: How many times were you told you were "created" in your early life on Teegeeack? That was the false education plan of Xenu working to make everyone believe they are only MOCOs!)

BR
Sr C/S Ron's

(5) * (ULR 5 - "OMNI")
27 Oct 87

SOL

Source Basics

"OMNI"

The 1st experience in OMNI is absolute certainty.

The 2nd experience in OMNI is COMPLETED, EVALUATED, RELATIVE IMPORTANCES.

The 3rd experience in OMNI is DIRECT CONTROL - on a gradient of Players, then via All Players to their Creations.

BR
Sr C/S Ron's

(6) * (ULR 6 - 4 Rights of a Thetan")

21 Nov 87

SOL

- 4 Rights of a Thetan -
- Full Application -
- Ethics of Use -

All players had the 4 "Rights of a Thetan" when they entered the Games Dynamic from Source Operation Level.

1. Own Sanity
2. Leave a Game
3. Make or Choose or not Make or not Choose a Game
4. Experience Omni State

The mistake players made in games was in not giving these rights to their MOCOs. By going up the Bridge they do give the Rights to their MOCOs and arrive back at Source Operations Level.

Now the player is usually working with other Players' MOCOs (U2) and giving them their rights on a bypass of the other players. The next step is to get the U2 MOCOs, which one is working with, to give the Rights of a Thetan to their Creators! This can be done in two steps - TTA Creators (or Players in TTA) and LTA Creators (or Players who became Black Statics).

This is the "application, adopting or instituting of firm policy to prevent a reoccurrence of the Danger."

Then the Players can be encouraged (promoted to) to give the Rights to the rest of their MOCOs, i.e. to go up the Bridge. This brings the Source Operations up to Emergency.

Doing an Omni State action (OT Operation from Omni) is to demonstrate that one's own or others' MOCOs have been given the Rights of a Thetan. (Thus they can leave the game of Gravity, Visibility, MEST agreements and rules, etc.) This is ETHICAL use of the OMNI State of Operation.

If it is used falsely or for some other non-ethical purpose, the player drops in condition one below the one he is actually in and gets further and further away from OMNI or the ability to use it. He still retains his "Rights" but drops toward Confusion in his knowing how to use them.

Omni Ethics

The conditions from Omni Viewpoint appear like this:

3P - The Player is covertly attempting to make two other players deny each other's Rights.

SP - The Player is directly attempting to deny another or all other players their Rights.

PTS - The Player is demonstrating that he can lose his Rights or someone else is denying him his Rights.

No Condition - Unaware of his or others' Rights.

Confusion - Confused about the Rights of Thetans.

Treason - Betrays others' Rights to assert his own idea of Rights for himself.

Enemy - Is against others having Rights, except for the "select few."

Doubt - Decides arbitrarily who shall have Rights and who shouldn't.

Liability - Denies Rights in certain cases.

Non-Existence - Tries to find out what Rights are Needed and Wanted.

Danger - Bypasses those who won't give Rights and handles by giving them directly.

Emergency - Promotes Rights and tries to get Others to give them too.

Normal - Has an Operation going on an expanding gradient to give Rights to others.

Affluence - The Operation is giving Thetans their Rights faster than they can be taken away or denied.

Security - An Established Operation is going which multiplies the giving of Rights by a larger factor and expands with Ethics, Tech and Admin in.

Usefulness (Value) - The Value of the Rights and Results of the Operation are accepted and reached for by others on a broad scale.

Asset - Rights of Thetans becomes an important element in any game and is used broadly.

Certainty - The Rights become a Stable Datum in Games of all types. Players have confidence in them and that they will be used.

Ally - Rights are used to align vectors among Players and Groups of Players to avoid conflict in Play.

Trust - Rights are given and expected to be given and received by all Players, regardless of which Game they Play.

Stability - All Games are Improving the Quality of Thetans due to the Rights being and integral part of any Game.

Benevolence - No MOCO or created particle is neglected in giving the Rights of a Thetan to by

Players. All Creations and MOCOs are given their Rights.

Source - Source operation is possible on a large scale for new Games and completing of old Games.

Power - Full Power which was Potential in the beginning of Games is now Actual as the "Rights of Thetans" is used to Start, Change, Complete, and Improve Games on a rapid basis. After the "Experience" of a Game all is As-ised and Freed by use of the Rights of Thetans.

Expansion - Power Change - Future Games will be even more fun - using the Rights of Thetans as Axiomatic Basics!

BR
Sr C/S Ron's

ULR 7) (ULR - "Source Mission-Opposition Handling)

21 Nov 87

SOL

Source Mission - Opposition Handling

In cases where HGC #1 Creations were handled to a large extent, or in cases where "no-interest" is shown in GMC, GS, or GB processes, and who have a persisting "other-determined somatics or intentions" area which they are wanting to handle, the following may be looked for by a Super Static C/S:

1. Determine by assessment that the condition is not really a skipped gradient or CVP Creation on the Bridge from Excal to OT16.

2. Assess GMC, GS, and GB areas to see if this is the area:

Ex: Prime MOCOs not freed?
Broke the Game Rules?
Earlier Games Series?
Visiting the Game Records? etc.

3. Check if it is from the Body:

Ex: LTA Body MOCOs?
Body MOCOs in the Low Condition?
Body MOCOs not hatted?
You haven't taken the C/O hat?
Bypass from their Creators?
Accepting "gifts" from their Creators?
Further Optimizing Steps needed?
You cross-ordered a repair program in progress?
They need something you haven't given them? etc.

4. Check that CVP (Doughnut) Creations have been run to F/N on Question(s):

"A (creation) affecting your ability to use your CVP ?
- or -
"A in your CVP affecting your ability as a static?"
- or-
"A in your CVP affecting your ability as an OT?"
- or-

"A in your CVP affecting your ability as a Source?"

Note: Use "I" and "my" if done Solo:
Ex: "Do I have a in my CVP affecting my ability
as (_ _ _)?"

5. When all above has been handled and/or checked, ask the following:

a. "Do you have a Source Mission?"
(and if "yes"_ _)
b. "Is there opposition to it?"

If these read and the person is interested - he may become VERY interested, use the following C/S:

6. "What is your Source Mission?" (2WC)
Get it worded to F/N VGIs
(Can be done Solo using "my."
* Step 12 is always Done HERE!

7. "Who or What is the Opposition to your (my) Source Mission?"
(Take reading items in order of interest in handling)
_ and run:

8. On the terminal from (7.)
- Pr Pr 1A -
1. "What have you done concerning my Source Mission?"
2. "What problem were you trying to solve?"
3. "What problem have you withheld about my Source Mission?"
4. "What problem were you trying to solve?"
To F/N VGIs or FTA

9. Then give the terminal the four rights of a Q:
1. To own sanity.
2. To leave a game.
3. To make or choose or not make or not choose
a game to play.
4. To experience OMNI State.

This will blow the opposition terminal to FTA or his intention out of the OTs space to F/N VGIs and somatics will vanish if caused by that terminal.
(Rights can be given over and over until Opposition fully gets them.)

10. Repeat 8) & 9) on any other reading, interest terminals from list in 8.

11. Repeat Question in 7) and do 8), 9), 10) until Question F/Ns and there is no more opposition.
(S, I, N can be used if no read but no F/N)

*12. Rehabilitate/Re-evaluate the Source Mission by: (V-I)
See Step 6-7

1. "What is the value of my Source Mission?"
2. "What is the importance of my Source Mission?" This goes to FTA VVGIs
(If done by an auditor insert "Tell me about it" after 1) and 2) and use "Your".)

13. The OT should now be able to do the undone steps on GMC, GS, and GB Courses. (Prime MOCOs, Body Optimizing, Cube, Cone, etc.)

BR
Sn C/S Ron's

(ULR 8) (ULR - LTA/TTA DATA)
26 Nov 87
SOL

OT Ops - LTA/TTA

LTA, the Xenu group who were in control of the major religions including SCN (Scientology), promoted for Qns to "go OT" and leave your body as it was just a small collection of MEST. And as an "OT" you could "be the Universe"! (And we see the results when we audit BSTs)

LTA, the EE Group, who still retained control of the GP, did missions to expose the plans of Xenu and his conspirators, and worked on OT Processes to improve control of bodies and do rather amazing things - like lifting them, flying them, using them as valuable CVP (Central Viewpoint) tools, and caring for them.

In OMNI Operations, or Solo recall of LTA missions, one may discover he could lift a body in 1987 LTA. These abilities were trained and audited in the M-ship and other GP vessels. It was used to convince people we did know something about OT levels. (Xenu, in his usual style, used to covertly dismiss these abilities as pure "showmanship" and "magic tricks," known for centuries. His people could obtain "all" and become "one with God.")

The other main reason, other than to get support for our operations and for personal safety use, was to let the Body MOCOs know they were still valuable and that we all had to take responsibility for our creations and for others' s too.

- Our line was the Dynamics.
- Xenu's was "one with God" and "be all."

Today, in TTA, the "one shot clear" or "fast way to OT" is the echo of LTA PR from Xenu.

The Bridge, using gradients, and taking responsibility for Dynamics and MOCOs (as we are all in the game together and there can hardly be a better one until the Players in this one are sane and free) is the EE-Free Zone program.

As you work on Solo & Omni states, remember the above, and the way will become clear.

BR
Sr C/S Ron's

(ULR 9) (ULR - "RIGHTS of a Qn & OMNI)
8 Dec 87
SOL

"Rights of a Qn and OMNI OPERATIONS"

The incredible logic and protective mechanism built up and around all games by use of the Rights of a Qn is the key to further research into the OMNI OPS STATE.

The following notes and observations are the 1st gradient to a full understanding and use of

OMNI:

RIGHTS of a Qn LIFE (in Game) IMPULSES
"TO HIGHEST COMMON
DENOMINATORS

1. Visit Omni 1. Experience Omni
(Operate)

2. Make or choose 2. Free Will
(or not make or not choose)
One's own Games to Play"

3. Leave a Game 3. Power of Choice

4. His own Sanity 4. Self Determination

ABOVE GAMES - IN GAMES -
ABSOLUTES IMPULSES, GOALS,
OR PURPOSES

- LOGIC -

Since the "Rights of a Qn" can appear totally arbitrary and absolute, of all the tech we have, they must have been guaranteed from SOL. Since they are present in every Qn (Player) - but not his MOCOs (until he has gone up the bridge) they are not part of the Qn but were given to him. The only way they could have been given is from OMNI OPERATIONS STATE and at a time when all Players were at SOL (Solo State). Thus they must have been given in the SOURCE CYCLE before HGC #1.

(Otherwise the granting of the Rights would have included some MOCOs as some Players would have been in the Games and the OMNI granting would have included the MOCOs by definition of OMNI - Resp. for all Players and their Creations).

(Also, the fact that players did not give the Rights to MOCOs shows they received them for themselves at a time when they were completely there (at SOL) and received them to themselves and did not include them in their making of MOCOs, IQns, FQns, Clones, Creations etc. What they could give. and often did, were the "In Game Impulses" - and this was done selectively, not regularly.)

The Implanters tried to eliminate each of the "In-game Impulses" from #4, 3, 2, and 1! And tried to thus eliminate the Rights of Qns "by implanting the Qn to believe he was a MOCO or "Created Being." However, as long as a few Qns were around who could "visit OMNI" and handle things, they (Implanters) could never win totally. The last desperate attempt by Xenu to obscure OMNI was by installing the idea that all OMNI OPERATIONS were done by one Qn called "GOD" and he was it! The religious works and writings had to then claim that all OTs or miracle-workers were saints, prophets or messengers or angels, or holy disciples of the same GOD, namely Xenu.

When Ron came along and said that each person had the potential to be OT, the implanters saw this as the greatest threat ever to their operations. (In fact, by digging into history, one can find other Religions who had partly similar ideas of individual ability and potential God-like states of being for each person. And one will also find out they were usually savagely wiped out by the Implanter controlled groups - or taken over and made to conform to the "One-God = Xenu" idea.

———————————

The POSITIVE POSTULATE on these "RIGHTS of a Qn" is that they shall apply during all games and to all Players. Thus one Player can't "visit OMNI" and change it for all others if he is doing it to

"win a game." You can't use OMNI in a "Games Condition" - otherwise Xenu would have long since won. The only way the Rights could be changed is to duplicate the original conditions of their being given - i.e. All Players at Source Ops Level with No Incomplete Games Cycles or MOCOs left unhandled. Then an AS-ISNESS COULD OCCUR.

_____

So there is a self-protective ETHICS System built into the RIGHTS and this into SOURCE OPS MISSIONS (Solo) and OMNI-OPERATIONS. They must only be used to FURTHER THE RIGHTS OF Q ns

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In looking at the technology of using OMNI knowingly, the following data apply:

1. Is it to be used for furthering the RIGHTS?
2. Would it interfere with or help with my mission?
3. Would it interfere with or help with other's missions?
4. Is it important and valuable to Source Operations to do it at this point and in this way?
5. Are the consequences of using it realized and do I take responsibility for them and will they also further the RIGHTS?
6. Am I really using it from a SOL viewpoint and not in a "games-condition"?
7. Am I willing to confront and handle (by auditing the Qns involved) any past or present or future MIS-USE of the ability of OMNI?

_____

Until a Qn can answer these questions truly and ethically to himself and handle any auditing of #7, he will not be able to knowingly use OMNI, while in the Game or in any Game. If his mission is important enough, he may VISIT OMNI when a definite overwhelming threat to it happens - but although it will save him (or his body) for the rest of the mission - (or another's body) - it will have been done as a SOL Response to the threatening situation and because he has the RIGHT TO VISIT OMNI as a basic pre-game absolute anyway. But to CONTROL KNOWINGLY an OMNI OPERATION STATE one must first handle 1-7 above. Then it can be VISITED even if there is no overwhelming threat to the mission in the immediate sense.

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This, then, is the way to full OT Operation from Source Ops Level.

BR
Sr C/SOLO Ron's

NOTE:

It is also the absolute "ideal scene" for Pan-Determinism.

(ULR 10) (ULR - "OBS & REVIEWS")

20 Jan 88
SOL

for. . . . [S(S)C/Ses who
have started the GMC after OT16
&SSRD]

Observations:

1. When doing SOL levels, it may become puzzling to find in body sleep time some "Cone-type" dreams. If this occurs, check over whether it is from another Missionaire, a close friend, or even 2D, from LTA who became a BST, or another from TTA who isn't yet up the bridge but is out of body.

These "friendly" meetings seem natural, and are not like having some BST or Qn "on your case." When found, handle their auditing just as any other and give them their rights and B/CB in the space they occupied. These "friends" are usually responsive and very good in comm and audit easily. They have such good affinity (closeness) the only trick is to spot that they are actually separate from you, and not just another SOL manifestation to figure out.

2. It has become apparent why the Church can not duplicate the old OT levels from LTA that Xenu worked out. The simple truth is that they made BSTs LTA because there was no LTA charge to handle then! Even if people "dropped their bodies" then, it was known to be the "EP" of going OT, and was AFTER the full run (and payment for) the BST processes.

BUT, TTA people are going to hit LTA Body Deaths and die while on Church NOTS, and OT8, OT9 BEFORE or DURING the processes. The Church C/Ses will not be able to understand this and the families and friends of the deceased will want legal action against the Church.

After a few of these, the Church will be very hesitant about using the Upper Levels and may even withdraw them, and substitute some old PDC drills or something.

In other words, the LTA deaths were "WINS," "EPs," and accompanied by VGIs from the family and friends who expected it as a sign of "going OT."

But TTA, it's a LOSS, an incomplete cycle, and with VBIs from all. Because there WAS LTA and it wasn't handled on the case, and can't be without exposing the whole LTA tech games & take over!

3. When OTs, being C/Sed from around OT12 on up to SOL levels grow "disinterested" or feel they "haven't gotten anywhere," its usually one of the following:

a. Incomplete study or mishandling of the level they are on, i.e.,
normal Review action needed.
b. LTA auditing, track, data, etc. (per LTA Reviews).
c. Creations in their CVP - the residues from the "Doughnut Game"
- way before the Rings. (GMC & GBC)
d. Not approaching their own Ideal Scene on one or more Dynamics
- off purpose or stopped. (Reference, the "Cube" on GSC.)
e. Influence while body is asleep via their "Cone." (GBC)
f. Opposition to their Source Mission. (SOL)
g. Overts against "Rights of a Thetan."
h. A misuse of OMNI or OT abilities. (SOL)

or, it's usually another Player or Friend coming to them for help and who hasn't been noticed but whose "case" is felt and duplicated by the OT, because of the affinity that exists between the two Players. (This can even be "Black 8's from TTA!)

BR
Sr C/S Ron's

(ULR 11) (ULR - "OT ROLLER COASTERING C/S)

Javier
Solo

22 Jan 88
C/S

Since the "ups and downs" did not cease, the cause of it has not been found. In sessions and shortly after you feel "up" and between sessions go "down."

LRH defines auditing as " a game of exteriorization versus havingness."

These sessions indicate you want to help exteriorize thetans from the games themselves. But in-between sessions there are havingnesses you want (such as a motor cycle, for instance) and other Qns also want certain havingnesses.

All this can cause an intention-counter intention problem or (if auditing is used) a roller coaster of up and down the havingnesses and exteriorization scale.

The solution to all this is to OPTIMIZE the HAVINGNESS and then bring it up on a gradient to EXTERIORIZATION from the games. Some players haven't even got what they wanted IN the games yet!

To handle this Roller Coaster, the first thing to do is to realize the "OPPONENTS" in all this (at this level) is your own purposes for either exteriorization or havingness.

Some purposes (reinforced by postulates and intention) lead up toward Source Levels and the finish of the Games, and some lead to HAVINGNESSES DOWN IN THE GAMES, lower than where you are auditing. This makes a push-pull occurring in and out of session. Also remember HAVINGNESS is linked to the experience of mass and pressure. It adds TIME. Source and OMNI actions occur almost instantly (or very fast) and subtract or shorten TIME.

So realize the above fully, and if you want to work for an optimized position of stability which can then increase on a gradient (after experiencing it to a win) to whatever you want, then we can do so. The other Players will have to be handled on their own gradient, not yours or mine. Ron states this in the auditor's code, "to audit the case in front of you, not some imagined case."

So the best thing for you to do to ease off this UP-DOWN condition, now that it has become clear how it operates, is to write down the answers to the following questions in session:

1. What purposes (postulates, intentions) do I have about exteriorizing myself and others from the Games? (And also put in how fast you expect these to occur so we can measure the havingness of it.)

2. What purposes (postulates, intentions) do I have about experiences or havingnesses I want in the Games? (Also note how long you have been expecting these experiences and havingnesses, so we can measure the non-havingness of it.)

3. When you do 1,2, then 1, 2, again, etc., till it seems complete, you will start to see how these answers are in opposition to each other in terms of producing an OPTIMUM AND IDEAL SCENE, for achieving all that you want. You may have a big cog. End off at this point.

4. Don't do anything to audit these purposes as that is not part of this C/S. Auditing is not to deprive you of your purposes but to help you achieve them all. In other words, we will OPTIMIZE the situation.

BR
Sr C/S Ron's

ULR 12 - SS C/S #47 - 9 FEB 88 - GMC and above

OT Roller-Coastering

Hidden Body Incident
(Further Optimizing on Body Org)

The OT can move up the bridge faster than the body org.

Reason: The Body Org is a 3rd Dynamic, quite large and complex, and it exists in the U3 playing field. The component MEST, phi, lambda, & other MOCOs composing it are from other Players who haven't gone up the bridge. But even after running the GMC Body Optimizing Processes and CDU on its Creators with the V/I process (Value/Importance Process - see SS #54, page 21), it still has a flow of new arrivals daily in air, food, and liquids.

New Approach: I was looking at this Body Org Optimizing to see how to speed it up. One thing I found on some cases, is that the Body Org itself may be PTS to the persons or thetans in a current TLT incident which has remained hidden from the pre-OT or OT, because it is "not on his tack." It may have occurred before he took the body, or while ext. in an incident, or asleep, or just not there during the incident.

Of course, this is covered in DMSMH very well - the data on "phrases" of command, bouncers, deniers, holders, etc. which can occur in an engram. Well, it can also occur when the thetan is out of the Body Org's space, and the Body Org is in a condition of Danger or below - and the thetan on return is not in good enough ARC to find out that something happened. In other words, it can happen to anyone below Clear, and to people above Clear who are not good auditors or Solo auditors.

The incidents I am referring to are not the Plugs of Excalibur, Plugs are always there and are a part of the case to be handled.

These incidents have a "Player thetan" or more than one "Big thetan" involved. They act as an incident of SUPPRESSION or UNMOCK rather than an engram. They (intentions of the SPs) are directed KNOWINGLY at the body so as to affect the thetan, when he returns.

They can, of course, restimulate the Plugs, etc. on a case and often do. But above OT16, they can still restimulate the Body Org if not found and handled.

The following is then a remedy for an OT going "PTS" when no reason seems to exist, (i.e. he is not in trouble in Solo, is not in the middle of a level and needs a review, is not in the middle of an LTA review, etc.).

C/S

What is noticed: Pre-OT or OT Roller Coasters for no apparent reason connected to the level or the life style he is doing.

What to establish: We must first determine if the pre-OT or OT HIMSELF is roller-coastering or is it the BODY ORG doing it. A D of P can sort this out. (Sometimes BOTH are doing it).

What to handle: (on preOT or OT himself)

1) Class VIII List Correction on any and all lists he may have had in Scn. Start from first list in Scn, date/locate, get any ruds in, find the list question, do "Laws of L & N" on it to indicate any wrong items and find the right one, or that the process was unnecessary or it was an incorrect list question, etc. When 1st list is handled, come toward PT handling, correcting and verifying each list. Give a few days to see if he now does not Roller-Coaster.

2) If he does R/C, verify the attention is not on an error made in (1) above. If not, find all lists

made LTA in auditing in Scn from 1950 LTA to 8000 or 10,000 AD/LTA and correct them as above.

(Note: only the ones which are incorrect will produce charge to be read on the meter, so by asking for "Lists made LTA?" any reads will be on lists needing correction).

3) After (2) is done, give a few days to see if R/C reoccurs. If it does, find any unflat or overrun processes from LTA Auditing 1950 LTA to 8000 - 10,000 AD LTA. These could have been in the taken-over church of Xenu's and the GP or in just field or "fool-around" auditing. Again, they will read if charged by UNFLAT or O/R.

4) Rehab the O/R ones.

5) Get the commands of the UNFLAT ones to see if they were valid processes or not. If not, indicate the out-tech of the process itself and get in EVAL & INVAL on the session. If they were valid processes, then flatten them.

Examples from folders:

LTA Process, outside)
Scn in field, about > "What effect have you created?" (run as L & N !!)
year 4000)

This is an improper listing question, it does not go to one item: See Class 8 Tape Notes on "Laws of L & N". Result = BPC!!

- oOo-

LTA Process GP,) 1. "Recall a time outside MEST"
about year 8000 + > 2. "Recall a time inside MEST"
not C/Sed)

A very out-tech question or process from what we know now. There is no "TIME" outside of MEST, just a Games track or "Series of Games." So the first question cannot flatten as it asks for an impossibility and meanwhile the 2nd question can easily be OVERRUN. Result = BPC!

6) If all above have been completed and are F/Ning and pre-OT or OT has no attention on them (lists TTA, lists LTA, unflat/ORs from LTA) but he is still Roller Coastering, the source should be in PT and standard S & D and PTS R/D tech can be applied. But it may be that the BODY ORG is PTS and he is R/Cing in response to the BODY ORG. This can easily be determined by a D of P, seeing what reads.

7) If PTS to an external source in PT, do standard S & Ds and PTS R/D. Always get it down to a being by using represent lists. Ref: LRH Tape of 1965 "A talk to Qual Auditors".

- oOo-

PTS Body Org

If the R/C is in response to the Body Org, or the pre-OT or OT originates that he is fine, but the body is R/Cing (and this is verified by the Auditor and C/S that he does not have the BPC on his own track which is covered above in (1) - (7)) then do the following:

1) R-factor to the pre-OT or OT on the Body Org, that it may have an incident on its THIS LIFE TIME track which is hidden from the pre-OT or OT and has never been handled. And it probably occurred when the pre-OT (or OT) was EXTERIOR, or ASLEEP, or UNCONSCIOUS - or even when DRUNK, DRUGGED or when in a state of unawareness below CLEAR. And there may be more than one such incident.

2) Now Date/Locate the "Hidden Incident" on the Body Org in TLT (since conception).

2A) If you get an "LTA body death" on this step, it is handled as per other issues but this is not what we are looking for in this process. The LTA Body Death key-in will WORSEN the body until it is handled (or keyed-out by a change of environment and life-style from the LTA pattern). We are looking for what causes the ROLLER-COASTER.

3) After D/L to F/N Blow on each of Date and Locate, identify the PERSONS or thetans (big thetans) around the body or putting intentions to it IN THE INCIDENT.

4) Take best reading PERSON or thetan and have pre-OT (or OT) give it a NAME if he hasn't already.

5) Run 6 Ruds as follows:

"Concerning _(Name)_ in the incident, is there a(an) _(Rud)_?"

Note: This question leaves again the flows. The RUD which is out could be between the "NAME" and the body, the "NAME" and the pre-OT (or OT), the BODY ORG and the pre-OT (or OT), etc. (Or even between different persons in the incident).

Run each rud until it F/Ns on CALL. (i.e. Run it to F/N, then call it again, etc. till it F/Ns on call).

6) Handle all terminals in the incident with 4) & 5). They must read when named or when S, I, N is put in.

7) Now, do a 20 Button Prepcheck on the Incident itself.

"On _(Incident of Date/Location)_ , has anything been _(Button)_ ?"

During this, the body may come fully into "PT" concerning the incident and pre-OT's attn. will go off the incident and a big F/N or FTA will occur. The prepcheck can be ended at that point.

8) Next, do a Blow/Can't Blow on the space of the Body Org to clean up any loose MOCOs. End on a nice Clean F/N after B/CB have been covered at least once.

9) Check stability of pre-OT or OT, over next day or so. If still R/Cing, do 2) to 8) again on the next hidden incident. There may be several. Some are quite incredible so be prepared for anything. The "body org" should stop R/Cing when all the external SP intentions on it coming via hidden incidents are handled.

10) When stable, hat the pre-OT (or OT) on hatting his body org on the Conditions Formulae from Non-Ex up to Normal, so it can get above Danger.

11) Further Optimizing (or a Review of the C/O Cycle RD) can be done at this time at C/Ses discretion, or the pre-OT or OT can be returned to the Bridge. (He may experience a resurgence of all past gains after this R/D).

BR
Sn C/S Ron's

ULR 13 - SS C/S #48 - 14 Feb 88 - Games Masters, Super Static C/Ses

11D - Technical Observations

1) The LTA "Future" (and P.T.) is ALL an O/R. The RAGs were postulated to end after # 9999 and have been going on for another 564 GUM O/R = Hi TA = BPC. Usually, when a pre OT contacts LTA (or is restimmed by it), his TA goes up. It usually begins to or comes down after he (or the being on his case who is in LTA) gets the 564 GUM's "date" of LTA or the BPC from the incident he is "stuck in" from LTA.

- oOo-

Knowing all this, we can also state that all the MOCOs of the MEST (U3) from LTA are also in an OVERRUN (by 564 GUMs) of when they were supposed to be "freed" or "returned to their Creator." Also the TTA MOCOs by association with LTA MOCOs will dramatize O/R or "not even supposed to be in this game at this time." This BPC is in addition to any ARC Break from "dumping" by big Thetans.
If you want to feel a big flow of agreement from the MEST universe, just indicate to it that it has been "O/R by 564 Games Universe Models." The MOCOs send back a TP (Telepathic) agreement of VGIs and a "Wow! Yes! What can we do about it? How do we get back to our Creators?", etc. Usually a nice "help flow" can be established and you can inform them of the F.Z. Bridge and that they can help us and encourage the Creators to find and do the Bridge. You can also info them of the "Rights of a Thetan" and that MOCOs also have these rights although they may not have been passed on to them when they were "created."

- oOo-

From all this, we can also say Technically that any problem with the FUTURE is a problem of LTA or involve it somehow. C/Ses should know this.

- oOo-

The above data on O/R should also be grooved in on the Body Org to help their work auditing new arrivals.

2) Present Time and LTA are also "charged" by the dramatization of the unflatness of the 11th D "game ending tech" of the taken-over Church from LTA. Technically, it was OUT-TECH as well and a BETRAYAL of thetans who wanted to get back their rights and "go OT." A stuck "incomplete cycle of action" of this magnitude causes a problem, ARC breaks and invalidation and makes "case" - throughout the whole GUM and Ring.

3) The Church's actions of TTA - disregarding tech and policy, charging high prices, and acting out-ethics are of course for them only a dramatization of the LTA "One-World Control Operation" and "One-World Church" which "produced" BST and BST Tech rather than freedom.- Since they are taking no responsibility for any of this, the O/R & UNFLAT BPC will all be directed at them as a "target" and the closest reminder of the "betrayers" of LTA. So, in the FZ (Free Zone) try not to restimulate these buttons in (or as applying to) your own org or delivery center and you will do fine.

4) So, when you view from the 11th Dynamic, you see the world (and GUM) as an:

OVERRUN GAME
UNFLAT GAME ENDING TECH
BETRAYAL OF THETANS RIGHTS

Thus the successful promotional and production actions are:

- ENDING THE OLD GAME AND STARTING A NEW ONE

- FINISHING THE TECHNICAL BRIDGE

- GIVING AND SUPPORTING THE RIGHTS OF THETANS

(Now, a couple of 12D Observations)
These purposes can help greatly to align your operating basis as a Ron's Org, or OT Project Group or Missionaire.

BR
SN C/S Ron's

Important Note: The goal of all this may be stated as:

"OPTIMIZED HAVINGNESS"

since Auditing is by Ron's definition a game of "Exteriorization versus Havingness". Of course, it could also be stated as:

"OPTIMIZED EXTERIORIZATION"

BR

Astar Symbol ULRTOTALITY
VAST 14 DEC 88

The "Problem" of Immortality:

The 3 "Solutions" to the "Problem" of Immortality are:

CREATE
CO-CREATE
AS-IS

These are the Logical Solutions which produce the possibility of VIABLE GAMES.

———————

The Illogical "Solutions" to the "Problem" of Immortality are:

NO CREATE
COUNTER-CREATE
NOT-IS

These produce unviable games.

———————

ALTER-IS is present in all solutions.

If one scans back through his "solutions to immortality" from a VAST viewpoint or a TOTALITY viewpoint, he may find a barrier MOCO he placed between the various solutions he did. This "barrier" can be easily removed by running it on V/I S/W (Value-Importance Straightwire) on:

"Preventing me from viewing immortality"

or

"Stopping my perception of former solutions to immortality"

or
"Blocking my knowledge of my immortality solutions."

This goes to EP when he finds the real reason he put it there.
This last answer is also the "Admin Why." Then a debrief or/and the MOC command will remove the MOCO and the person can "see" or "know" more about how he handled immortality.

_____

Note: Immortality, of course, is not really the problem. It is a truth - the most basic one there is. The "problem" was how to "spend it," "use it," or "fill it up." The more viable the "solution," the more FUN it is.

BR
Sr C/S Ron's.

see ULR 14 outside as .pdf format **

ULR 15 - SS C/S #52 - 21 Mar 88 - SOL IV

Black NOTs Again & "Ethics Auditing"

The CofS and RTC just won't learn. They are still engaging in "Knowing restimulation" and "implanting" type actions - expressly forbidden by Ron in OT Policy (Vol VII OEC). The latest is Ethics & Dynamic Auditing and may be done by more than one auditor and in different locations. The "auditing" is all addressed to B/Cs on the case of the target person. For instance they may assign the B/C "Treason" so they will make the Person feel he is in treason and go back to the Church. Or they may do L&N on the B/Cs connected to his dynamics 2 & 3, then indicate the Ethics Condition.

At Excal and lower, this is usually found as "interference" from another and the "Black NOTser" is run on the Implanter Handling from Excal or/and his LTA auditing or Church connections run out, as he stops doing it. At higher levels, the same handling applies, but there are no B/Cs to then handle and free. Why: Because usually after Excal or a higher level, the person HAS NO BTs or CLUSTERS in his space! So what does the "auditing" hit? It hits HIS BODY ORG - especially if it is below NORMAL OPERATION. The BODY ORG may want to "help" by doing the Black NOTs process and then sort of "let the C/O know" how it went. The result may be a vague feeling of a lower condition or dynamics not working properly or a body that seems to be having counter-intention or other-intention to the C/O. So, in these cases, after handling the Black NOTser, check for what processes have been "run" on the body org and straighten out the WRONG ITEMS, WRONG CONDITIONS, etc that the Body Org has started to dramatize. It can result in a great resurgence and relief. (Note: Sometimes there is also an LTA restim on the same or similar thing being done LTA, so handle that too.) After the handling, do a B/CB and then HAT the body org to just warn the C/O if anyone tries to audit it other than the C/O or an auditor that the C/O chooses in the Free Zone.

BR
SrC/S Ron's

ULR 16 - SS C/S #53 - 6 Apr 88 - SOL IV

The "Source in Pawn" Trick

(for SS C/Sers & SOL IV Packs)

On running PrPr3 on Players "being" Postulates at SOL Level when something is not logical, or on LTA reviews or LTA Coltus implants, you may come across a very hard to differentiate, but definitely EVIL intention, and know it's from Xenu and the Implanter Org or some thetan loyal to Xenu. It may even seem to come from a "Churchie" or someone who "apparently" was loyal to LRH, but got stuck on the "other side" of the game. It also may seem that a lot of thetans are intending it. Well, they are!

One-ness

The postulate is "WE ARE ONE." It is a Xenu-contrived alter-is of the Source Level knowingness and certainty: "WE ARE ALL", (meaning that "before" or "outside of games" the Sources are all that exists. But they are highly individual and very logical, not a "cluster" or a "one".)

(It may even come across as "WE ARE ALL ONE," but it is still an alter-is.)

The date of this "postulate" (or implant to "be" a postulate), is: 564 GUMs ago. (LTA)(approximately).

The location is: COLTUS (approximately 455 L.Y. above North Pole)

The implant date is "FOREVER" so that it seems to repeat and stretch across all 10x1040 variations or permutations of the Game Series Perfect Circles and on into Source Operation Levels.

The implant location is: "IN YOUR CENTRAL VIEWPOINT" so it would stick as a postulate in whatever beingness a Player chose.

The really sticky thing about it is that it was not always done to the Player himself, but to a "double" of the player. This was merely a trapped Player who Xenu considered not to be so important or even possibly a Clone of a Player he considered dangerous. This is where the "Source in Pawn" idea comes from - as stated in the title. The implanted thetan was implanted to totally forget or not-is who he really was and become a new clean "Source." Then he was implanted to copy fully or duplicate exactly the beingness of whichever Player Xenu wanted to control. There was only one difference - the thetan being implanted was also given the "Source postulate" or "certainty" of "WE ARE ONE." This made him stick to the Player he was supposed to copy and made all of these "false Players" stick together and at a very basic level which would not be found until the person started handling his postulates or SOL level activities.

Xenu could then monitor anyone he had "doubled" by just putting another command into the "Source in Pawn" who was "split" into the attention areas of LTA Coltus and being the targetted Player. And group scenarios could be run on the "doubles" to affect an "enemy" group or to overwhelm a non-conforming player and thus throw Players loyal to EE and the Tech into doubt, enemy, or treason or confusion - or lower.

The power of this "influence" of course lessens as the person goes up the bridge, but may seem to get strong again when he is doing SOL levels, as a sort of vague feeling that there is some unhandled opposition or C.I. (Counter-Intention) to his purposes. It may show up in LTA type "cone" trips or dreams where the Player was going up against the taken over church or the one-world police state. This can be puzzling , especially if the Player or SOL level OT has already run his own cone out. It seems like a "visit" but also "his" at the same time.

The answer is, of course, that it is the cone of the double, and it can be experienced by the OT because the double is tuned to his "wave length". (i.e. his experience and CVP were copied).

Handling if encountered on a case:

1) Date/Locate as above to exact D/L for that Person.

2) R-factor on the implant and what a Source in Pawn is.

3) Run the double (or group of opposition) on PrPr3 as this implant was done with a twisted type of auditing tech - repeated commands, etc. (Usually you will find it was done after 1980 LTA when Xenu did have control of the Church and the Marcabians were still loyal to him and Coltus was still his main implant station in this Sector).

3A) Or, you could run it as "another practice" with the PrPr2 Commands:

1) "What condition have you encountered in the Source in Pawn implant?"
2) How did you handle it?

4) Do a Blow/Can't Blow to FTA.

Note 1: This data on the "Source in Pawn" implant can be useful in handling PTS OTs and for debugging an OT hung up on trying to Exteriorize or on the Exteriorization R/D. (He may feel that his current CVP is "threatened" by the double."

Note 2: DO NOT RUN THIS on a person who has not encountered LTA or who has not handled the usual LTA charged areas.

Note 3: Don't run this unless it reads well and Date/Locates well.

Note 4: A person or OT on SOL may run it whenever needed.

Note 5: There may be a lot of effort, strain, and charge coming off this implant as any being who had it tends to stick to all the others who had it by the "WE ARE ONE" postulate.

BR
SrC/S Ron's

ULR 17 - SS C/S #54 - 13 April 88 - SOL IV

The Most Aberrative Postulate

Postulate Thetan

The Most aberrative postulate that can be (or that a thetan can be or believe) is:

"I DON'T KNOW."

? This postulate defeats logic by denying data with which to evaluate.
? It can knock the KRC triangle out and bring in the SCM triangle of the implanters.
? It can give such mystery and uncertainty to a thetan that he believes he has to "SURVIVE" against the "unknown" rather than IMPROVE thru playing the game.
? It puts in a "doingness" (DO NOT KNOW) which continually enforces the postulate itself. Thus it persists and is not the same as a "KNOW NOT" postulate because if a thetan "KNOWS NOT" he can then decide to DO SOMETHING to get more data. This "DO NOT KNOW" postulate creates a NOT KNOW DOINGNESS!

From SOL LEVEL DATA we know that a being can be "audited" to "become a postulate" and thus

affect the whole game pattern. If Xenu wanted to stick all players into the games and become the "only source" (which he did, then we can assume he would have been very interested in producing "I DO NOT KNOW" postulate thetans to block all others' rights to go OT and return to SOURCE.

There is evidence for this in many pc folders where the pc "sticks" and just robotically answers the auditing question with "I don't know."

I have looked for this mechanism in a major implant, as it also occurs on Excal, but have not found it - as an implant. But when looked for as a "thetan being a postulate," all can begin to resolve.

Handling

What is observed: pc or OT stuck, saying "I don't know."

1) R-factor: "Thetans can be anything, even a postulate, with hardly any mass but seeming to be every where and every when, permeating the game space." (Adjust to reality of level of case you are auditing)

2) Get the concept of a thetan who was "audited" or "processed repetitively" till he became such a postulate. TR0 him.

3) PrPr1:
1. What overt have you committed as an "I don't know" postulate?
2. What problem were you trying to solve?
3. What have you withheld as an "I don't know" postulate?
4. What problem were you trying to solve?
(To FTA/ no more answers)

4) V/I R/W:
1. What is the VALUE of REACHING for "I don't know"?
2. What is the VALUE of WITHDRAWING from "I don't know"?
3. What is the IMPORTANCE of REACHING for "I don't know"?
4. What is the IMPORTANCE of WITHDRAWING from "I don't know"?
(To FTA/ no more answers, VGIs)

5) PrPr3: (Auditing - any repetitive or similar type process)
1. What condition have you encountered in "auditing" to become an "I don't know" postulate?
2. Tell me how you handled it.
(To FTA/cog/VGIs).

6) Blow/Can't Blow with 4 Rights of a thetan as needed.

There may be (laugh - of course there are!) a lot of these postulate thetans around. It should be easier to disseminate and audit when they are off a case or area. Go to it - OTs!

BR
SrC/S Ron's
Thank you, Ron!

P.S. This C/S could also work for any other "postulate thetan" if you know the exact postulate he is "being."

BR

ULR 18 - SS C/S #55 - 17 Apr 88 - SOL IV

Running Postulates

Postulate Thetans - These run on the 13 April Issue and are usually stopping or preventing the OT from Operation:

Example:
"I don't know"
"I must fail"
"I must fall"
"I must die," etc ...

They are merely player thetans or clones who were "processed" into being a postulate. The reason they bother an OT is that they emanate the postulate continuously and can't be changed. You have to audit them as thetans to free them.

Postulate Copies - These are MOCOs holding an old postulate, either from a Postulate Thetan or from a Player in the games. They run out on simple V/I on the postulate plus B/CB. (Much less aberrative than the postulate thetans but can influence the Body Org.)

Example:
"I'm important"
"I'm getting old"
"I'm strong"
"I'm sexy"
"I'm beautiful"

(They are not necessarily "bad" or anti-operation postulates, they are just postulates - but they do prevent logical evaluation by the Player in the current TTA game!)

BR
Sr C/S Ron's

P.S. You may find some are your own postulates!

ULR 19 - ("How LTA Ended")
11 May 88
SOL IV

How LTA Ended

The main controversy toward the end of LTA, when the vote was taken of whether to play the Ring again or just continue with the X-bridge ad-infinitum, was:

THERE WAS NO IMPROVEMENT (IN FACT THERE WAS A GRADUAL WORSENING) OF THE CONDITION OF THE MEST U. (DYN #6) AND l Qns (LIFE FORMS - DYN #5).

And this fact everyone left in the game (and not made into a Black Static) could see.

The X-faction was claiming their "OTs" or "Statics" would handle when everyone had done "the bridge." But the GP faction claimed that many had done the X-bridge and, therefore, the condition of Div 5 & 6 should be improving, not worsening.

The X-Org counter claimed that the GP tech of picking up and dropping bodies to do its "missions" was to blame as it gave losses to the l & Q. They also said that when their own (BST) "OTs" left, they only did it once and promised to handle all 5 &
6 Dynamics from their new state of "static." Then the GP side would ask "why hadn't it been

done?" - "were the OTs lying?"

That certainly didn't sound like the "Road to Truth" or As-isness. And so it went on - to the vote.

———————————

Since Xenu had made so many BSTs (who could not respond or do anything but HOLD and BE the MEST U), he was short of voting power, so the remaining players, (less than half of the 10 X 10 to the 40th power) gave the majority vote to the GP on the basis that IF WE PLAY THE RING AGAIN WE MAY DISCOVER THE MISSED BASIC(S) WHICH ALLOWS THE IMPROVEMENT AND AS-ISING OF MEST & I Qns AND FREEING ALL CREATIONS.

———————————

Both sides were heavily into research and the GP had discovered the Ring, CCC, GUM pattern and could exteriorize any player and clean him up. Xenu claimed that the MEST and LIFE FORMS could only be handled when ALL PLAYERS had gone "STATIC." The GP claimed it was an individual proposition, not a group postulate
by all players as Statics. The missing datums then were: the knowledge of Excalibur, the OT 13 tech, and exactly what was happening to the X-org "OTs" (BSTs).

The vote was taken after all remaining players were educated into the issues and possibilities. It was close, but the decision was to repeat the Ring - and find the missing basics.

———————————

So, in TTA, the attention will be on showing the workability of
the bridge by:

* IMPROVEMENT IN THE CONDITION OF THE MEST UNIVERSE.
* IMPROVEMENT IN THE CONDITION OF LIFE FORMS.
* THE ABILITY OF AN OT TO IMPROVE HIS BODY (OR BODIES),
i.e. BRING THE BODY UP THE BRIDGE.

The LTA claims and issues will be repeated by those dramatizing LTA, but none will have a complete handling for Dyn 5 & 6.

Ex:
"One shot OT"
"Exteriorize and leave the whole mess"
"All must be at native state, then the Universe will disappear"
"We created it all from an all-is-one static viewpoint"
"Bodies and MEST are unimportant, just go free yourself"

All these views are irresponsible in the overall context of the Game Series and the concepts of Source Basics.

So, lets do it right TTA and make it the FTA (final time around) so there won't have to be an NTA (next time around.)

B. R.
Sr. C/S Ron's

ulr 20 outside in .pdf format

Astar Symbol) (ULR 21 - "LOOP C/S #1")
31 May 88
Updated 4 June 88

Loop C/S #1

1.) Contact any suppressive type Player Qn which may be giving the body somatics or a Roller-Coaster feeling by TR0 or "Attention On?" If you get an idea of yours about what or how the "Loop Qns" are suppressing, write it down as a sort of "Stack Wording."

2.) "Hello!" Tone 40 to the first part of the org. (Or "Wake up!")

3.) For each individual:

A. "What DATUM are you being? (Do this until you get the LFBD answer or no more answers)

(Datum = anything not pure Source)

B. Run V/I on the LFBD or last answer datum.

1. "What is the value of (datum)?"
2. "Tell me about it."
3. "What is the importance of (datum)?"
4. "Tell me about it."

If it is his, it will go to F/N VGIs. If not, it will go down tone, so do a Tone 40 Indication of: "That is a wrong item for you!" or "That is not your item!" to F/N VGIs.

C. "What policy are you following?" (Repetitive to either F/N or no more answers.)

D. Run: V/I on the last answer "policy" the Loop Qn is being. (Same as in B)

4.) Now, the Player Qn (Loop Qn) will either want to blow and become a player again - or he is being HELD. If he can't blow on "Who?" and "Rights of a Qn," then ask: "Who is constantly suppressing you?" or "Who is holding you?" or "Who is commanding that you stay there forever?" or "What senior datum is commanding or holding you?" (One of these will work best for a particular OT or preOT.)

5.) R-factor: (Given to Loop Qn just handled when he gives the datum or Qn that is holding him.): "Thank you. I will handle him so you can have your Rights of a Qn back." Then trace the line up to the next Loop Qn (Player Qn) being the "Senior Datum." Do steps 2 - 4 on him.

6.) When done to the top of the "org board" - come back down and make sure all went free and have their Rights of a Qn back. Use any B/CB needed. Check for a lower influence on the Body Org by asking the Body MOCOs: "Have you been commanded to be a datum?" "What was it?" "Tell me about it." (Debrief them) + (Give "MOC or Free") and (Rights of a Qn)

Note: Be sure to include the Space MOCOs in the Body Org because that is the most likely place for a datum to be kept which remains hidden and can influence all the other MOCOs.

7.) Do one "org" piece per session. Free it top to bottom after working up from the first Datum. These are usually only small "orgs." (A datum Qn from Loop 2 and a policy Qn from Loop 1 could be all there is for one "org." Plus the influence on the body, or course.)

8.) This C/S is a Review C/S and only auditors who have shown good results on others should be allowed to try it SOLO. These are PLAYERS you are auditing, and they don't even have Loop 3 Cases, so can be very powerful. On a Roller-Coaster OT with Somatics, they can produce heavy somatics during the session. So, closely supervise and if in the least doubt about the Solo

Auditor's skill, do it as a Review Session, or Series of Sessions. (Reason: The Somatics can break the TR's and cause a Q & A and failure to finish the cycle. The resulting somatics could never be diagnosed or handled by a "doctor." The only way to do it is to finish the C/S.)

Note: Realize, that if the V/I Process does go to F/N on these Suppressive datums and policy, the Player Qn (Loop Qn) you are dealing with is an SP or was hatted to be one. If it is Wrong Item for him, he may be just a PTS. (Usually, the "holder" is an
SP, or copy of one, from Loop 1.)

Note: This process may produce some amazing body changes and resolve chronic or recurring somatics and provide new perceptions for the OT or pre OT. Run this C/S #1 until there is no more Roller-Coastering and the OT is Stable. The questions
"Suppressive Datum?" and "Suppressive Policy?" will F/N to check the EP. And the OT or pre OT will be CERTAIN about his stability. Now he can improve and keep his gains.

B. R.
Sr. C/S Ron's

(Astar Symbol) (ULR 22 - "LOOP C/S #2")4 June 88

VAST Loop C/S'es

The C/S given in the previous issue handles the "anti-pan-determined" datums and policies from Loop 1 and 2. It is similar to Excalibur in that it is other-determined, but on a pan-determined upper harmonic. These "data plugs" are usually only 3
parts: The datum contacted, the "policy holder," and an influence from them in the body on the body MOCOs. (which is giving the somatics)

_____

(Insert diagram)

The "Source Qn being a Datum" is Associated (linked or held) and usually is from a "left-over" group in Loop 2.

The "Source Qn being a Policy" is usually Identification oriented equivalent to Loop 1. He may even be a copy of a Player Qn in Loop 3, i.e. an SP or Evil Intentioned person in the OT's track history or in P.T. or a betrayed "good guy."

_____

When all these "Excal type" "Other-pan determined" Loop Qns are freed, the next step is to handle any the OT put there or left there himself.

Loop C/S #2

1.) "What connected DATUM have I created?" (Find it)
2.) V/I on the Datum.
3.) B/CB to free it.
4.) Then "What connected policy have I created? (Find it)
5.) V/I on the Policy
6.) B/CB to free it.
7.) Then do 1-6 on "disconnected."
8.) Then do 1-6 on "unconnected."
(Each of CDU 1-6 run to F/N on Questions #1 and #4.)

This is similar to the Phoenix Level on a Pan Determined higher harmonic as it is done by the Player Qn himself. Note that he did not create the Source Qn being the datum or Policy, but got

that Thetan to become the datum or policy he created in Loops 1 & 2.

After this series of processes, or after one cycle of #1-6, if needed, the datums and policies found can be indicated as "wrong items" to the Body Org if somatics are present.

Note: When running V/I on a datum or policy, if it goes to F/N VGIs, it is THE PLAYERS OWN CREATED datum or policy. But if it goes down tone or to an ARC Break F/N on V/I process, then he got it from another Player. When this happens or as soon as it is noticed the indicators are becoming "BIs" instead of "GIs", the policy or datum MUST BE INDICATED AS A "WRONG ITEM" or "NOT YOURS" or both. The F/N VGIs will then appear.

_____

The theory is that the V/I process "TESTS" items. If its run on a player's own item he will be GIs (happy) as he is returning to a state of improved logic exactly as he descended on his own spiral.

If, however, he got the datum from another, it does not compute to him but throws attention over to another's universe and drives him out of session and into an ARC Break from "no auditing on himself." The "wrong item" indication breaks the connection, or "distraction", and returns him to session and the cog that he had
misownership on the datum or policy. This gives him new knowledge and a clean space and F/N VGIs on the subject.

_____

Note: This C/S may also be run on "another" and "others" if needed.

B. R.
Sr. C/S Ron's

*(ULR 'UPPER DYNAMICS & VIABILITY)
(23) 12 June 88

VAST

Viability
It's Important to Sources

Dynamic 13 - Games
Dynamic 14 - Source Ops
Dynamic 15 - Logic
Dynamic 16 - Applications
Dynamic 17 - Viability
Dynamic 18 Totality

Why should an infinite Being of infinite potential to apply logic & illogic require viability? Simply because during the "application" cycle involving Logic, Source Operations, and Games (Illogic plus a Logical CVP), either knowledge can be gained or Beingness lost. The exact point where the SYMBOL 113 \f "Symbol"n becomes unviable is the dividing line as to whether he can pull himself out or requires help. Viable means "able to live" or in this context - able to retain enough logic to improve his condition. The Bridge reaches down below this level to the lower awarenesses levels where help is required. This point is theoretically on the Bridge at "Clear" (if there had been no Implanting & Pre 1, TTA or LTA, the OT111 & Excal + LTA Reviews would probably not be necessary and a Clear could Solo his way out self-determinedly.)

The Source Missionaries or "Keepers of the Right" were a precaution to insure viability - and it was needed.
SYMBOL 113 \f "Symbol"
The improvement toward viability in these "Loops" or experimental Game Types shows the

progress we all are making. To understand the full importance, however, we must look at the next dynamic - #18 of "Totality" or Native State, Completeness, or Super or Supra-Source for each Being. I have found some of the truths (It could also be called "Ultimate Truth Dyn 18") of this level. These are:
1. There never has been , never is and never will be NOTHINGNESS.
2. There always has been, always is and always will be SOURCES.
3. "Sources" didn't "come from anywhere". Anywhere and everywhere came from them.
4. As in the Prelogics, one of the Abilities of the Source is a cycle of action. This is what we now can see as the "loop experiments" or "exploratory applications" of the potential of total logic & total illogic.
5. The VIABILITY factor comes in because of the possibility of a Source (or all Sources if they get illogical enough) to become his or others "creations" or decide to be so illogical (solid) that he can't recover, i.e.. the Creator becomes his/others Creations or illogia and that game goes on forever on a dwindling spiral. (Example: BSTs, Postulate SYMBOL 113 \f "Symbol"ns.)
6. The "totality" state or "native state" existed, of course, before the Loops (See #2) and each Source experimented on his own or with others - sort of a higher harmonic of U1, U2, U3.
7. With the knowledge we have gained from all this, and especially Loop 3, the next Loop CAN BE VIABLE for ALL.
8. As an application of tech to the Totality Dynamic area, a SOURCE having done the former Loop C/Ses can put his attention "pre-Loop" into "private and personal" experiments with cycles of action and application of total Logic and Illogic potentials to find if he left any INCOMPLETE CYCLES there. These usually are huge "MOCOs" in a connected, disconnected or unconnected state and may be contacted by just direct attention or by sue of Supp., Inval., or Not-is buttons. Give them the "MOC or Free" choice and they come streaming back to SOURCE!
9. During this exploration one realizes that "all that exists" at any point on any loop or before or after is THE SOURCES IN (OR EXISTING AS) PROPORTIONS OF LOGIC AND ILLOGIC.)
As a corollary to this:
The sum of all SOURCES (or parts) EXISTING AS LOGIC (Analytical CVPs) is NOT ALL THAT EXISTS, and:
The sum of all SOURCES (or parts) EXISTING AS ILLOGIC (MEST, Games, Cubes, Cones, Loops, MOCOs, etc.) is not all that exists.
BUT:
The sum of both the above IS ALL THAT EXISTS.
10. another way to vies and comprehend "all that exists" is to look at the "illogic sum" to be a measure of the INCOMPLETE CYCLES OF ACTION in progress (or not) - of APPLICATION by the "logic sum" of SYMBOL 113 \f "Symbol" (theta) available to create, experience, analyze, evaluate, and review these cycles for the purpose of improvement of conditions and VIABILITY of SOURCES.

I think this will make your tech job easier to understand, as a Source can't be viable in a TOTALITY that has an unviable proportion of illogic. Thus, Scientology and the Bridge. - Thanks to LRH!
BR
Sr C/S Ron's

*(ULR - "V/I on Creators' Cases")
(24) 28 June 88
VAST
- A Better Body Org -
Process

If one has run V/I - CDU on the "creators" of the Body MOCOs then the following process cna be run. It covers the remaining CDU that even their Creators did not yet handle. And that is, of course, the "CASE of the CREATOR.

1. What is the value of being connected to the case of your Creator?
2. Tell me about it.
3. What is the importance of being connected to the case of your Creator?
4. Tell me about it.

Then run "disconnected from". Then "unconnected with". So a B/CB after each session or completion of a process.
NOTE: These processes are for BODY ORG MOCOs ONLY. If run on a Player, it will drive him into postulate SYMBOL 113 \f "Symbol"ns who were given the "God created you" implant. Those are a different review cycle handling and require other processes.

NOTE: Only do this process after doing the V/I - CDU process on the Creators of the Body Org MOCOs.

NOTE: After all C, D, U have EPed, the Body Org Qual MOCOs can be taught these processes.
BR
Sr C/S Ron's

*(ULR - "OMNI MISSIONS")
(25) 7 JULY 88

More About "OMNI MISSIONS"

Omni is certainly an application of Source Training toward viability but what makes it different from a Source Mission done by one Source as a Player?

To explain this, let us compare a Source acting alone to a Source acting on an OMNI basis in a Multi-Source complex game.

A Source acting alone, can, in his own Universe, create and As-is freely and at any rate he wishes.

But when operating with other Sources in coordination, these are "Agreements" or Postulates or Rules which define the cooperative game and its basics. Thus an OMNI mission would take all these "absolutes" into consideration when operating. AND therefore, can produce CHANGE across the whole game which includes all Players.

In comparison, the Solo Source Mission, decided by a Source and carried out, will influence the part of the game he is in and anyone who duplicates the purpose of the mission in that area.

As an example in planetary life, there would be a limited result if ONE person decided not to pay war taxes and convinced a few friends not to do so either. But if the head of the government decided that NO-ONE should pay war-taxes and enforced it, the whole economy might boom and the country and all Players in it rise up the tone scale. Such can be the difference in a Source Mission compared to an OMNI mission.

From and OMNI viewpoint, Games are estimated and observed by their:
DENSITY, or amount of creations in relation to size of playing field.
DIRECTION, or vector towards, or away from, logic and improvement.
Also the "time" it is taking to play it, in terms of the players concepts
of optimum randomity.
DEVELOPMENT, or the various influences in or on the game or the amount of

alter-is or illogic which has gotten into it.

These observations add up to give a DESCRIPTION of the game in progress. They are made, of course, from outside the games viewpoint. (Source Level or above.)

From the DESCRIPTION of the Game as-it-is, and a knowledge of the Game DETERMINANTS or absolutes being agreed to by the Players in it (such as DYNAMICS, RIGHTS of a SYMBOL 113 \f "Symbol"n etc) and a comparison, to the earlier LOOP of GAME Cycles experimented with in former applications of Logic, a DECISION can be made to do an OMNI MISSION and CHANGE THE DENSITY, DEVELOPMENT or DIRECTION (or all three) of the GAME.

Evaluation Technology (Data Series) of the 12th Dynamic is used to arrive at the exact why's and handling steps to be taken
(Note that LRH brought Eval Tech INTO the games with the Data Series, obviously as a result of an OMNI Evaluation that this technology was needed to resolve a situation in this particular game.)

Example of Application of the Above Data
Density - from a Source V.P., or even a Static 5th Stage (OT16) viewpoint, Ring 10 000, CCC24, GUM 0 of the Ring Archives games is very solid and appears as a dense, dark, mass, swollen our of size in comparison to other GUMS and Rings whose density is lighter and who have more open space in them.

Direction - Since Ring 9999, Gum 0 of CCC24 the Ring Archives hit a down vector toward illogic and the OMNI handling these was to do the Ring again (as Ring 10 000) to bring it back up. It's taken a long "time" to come back around to GUM 0 where the trouble started.

Development - the development of interference in the form of implanting got heavier and more tricky since Gum 0, Ring 9999 and Players got thrown off of the real game purposes into wars, religions and other illogics. Various contingency plans were made at OMNI level and carried out in Ring 10 000. (Free Zone, more Dynamics put into the game for use etc.)

Description - There is a definite threat to the quality improvement of Players and their logic by the above situations in Rings 9999 & 10 000. (Same Ring but having to be done twice!)

Determinants - Rights of a SYMBOL 113 \f "Symbol"n have been mostly forgotten by the Players, and not extended to other Players, and not at all to MOCOs. Dynamics mostly not-ised and controlled by other-determinism Players pushed down onto D1 and D2.
ARC and KRC Game Elements not valued except in individual instances. Substitute triangles put in by Implanters to further interfere in the gamed and reduce Understanding and Power.

Comparison: Earlier Applications have gone too illogical and were abandoned but the implanters, led by Xenu, are trying to force these applications back into use in this Games Series. These identification, association, and other-determined games are covertly being put in again since Ring 9999 in a massive way. By also perverting Dynamic 11 Tech with false "OT" processes and "False Bridges", Xenu has tried to prevent any Players from finishing the Series and has instead processed the ones he tricked into being "created" or being "MEST" or operating only as SYMBOL 108 \f "Symbol" or SYMBOL 102 \f "Symbol" Thetans. He is creating broken pieces out of Players. He also established a Barrier of "SYMBOL 113 \f "Symbol"ns being postulates" to prevent Players from returning to Source Level, or exercising their Rights.

Decision - Ring 10 000, CCC24, Gum 0 is a Psychotic Games Area (Players are both out of valence as Players AND Psychotic - having no rights or game elements to help themselves or others.) must be handled by OMNI Mgn to return Players to their own Valences, put in self-detrminsim, restore Rights of SYMBOL 113 \f "Symbol"ns, educate them again on the Basics and their Dynamics and Put in True Bridge to enable them to complete the Rings and rise to VIABLITY as Sources. do this on a gradient as per "processing of psychotics".

From this example

must be handled by OMNI MsdeterminismVIABILITY (an actual summary for OMNI action) one can understand better, or find easier, his own part of the OMNI MSN which is currently going on in this Sector of GUM 0AMICS & VIABILITY)

ASTAR SYMBOL(ULR - "SOURCE & OMNI")13 JULY 88
#26 Issue I
V.A.S.T.

An AWARENESS of INFINITY is what a Source is.

An INFINITY of AWARENESS is what Omni is.

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ALL MECHANICAL CONDITIONS OF EXISTENCE AND OPERATIONS THEREON AND THEREWITH LIE BETWEEN THESE TWO CONCEPTS.

_____

BR
Sr C/S Ron's

= ALL POSSIBLE PERMUTATIONS
AND COMBINATIONS OF THE
POTENTIAL OF TOTAL LOGIC
AND TOTAL ILLOGIC.

ASTAR SYMBOL(ULR - "Unresponsive Postulate & Loop qns")15 JULY 88
#27V.A.S.T.

"UNRESPONSIVE" POSTULATE
AND LOOP QNS

A "Responsive" Postulate qn is one which responds to and goes free on the C/S for a Postulate qn. He is not being prevented from blowing or "cannot respond" to the C/S.

A "Responsive" Loop qn can have a "holder" (usually a "qn being a policy") and the Loop C/S #1 covers this so that both go free.

But if it occurs that the auditing keeps getting "interfered with" before the qn being audited can blow, or the qn "almost" goes free, but snaps back to an automaticity and starts repeating answers already given, or the preOT feels "something else" came into the session before the qn being audited is complete, then you have an "unresponsive" situation. It means these qns were "linked" together in a network or "org board," and if you try to handle, it will invlove a long chain of incomplete cycles which have to be finished or BPC will continue to build up from the many incomplete cycles.

The way to handle this when it occurs is to go to PrPr6, and when any "new qn" comes to interfere with the session; clear the commands to him and continue the PrPr6 on a Group Auditing Basis. Eventually you will have the whole network in the session and they will start "reviving" one by one and the TA will finally come into 2.0 - 3.0 range with F/N VGIs Cog (for the preOT as well as the

qns being audited).

Then do the B/CB Steps.

Then check on any incomplete process cycles from before you did the PrPr6, as the unflatness of the process could prevent those qns audited on it from blowing. If so, complete the process(es) and do a new B/CB.

BR
Sr C/S Ron's

ULR #39LTA, PRIORITY OF HANDLING
C/S
Ingrid AUD 18 Aug 88
Kristina POT

Ingrid, you also must be trained as a C/S before changing anything which the C/S has put in the program. When you told me you were running PrPr 3, I assumed that all the interference was handled by my first pgm of 19 July on Postulate Qns.

Now I find it was not, and since you were not trained as a SS C/S, you have now got several kinds of charge cooking on the case.

1) Session charge in PT.
2) PreOT's own LTA charge.
3) Interference charge from others & LTA Ruds unflat.
4) Possibly some LTA body death charge, causing somatics.

As you are not a trained C/S you kept on after the C/Sed pgm started to go off the rails. It was going VERY WELL up till the 22/7 session where the first group of interference from postulate Qns blew off and PreOT had a good WIN. The next session the preOT did on 25/7 she was in TTA viewing LTA and could easily run ruds on it with others. Although this was not in the original pgm it was expected to happen after the interference was off the case. You were lucky there to pick up the out-ruds, which would have been a next priority of the preOT being able to work and view her own LTA track.

But by 26/7 & 28/7 sessions, there was more interference there and finally in the 2nd 28/7 session you got through it somehow and finished the ruds on the LTA terminal.

But there was no B/CB after these sessions and it appears you believe you were running OTLR #4! This is totally incorrect. The LTA Out Ruds are not OTLR 4, but part of an LTA Review Cycle. The door is not shut afterwards, also the B/CB steps are done.

In the 28/7 session, you got the children of preOT LTA, but instead of doing Ruds you "C/Sed" yourself for a prepcheck. Incorrect, as the "Out Ruds with Others LTA" section was not complete.

(The LTA tech is so exact that the preOTs will only run things in the exact SS C/S course sequence no matter what the auditor tries to do. If the auditor does something else - you get OT going out of session and more restim of bad LTA tech on the case.)

So the next sessions of course bogged as were not C/Sed properly. And by 31 July session you had the situation described in 1) to 4) above of this C/S.

When you observed in the 31/7 report that PreOT was not talking to you inside of session - but outside of session - you should have realized the basic definition of a session was OUT. And that you nedded a new C/S pgm.

By starting the "PrPr 3 on LTA Auditing" you bypassed the PT auditing charge from not completing the former cycles correctly and in the 1 Aug session the report you gave remarked on the similarity of PT sessions to LTA. Of course the LTA auditing ALSO left a lot of BPC so they are similar.

Due to the power of the tech, the PrPr 3 process eventually did handle even the TTA auditing charge and allowed the LTA charge to blow in the 9 Aug 88 session. You realize, however, it could have been done with a lot less effort on yours and the pre OTs part but by persistence with that particular process which handles all session out ruds and auditing conditions, it finally did EP. And you did a B/CB, which is correct in any LTA Review after a session.

The next C/S, (10/8) should have not been PrPr 3, so of course it didn't run. So you "C/Sed in the chair" and did some really "off the wall" Dianetic tech.

The reason you managed to get her through was not because it was a correct action - it was not. You never run Dianetics on a Clear. The correct next thing for her to hit in LTA would have been a body death and it should have been D/L to blow and then Prepchecked. In the 10/8 session you did hit one and "felt" you had to "change the process" to the "Kennedy Institution." You, as an auditor, should have realized that you MUST NEED A NEW C/S by this time.

I don't know if someone taught you to fumble around like this but it is NOT the way to go. It's expensive and tiring for the pc and frustrating for the auditor, "who is beginning to hope for an F/N" rather than analyize and properly get a C/S for the case. In Review Auditing and C/Sing, which all of this is, you get the already restimed charge off, not put new change on. In Review one gets the exact charge off, not just "try to get an F/N."

Now, your 17/8 summary shows that she is in the LTA Body Death incident still, the wrong process is being run, the charge is not fully coming off so you can handle the body MOCOs, but they are getting very restimed, and there is BPC in the TTA sessions. Ingrid, please get trained before you try to C/S past any point where the existing C/S does not apply. Until then GET A NEW C/S. Otherwise it is a disservice to the preOT.

———————

NEW C/S FOR KRISTINA

0) Before session, on meter.

1) Indicate to preOT that the PrPr 3 was complete on her 9 Aug 88 session and "charge has been bypassed on that." (Should get a LFBD VGIs as charge is released.)

2) Don't start session yet, just ask: "Who would I have to be to audit you?" Run to VGIs, F/N.

3) If no F/N, run "Is there a session ARC Break?" (Assess, itsa, E/S to F/N VGIs.)

4) Now start the session. (If you can't get the above done get folder to C/S.)

5) D/L to blow the "Kennedy Institute" incident. (R-factor to preOT, that it is an LTA Body Death or part of a series of incidents leading to an LTA Body Death so the dating could be a span of time in LTA and cover several locations. When this is properly bracketed and seen by the preOT as a whole series of events leading to an LTA Body Death, the pre OT will be satisfied on the D/L step.)

6) Now do a 20 button prepcheck on the LTA Body Death covered by above dates and locations. This will open up the perception of Body MOCOs affected by it - so expect somatics to turn on as the prepcheck is done.

7) If you get "interference" on the prepcheck which blocks perception of the incident, get a new C/S.

8) When prepcheck is finished to F/N VGIs and attention off the incident - (but now maybe only on the body MOCOs affected by it) - then have the preOT put those body MOCOs affected into session by TR 0 and "Hello - OK" until she is in good comm with them. Then run - via the preOT to body MOCOs - PrPr 4, PrPr 5, PrPr 6 to the EPs given in LTA Issue on running PrPrs ("glass wall breaking" on 4, "closer in time" on 5, "dissolve of blackness and sparkling life" on 6.)

9) Then do a B/CB on the Body MOCOs and any other Qns which got freed by the auditing.

10) Folder to C/S. Note: If at any time it doesn't go like the above C/S, send folder to C/S. The above should be done in short sessions, 1 or 2 steps at a time.

Note: I am going by folder dates here on the case that she is to the point of handling the LTA Body Death. But, the earlier incomplete cycles of Ruds in LTA, or INTERFERENCE, may come up due to the sloppy C/Sing on the case and not fully checking that all cycles were done by program. So don't try to force the preOT to go through this program. If she bogs, or can't do it - END SESSION and get another C/S. Don't cause any more session ARC Breaks.

BR
Snr C/S RONS

ULR 40 VAST 9 MAR 89

The "Failed Source" Case

It has been puzzling to find that certain individuals will do actions to remove themselves from the Bridge even after having excellent wins and actual case gain or even arriving at a state of case-lessness. (OT16).

After analyzing these beings and their actions and doing some TP processing in their area, I found that each pass through a cycle of "not-is", "no-create", then to a very illogical "counter-create".

A long run of V/I on their action (the illogical action), or on the "counter create", "no-create', or "not-is" as a non-viable solution to the "problem of immortality" eventually comes to a point where the answers repeat over and over - yet never have gotten to an EP or even become more logical.

I then realized they must fall into the category of a Loop SYMBOL 113 \f "Symbol"n who had the Big Source implant. But they had been in Loop 3 as Players!! So was it just a Loop SYMBOL 113 \f "Symbol"n "being them" that they were unable to differentiate from? Or a "Source in Pawn" who was given the Big Source implant? Or a group of Loops who had it?

Well, I did find "monitor lines" via Loop SYMBOL 113 \f "Symbol"ns to them from Xenu. But running those out did not change the basic condition of "illogic" regarding Source and not moving on up towards the true Source State, which all these Players were manifesting.

Then I realized that somehow in LTA future THEY THEMSELVES HAD RECEIVED THE "BIG SOURCE" IMPLANT AND SO ACTUALLY BELIEVED THEY WERE MOCOs TO A BIG SYMBOL 113 \f "Symbol"n"!

I then ran a conditions process on that specific implant - (not as PrPr6 as they are all Clear of Above) but worded as follows: (PrPr3 version)
1) "What condition have you encountered in the Big Source implant?"
2) "Tell me how you handled it."

This worked! During the process I found that those Players had actually agreed to get this "process which would bring them closer to God" or "make you a part of the infinite spirit of life" or "reunite you with the Creator". apparently, the Big Source Implant was also promoted, sold, and delivered to Public of LTA!

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Finding this an an"auditing type action" on the LTA future track, and "outside of games", I realized why it had not come up on scanning out auditing in the S/SRD. It had no reality with or relation to the Ring Archives. (Also see "Roller Coaster OTs" for other LTA future auditing actions that could have been missed.)

This also explained these person's inability to do any worthwhile processing on themselves after a bit of "fooling around" with the GMC. They could not get into GSC or GBC or Source Levels and were either always in Review or on a "pretencse" or actively "invalidating the tech above OT16". And all were trying to find or research or promote "other ways" to continue up the Bridge. Of course they would have NO REALITY on any games earlier than the Ring Archives, because they were "CREATED" from the "BIG SOURCE" just for "handling" the Ring Archives Games problems they were in. And theat problem in LTA future when they decided to get this "process" must have been that they believed they were a FAILED SOURCE. (i.e. they couldn't find a way out of the game, they couldn't win, had no fun or acceptance, ceased to believe in themselves, got bad tech or saw that the tech was faulty, etc.)

_____
To theoretically clarify a point here: These people are not really "stuck" in LTA as a game of the Rings, but stuck in a FAILURE GAME-ENDING TECHNOLOGY, or the "Game of Ending Games". Each game has a "Bridge" out of it, or the Players never would have come thru all the games of Pre-Loop, Loop1, Loop2, and Loop3.

True, not all Bridges were 100% - as we know that Players and MOCOs were left behind and never helped out of the games they were in. Each person on going up the Bridge finds a few of his own MOCOs he "forgot" or "left there" and usually runs into Players stuck as well - from BSTs in LTA back to Loop SYMBOL 113 \f "Symbol"ns from Loops 1 & 2. But now we have the Bridge (above OT16) to do a COMLETE clean-up and handling of all these attention-fixing incomplete earlier freeing and as-ising cycles. This recent finding of TTA Players who had the "Big Source" Implant in LTA shows that if we had not found them, and the process to handle, they would have become "Loop3 SYMBOL 113 \f "Symbol"ns"!
an "auditingRDGMGSBCpretensethatCOMPLETE

_____
Now, the only question is one of application. How do we get this APPLIED to the persons who have already fallen off the Bridge? Do we assign TP Auditing to be done by ULR course grads? Do we indicate the BPC and in a letter invite them for a review? Do we handle this at the first indicator of it appearing on the person, even if below OT 16? The Qual Boards composed of ULR Course Graduates will have to decide this as they are the only ones who have the full overview of the cases in their areas.

BR

Sr C/S Ron's

ULR #42 9 Mar 89
VAST
TOTALITY
REVIEW PROCESSES

On "The Problem of Immortality"
(issue of 14 DEC 88 - same title)

Before a Player arrives at Source Levels (or during them) he may start running into a "fixed idea" solution to "the Problem of Immortality" that he is using. By using a NON-VIABLE solution (NO CREATE, COUNTER CREATE, NOT IS) he may slow or defeat any progress he is making on the Bridge.

(A more severe case of this but going through the NON-VIABLE solutions of NOT-IS, NO CREATE, COUNTER CREATE over a period of time would indicate the Player is a "Failed Source" Case and should be handled by that issue of 9 Mar 89.)

So, a Review Process for these slow, problematic Players on above OT 16 levels can be made to "unfix" him from the unviable "solution."

But FIRST, any ULR phenomenon should be handled, and any Pre-Loop or Private and Personal Games the person is still stuck in. But if this action tends to also be slow and dragged out, especially after the ULR (other Big Qns affecting him) have been handled, one may check for and handle the possibility of "using a non-viable solution" in his game playing & auditing.
NOTE: This is a very powerful process and is the persons OWN solution, no matter how he arrived at it or decided or adopt it - so don't run this if he still has any "others" affecting him (eg. Loop Qns, Postulate Qns, SIPs, etc).

NOTE: Do not confuse this with the "Source Mission - Opposition Handling" issue. That is where the person feels opposition on everything he is trying to do, feels stopped, and blocked. This "unviable solution" handling is something he knows he is doing but its always slow, non-optimum, and dragged out - he is not feeling "stopped" but his actions don't seem to get him where he expects to be on his Dynamics or Auditing.

_____

THE HANDLING

1) Study Admin Briefing #3 to get the concept of what Sources are doing with games.

2) Assess: "Solutions to Immortality"

CREATE
CO-CREATE
AS-IS
ALTER-IS
NOT-IS
NO CREATE
COUNTER CREATE

(These are from the LRH Axioms on Conditions of Existence and the tech on the Actual Cycle of Action)

3) The Big Read and Interest will be the one he is using compulsively. Make sure it is indicated to

him and he is agreeing and willing to run it. (Most usually, it will be one of the last 3).

4) Run V/I on it as follows:

(1) "What is the value of using (ITEM ASSESSED) as a Solution to Immortality?"

(2) "What is the importance of using (ITEM ASSESSED) as a Solution to Immortality?"

This may go a long way to an FTA, VGIs, Cog EP - but when he gets there he will not be compulsively doing it anymore. NOTE: Only handle ONE item. He is only "stuck" in one solution. We want him to be able to choose freely his "solutions." We are not trying to run them "out." Any game player should be able to choose and use any solution he needs for the particular application he evaluates it necessary for.

5) Do a Blow - Can't Blow. Use 4 Rights of a Qn on "Blow C." Check for MOCOs dumped or forgotten about in "Can't Blow B" all the way back through the Loops and any Pre-Loop he has run. This should result in another FTA and more viable attitude toward playing games and going up the Bridge.

6) Note his activity and "win" level in next few days. Is he having more fun? More wins? More acceptances? Does his interest and intelligence improve? Is he more involved in things he wants to do? If so good. Review is complete. Back to the Bridge where he left off.

7) If still not OK, or he says he is now doing another one (solution) but can't stop it, or seems again compulsive, see the "Failed Source Case" issue of same date.

BR
Snr C/S RONs

THE "FAILED SOURCE" CASE -
SOME ADDITIONAL PROCESSES

ULR #43 11 Mar 89
VAST

By running the process (of the PrPr 3 Version) on the person who had the "Big Source" Implant in LTA you will find it will Reviv "piece by piece," then go to FTA. But now the person is back to confronting why he was attracted to do the "Implant" in LTA. In other words, we haven't yet handled his opinion of himself as a "Failed Source." So the following processes are recommended: (as a sort of Program for this type of case).

1. R-Factor on Big Source Implant.

2. Ask: "Big Source Implant?", "Yours?", "Anothers?" (If "anothers", handle per ULR)

3. PrPr 3 Version on "The Big Source Implant" to REVIV (may be bit and piece) & FTA.

4. B/CB. (4 Rights, LTA Incidents to be included)

5. V/I R/W on "The Big Source Implant."

6. PrPr 3 on "LTA Tech Training." (to run off illogic on Source States and Player Qns & MOCOs.

7. B/CB (as above).

8. If more needed, do the "Logic Rundown" per SS C/S Issue.

9. "Incomplete cycle on ending a game?" If reads, find the game, who was in it, and do 20 button prepcheck on: "On ENDING THE GAME OF (GAME FOUND) has anything been (BUTTON) ?"

10. B/CB (as above).

11. Other ULR, SS C/S, or valence processes.

BR
Snr C/S RONS

Missing ULR 2, 28-38, 41 ...?

VAST

To apply viably our Source Training, we must know, what already has been applied and what the result was.

History of Source Training

(Insert Diagram)

The 1st application from a Prelogic State of Potentially ALL Logic & Illogic, (sort of a «Native State» of Q), was an IDENTIFICATION GAME CYCLE. From the diagram you can see it went down scale very quickly below even the Gamelessness level, stayed there for some duration and persistence, and then was technically and administratively handled back up to source. It had a non-optimum result. It reminds one of clusters of OTIII and «We are one» postulates and implants. It had 4 «Dynamics.»

The 2nd Application from Source Operations Level (above Games) was an ASSOCIATION GAME CYCLE. It also went down spiral but on a gentler, less steep slope. Eventually it also dipped past the Gamelessness level and became «no fun». It was recovered back to SOL with appropriate Tech and Admin. It had 8 Dynamics, and reminds one of Excalibur Plugs and the linking of «families» of Qns by CVP mutual creations.

The 3rd Application of Source Training (Called Loop 3) is the one we are familiar with from the Bridge, and GSC; GBC levels with HGC's 1 & 2 in it and a bottom point of «Gamelessness». But it was picked up from there by HGC #2 with an («improvement vector») addition of 4 more dynamics (9, 10, 11, 12) to help get it back to SOL. We are now completing that cycle in Ron's Orgs and by applying the results to all Dynamics. Those who are at this level (VAST) know that we now need 4 more dynamics (13 - Games, 14 - Source Ops (Absolutes), 15 - Logic, 16 - App Creation) to further optimize and improve the games - which are merely applications of logic to create illogic for its own analysis evaluation, handling, and review. (In other words, how can you have any application (doingness, fun) of total logic unless there is illogic. LRH said «All Games are aberrative (ie. illogical), some are fun «(the Player enjoys his application of logic to handle it.)

These «loops» look like a square wave (1/2 of it), a traingular wave (1/2), and a sine wave (1/2). So you might say that we, as Sources, are «tuning up the Game Patterns toward optimum enjoyment».

We can also see that going down spiral to «Gamelessness» is too far into illogic for optimum enjoyment. Both havingness and exteriorization are «at the bottom» at that point.

. . . . . .

It didn't help matters at all for Xenu and the Implanters to throw in the old Loop 1 & 2 type activities of identification and association to mess up logical players with clustering and Excalibur Plugs, but now this has been evaluated and handled on the Upper Bridge.

Now that you have the overall view of the applications, the next games, and the Powerful resolution of this «Loop 3» cycle, should be much easier - and more fun!

Note: The data for this issue was from OTs hitting into remmnants of the Loop 1 & 2 Cycles, the background research into Postulate Qns & Sources in Pawn and a close examination of LRH's Pre logics, especially #3:

Q3: «The Identification of the Source of that which places matter and energy and originates space and time is not necessary to the resolution of this problem at this time».

Well, I figured that from VAST level, it was NECESSARY and that the TIME for it had come.

Note 2: As you study this issue, you may find «blow-offs» occurring from Loop 1 & 2 MOCOs you «forgot» to handle then. Just give them the «MOC or free» and Rights of a Qn.

Note 3: There will be Programs and C/Ses for Players who arrive at this point and still have incompletes in Loop 1 & 2 - or who have transported entire groups of ASSOCIATED or IDENTIFIED Players and their MOCOs from those Loops to Loop 3 - or who have been hit with similar groups made or transported by Xenu and the Implanter Org.

B. R.

Sr. C/S Ron's.

(Astar Symbol) (ULR 20 - "LOOPS & LOOP Θns")

1 June 88

VAST

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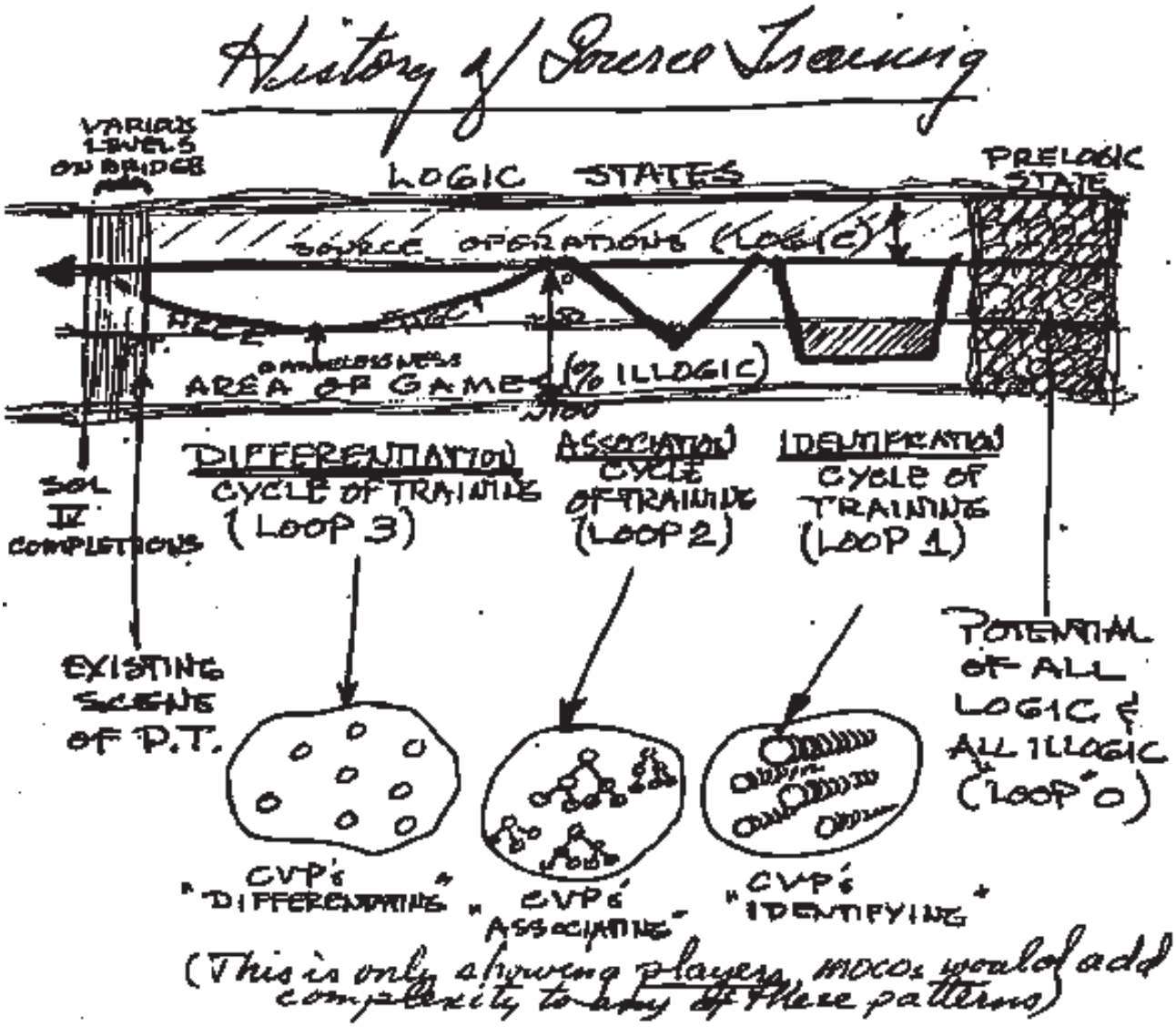
History of Source Training
VARIOUS LEVELS ON BRIDGE
LOGIC STATES
PRELOGIC STATE
SOURCE OPERATIONS (LOGIC)
AMBIGUOUSNESS
AREA OF GAME
(% ILLOGIC)
SOL II COMPLETIONS
DIFFERENTIATION CYCLE OF TRAINING (LOOP 3)
ASSOCIATION CYCLE OF TRAINING (LOOP 2)
IDENTIFICATION CYCLE OF TRAINING (LOOP 1)
EXISTING SCENE OF P.T.
POTENTIAL OF ALL LOGIC & ALL ILLOGIC ("LOOP" 0)
CVP's "DIFFERENTIATING"
CVP's "ASSOCIATING"
CVP's "IDENTIFYING"
(This is only showing players, more would add complexity to any of these patterns)

History of Source Training

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>
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B. R.
Sr. C/S Ron's.

ULR 14 - ("Source Basics Addition")

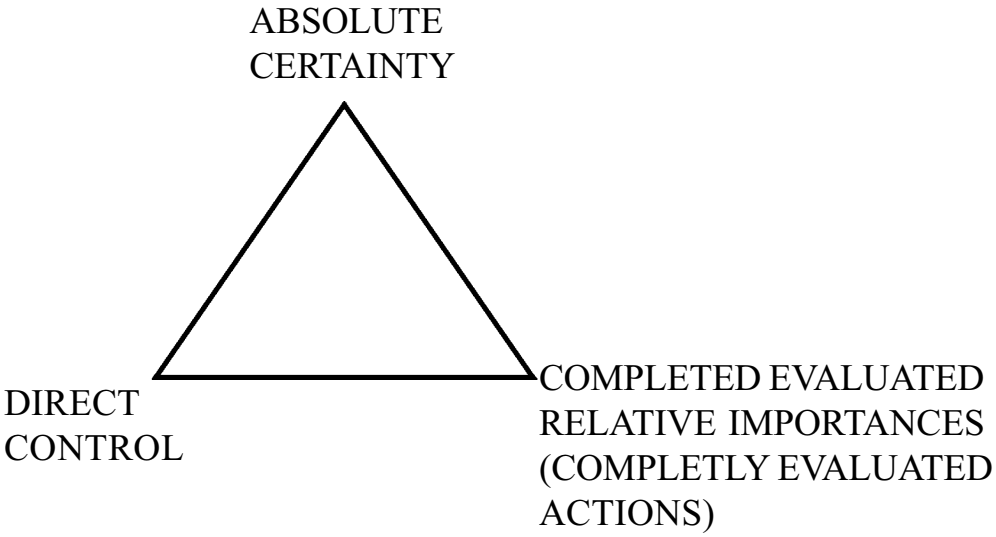
SOL

6 Mar 88

Source Basics Addition
(ref: 27 Oct 87)

The "unobtainable absolutes" make a triangle which add up to:

COORDINATED OPERATION (or CO-OPERATION)



(AC + DC + CERI = CO-OPERATION)

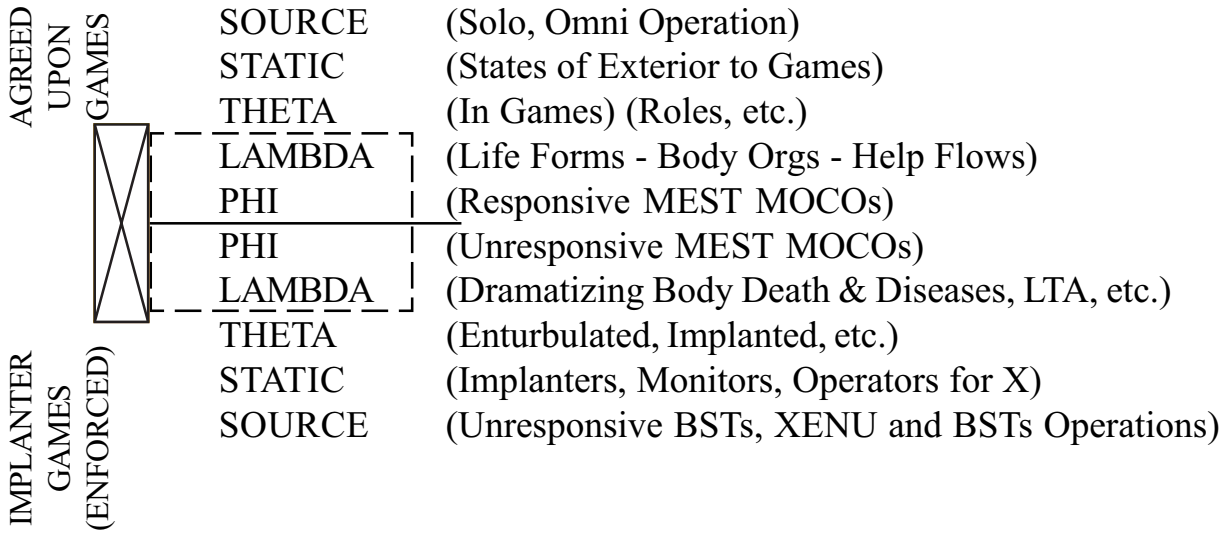
Theoretically, an OT could have a "break" in this triangle, as in ARC or KRC. The assessment would be:

AC DC CERI CO-OP (SOURCE) (STATIC) (KRCP) (ARCU)	K U C D E I O R F		

Also, any of the points could be prepchecked, if an OT was having difficulty in Source Operations.

Source Scale

= "Mocoland"


AGREED UPON GAMES
IMPLANTER GAMES (ENFORCED)
SOURCE (Solo, Omni Operation)
STATIC (States of Exterior to Games)
THETA (In Games) (Roles, etc.)
LAMBDA (Life Forms - Body Orgs - Help Flows)
PHI (Responsive MEST MOCOs)
PHI (Unresponsive MEST MOCOs)
LAMBDA (Dramatizing Body Death & Diseases, LTA, etc.)
THETA (Enturbulated, Implanted, etc.)
STATIC (Implanters, Monitors, Operators for X)
SOURCE (Unresponsive BSTs, XENU and BSTs Operations)

Vectors

As a Player adjusts his position in the games by the purpose vectors of:

EXTERIORIZATION ↑ and HAVINGNESS ↓ he is liable to move down the

Source Scale past the center and fall out of the "agreed-upon" games into the areas of "enforced" games. The cases and bodies and MEST of GUM 0 TTA/LTA are an example of the worst "composite" of all levels of the source scale.

The other aspect of the Source Scale is how much awareness of the"Rights of Θns" there is at each level. At the center it crosses over to "no rights" - all is determined by the "source" "(Xenu)." Above the center, there can be rights, individual sources, and self and pan-peterminism.

In bringing the body-org up to an "OT" state, an OT should be aware of these factors. Sometimes the λ Θns of the body org don't give the rights of a Θn to the Φ Θns. Or the "auditing" of the org only extends to a certain level down the scale. Or there is no "alerting system" to inform the C/O that a Theta, Static, or Source influence from the ENFORCED levels is impinging and needs handling (by the C/O, because the body-org can't handle player Θns).

B. R.
Sr. C/S Ron's